

# TWENTY20 PLAYING CONDITIONS 2019

To be read in conjunction with current MCC Laws and BMCA Rules.

## 1. GENERAL

**BALLS:** All matches will use white Kookaburra Practice Balls, as supplied by the BMCA.

**UNIFORM:** All players are to wear coloured shirts for contrast and will not be permitted to bowl if the umpire deems their shirt to be too light or distracting.

**PLAYERS:** Teams may play with as few as 9 batsmen without losing their total available wickets, as up to 2 batsmen will be permitted to bat twice. The Fielding Captain chooses which batsmen can bat a second time. Refer to Table 1 below.

Players on Team	Total Wickets Available	Players Batting Once	Players Batting Twice
11 – 12	10	11	0
10	10	10	1
9	10	9	2
8	9	8	2
7	8	7	2

**BOWL FROM BOTH ENDS:** Play will be from both ends as per usual games. If the condition of the ground prevents bowling or batting at both ends, the Captains may agree to play from one end only. This condition cannot apply when a game has already started with bowling occurring at both ends.

**FORFEITS:** Any team intending to forfeit must advise the BMCA CEO and opposing Captain by 8pm on the Wednesday prior. Forfeits after this deadline will incur a 4 point penalty and the forfeiting team shall have full responsibility for any umpiring fees that may be owed.

**LATE STARTS:** Games can start up to 15 minutes late for appropriate reasons, without impacting on the number of overs. After the initial 15 minutes, each subsequent 15 minute delay (or part thereof) will result in the match being reduced by 2 overs per side. Refer to Table 2 below.

Early Session Starting Time	Total Overs
12:00pm to 12:15pm	20
12:16pm to 12:30pm	18
12:31pm to 12:45pm	16
12:46pm to 1:00pm	14
1:01pm to 1:15pm	12
1:16pm to 1:30pm	10
1:31pm to 1:45pm	8
1:46pm to 2:00pm	6
2:01pm to 2:15pm	5
After 2:15pm	N/R
<i>Game MUST end by 3:00pm</i>	

Late Session Starting Time	Total Overs
3:00pm to 3:15pm	20
3:16pm to 3:30pm	18
3:31pm to 3:45pm	16
3:46pm to 4:00pm	14
4:01pm to 4:15pm	12
4:16pm to 4:30pm	10
4:31pm to 4:45pm	8
4:46pm to 5:00pm	6
5:01pm to 5:15pm	5
After 5:15pm	N/R
<i>Game MUST end by 6:00pm</i>	

## 2. RESTRICTIONS and PENALTIES

**BATTING:** All batmen must wear an approved protective helmet with grille while batting.

*Penalty: Batsman subject to Timed Out rule*

**WICKETKEEPING:** All wicketkeepers standing within 5m of the stumps must wear an approved protective face grille or helmet with grille while keeping.

*Penalty: 5 Runs to Batting Team*

**FIELDING:** A 30-yard circle will be marked at each ground. No more than 2 fielders are permitted outside the circle for the first 6 overs, after which no more than 4 fielders are permitted outside the circle for the remainder of the innings. For shortened games, refer to Table 3 below.

*Penalty: No-Ball with a Free Hit. Further transgressions also incur a 5 Run Penalty to the batting side.*

**BOWLING:** Bowlers are permitted a maximum of 4 overs, depending on the total number of overs to be bowled in the innings. Bowling limits ensure that a minimum of five bowlers must be used to complete all available overs. Over restrictions are not affected by how many players are on the team. For shortened games, refer to Table 3 below.

Total Overs	Maximum Overs per Bowler	Fielding Restrictions
20	4	6 overs
19	4	5 overs
18	3 Bowlers x 4 Remainder x 3	5 overs
17	2 Bowlers x 4 Remainder x 3	5 overs
16	1 Bowler x 4 Remainder x 3	4 overs
15	3	4 overs
14	3	4 overs
13	3 Bowlers x 3 Remainder x 2	3 overs

Total Overs	Maximum Overs per Bowler	Fielding Restrictions
12	2 Bowlers x 3 Remainder x 2	3 overs
11	1 Bowlers x 3 Remainder x 2	3 overs
10	2	2 overs
9	2	2 overs
8	3 Bowlers x 2 Remainder x 1	2 overs
7	2 Bowler x2 Remainder x 1	1 over
6	1 Bowler x 2 Remainder x 1	1 over
5	1	1 over

**WIDES:** Any ball bowled down the leg side without touching the batsman's pads or passing between the batter and the stumps will be called Wide, unless the batsman has attempted a switch hit or if the umpire deems the ball would have been fair had the batsman not moved.

**NO BALLS:** Any No-Ball (excepting balls not bouncing on the pitch), will earn a Free Hit.

**FREE HIT:** A Free Hit is signalled by raising an arm above the head and waving in a circular motion. For the Free Hit delivery, fielders must remain in their previous positions and will only be allowed to change positions if (a) the striker has changed ends, and/or (b) the No-Ball was due to a breach of a fielding restriction that needs to be rectified. If a Wide or any No-Ball is bowled for the Free Hit, then the Free Hit is taken again (even if a wicket falls).

**DISMISSAL OFF A FREE HIT:** Batsmen can only be dismissed from a Free Hit delivery in the same ways possible for a No-Ball, even if the Free Hit ball happens to be a Wide.

### 3. SCORING and RESULTS

**BOWLING RESTRICTIONS:** Scorers should alert the Umpires if a bowler will exceed their allotment of overs. Please note changes to over restrictions in shortened matches, as detailed in Table 3.

**SCORING METHODS:** All matches are to be scored in paper and electronic form, the latter by way of the Live Score app. Only one scorebook needs to be completed.

**TIES:** The result of a tied match stands and no tie-breakers will be played.

**CHANGES TO TARGET SCORE:** The Duckworth-Lewis-Stern (DLS) method will be used to determine results of games shortened due to weather. This feature is part of the Live Score app and is updated ball by ball. If a game cannot be completed by the due deadlines (3pm or 6pm), scorers are to note the DLS par score for the last ball completed to determine the result.

#### COMPETITION POINTS:

RESULT	POINTS
<b>BIG WIN</b> ( <i>batting team requires no more than 75% of the available balls to score the required runs, or the margin of victory in runs is 25% or more</i> )	5
<b>WIN</b> ( <i>normal victory, or receive a forfeit</i> )	4
<b>TIE</b>	3
<b>NO RESULT</b>	2
<b>CLOSE LOSS</b> ( <i>batting team requires more than 90% of the available balls to score the required runs, or the margin of victory in runs is less than 10%</i> )	1
<b>LOSS</b> ( <i>or forfeit within prescribed deadline</i> )	0
<b>LATE FORFEIT</b>	-4

## 4. COMPETITION DRAWS

<b>A L P H A</b>	Day	Date	Start	Home Team	Away Team	Oval
	Sat	5-Jan	12pm	Butchers	Heathens	Peter Carroll Field
	Sat	5-Jan	3pm	Oaks	Huntsmen	Peter Carroll Field
	Sat	12-Jan	12pm	Huntsmen	Heathens	Gloria Park
	Sat	12-Jan	3pm	Oaks	Butchers	Gloria Park
	Sun	13-Jan	12pm	Heathens	Oaks	Peter Carroll Field
	Sun	13-Jan	3pm	Butchers	Huntsmen	Peter Carroll Field
	Sat	19-Jan	3pm	First Place	Second Place	Peter Carroll Field

<b>B R A V O</b>	Day	Date	Start	Home Team	Away Team	Oval
	Sat	5-Jan	12pm	Eagles	Krushers	Gloria Park
	Sat	5-Jan	3pm	Warriors	Taverners	Gloria Park
	Sat	12-Jan	12pm	Krushers	Warriors	Peter Carroll Field
	Sat	12-Jan	3pm	Taverners	Eagles	Peter Carroll Field
	Sun	13-Jan	12pm	Eagles	Warriors	Gloria Park
	Sun	13-Jan	3pm	Krushers	Taverners	Gloria Park
	Sat	19-Jan	12pm	First Place	Second Place	Peter Carroll Field