



MVCL Twenty20 Cricket Rules (2009)

Except as varied hereunder, ICC T20 rules & MCC 2000 & 2003 laws shall apply.
Rules for junior players are mandatory!

1. All players will wear white / color cricket pants (no shorts). Any colour shirts (EXCEPT RED). White shirts with a collar can be worn, but a team is not allowed more than one type of coloured shirt at any time on the field. Shirts should be 'tucked in'.
2. Teams are encouraged to include `MVCL` logo on their shirts.
3. Teams may wear shirts with the logo of their sponsors printed on the front.
4. The winner of each match will score 3 points. Loser scores '0'. Each team will be required to provide umpiring services for the same number of games which they are scheduled to play. Each `no-show` of a neutral 'team' umpire will result in a 1 point penalty to his team & \$40 umpiring fee to club. If the team umpire is late – not present 15 mins. before the scheduled start time of his assigned match, his team will lose 1 point, when so noted by the league umpire. If no league umpire is present, the 2 captains will report no-show or lateness of 'team' umpire. Dress code - white shirt &/or coat, dark long pants & closed shoes.
5. New or had limited use - 4 piece Kookaburra balls from present or past years will be allowed - (part of bird or logo still visible - ie can still be polished by bowler). Out of shape, soft, not shineable ball will not be allowed). The bowling captain will give the match ball & one extra to the umpires once the toss result is known at the start of the match. These balls & any others used must pass umpires' approval. The umpires will retain these balls for use in the match as needed.
6. One innings & 20 six-ball overs max. per team. 10 min. break between innings & matches. 2 matches/day format or 3 matches/day format may be used at any ground, For 2 match format one umpire will do both matches. For a 3 match format an umpire will do 1 match & 1 innings. No declarations are allowed. (See below for interrupted & minimum matches).
7. Team lists (11 MVCL registered players), Pre-match & Toss rules per MVCL rules. (30 – 15 mins before scheduled start – min 8 players ready to play & in view of the umpires, if not, the toss is awarded to team which is ready 15 mins. before scheduled start.) If both teams do not have min. 8 players as above, the toss is delayed & any delay in starting time will cause a reduction of overs to the match at rate of 15 overs/hour. (When one team has 8 players as above, the toss will take place). The toss shall take place in the presence of at least one official umpire.
The name of 1 MVCL registered 12th man may be on the team list & shall be dressed in team uniform, if needed for fielding, with umpires' permission & for bringing drinks onto the field.

ICC T20 rules are used for any of the players who are absent or leave the field. (same as ODI).

8. No drinks intervals are allowed, but individual drinks at edge of field or at fall of wicket are ok if not a delay of game. Anything else requires umpire's permission.
9. The next batsman must be ready at edge of field. He has 90 seconds to be ready to face next ball. He will be 'timed-out' upon appeal. Any exchange of batting equipment must take place at fall of wicket or stoppage of play unless damaged. Batting helmets must be worn or carried until then. Similarly, fielding equipment brought on the field must be worn until then too.
10. At scheduled or rescheduled start time, if a team is unable to field 8 players, their batting innings is reduced at rate of 1 over for every full 3 mins. of delay. (Local late-start rule).
If late team is sent into bat, the fielding restrictions are reduced according to overs left, but bowlers are still allowed maximums for 20 overs.
If late team is fielding, they will still bowl 20 overs in 80 mins from late start.
If after 30 minutes of scheduled or re-scheduled start, one side still does not have at least 8 players, the match is forfeit to the other team.
If neither team has a minimum of 8 players as above, the total match is reduced at the rate of 15 overs per hour, providing an equal number to each team in the time now allotted for the match.
11. If a minimum match cannot be played due to both teams being late, both teams shall obtain "0" points.
12. If there is no official scorer, the team captains will agree on the score of the first batting innings.
13. A team causing an unreasonable delay in starting the second innings will face batting innings reductions as in first innings & a fielding team delay to start will mean 4 penalty runs will be added to batting total for every full 3 minutes delay.
14. Each side has 80 minutes to bowl 20 overs. If after 80 minutes, play is still on due only to slow bowling rate – 6 runs shall be added to batting side total for every full 4 minutes over 80 minutes. (Same rule to apply in 2nd innings). (Umpires - don't count injuries, lost ball or any other delay). Record these & subtract off match time after innings. (If overs are reduced, the reduced number must also be bowled at rate of 4 mins. per over or above penalty will apply). The umpires shall inform the fielding captain re. available time. If batting team is all out before the cut-off time, no over rate penalty will apply & also if all out in less than 5 overs. As soon as a team batting second has a total of runs & penalty runs which exceed the first batting team's score, the match is won by the team batting second.
15. Bowlers are restricted to a maximum - 4 overs each. In a delayed or interrupted match not caused by penalty to a team, no bowler may bowl more than 1/5 of overs allowed at re-start of play. (+ 1 - if needed) – per ICC rules.
(Bouncer over shoulder = No ball) per MVCL rules.
Note: Batsman gets free hit after a foot fault no ball per ICC rules. (In free hit, batsman can be out only per No-ball rules, even if called wide). No field changes are allowed for

free-hit ball unless there is a different striker. Signal to scorers is – extend 1 arm up over head & move it in circular motion. If free-hit ball is a no-ball/wide, repeat procedure. Call wides strictly - ODI rules. (A ball pitching/full toss outside the leg stump & missing a batsman on his leg side when standing in a normal batting position at the crease will be called 'Wide'). The batsman's leg side is determined as presented to the bowler before the delivery.

16. Max. 5 fielders on Leg side at any time. Only the 30 yd circle area is used for field restrictions. The following fielding restrictions apply to first 6 overs of each innings. Max. 2 fielders outside (ODI) 30 yd area. For overs (7 – 20) max. 5 fielders outside 30 yd area. (Sq. leg umpire will call & signal 'No ball' for violations. Head umpire must relay signal to scorers.
17. For teams with less than 11 fielders, 30 yd circle must be filled first. If 9 or less fielders – none outside 30 yd circle for 1st 6 overs. From (7 – 20) max. 3 outside 30 yds.
18. Reduced overs: (For both teams). (Use closest whole Nos. if interruptions).

Total overs – Field restriction overs		Total overs – Field restriction overs	
5 – 6	1	14 – 16	4
7 – 9	2	17 – 19	5
10 – 13	3		
19. Weather/exceptional delays will mean a loss of 1 over per 8 full minutes loss of playing time from each team, during the 1st innings & 1 over per 4 full minutes loss of play during the 2nd innings. (The rate is 15 overs per hour per ICC).
The Duckworth-Lewis method is to be applied to weather-shortened innings from 5 – 19 overs for either side, where a target score is required or a match result is required.
20. Three matches per day will be played at each ground. 20 overs per side. Start times: 10:00 am, 1:00 pm & 4:00pm. 10 min. break between innings. Bowlers restricted to a maximum - 4 overs each. No drinks intervals are allowed, but individual drinks at edge of field or at fall of wicket are ok if not a delay of game. Anything else requires umpire's permission.
21. Team lists, toss rules & (bouncer over shoulder = No ball) etc. are per MVCL rules. (Note: Batsman gets free hit after a foot fault no ball). Per ICC rules no field changes are allowed for free-hit ball, unless batsman was dismissed or non-striker now facing. Signal to scorers is – After No-ball signal, extend 1 arm over head & move it in circular motion. If free-hit ball is no-ball/wide, repeat procedure. Call wides strictly - ODI rules. All other rules are per ICC.
22. Home team (1st on list) must have ground & all materials ready before 10 am. 30 yd circles must be marked. If not, late start rules will apply against home team. (One over less when batting per every full or part 3 minutes delay). At scheduled start time both teams must have a minimum of 8 players in view of the umpires, dressed & ready to play. If after 30 minutes, one side still does not have at least 8 players, the match is forfeit to the other team.
23. Next batsman must be ready at edge of field. He has 90 seconds to be ready to face next ball. He may be 'timed-out' upon appeal.

24. Each side has 80 minutes to bowl 20 overs. If after 80 minutes, play is still on due only to slow bowling rate – 6 runs shall be added to batting side total for every full 4 minutes over 80 minutes. (Same rule to apply in 2nd innings). (Don't count injuries, lost ball or similar delays). Record these & subtract off match time after 80 minutes.
25. Weather delays will mean a loss of 1 over per 8 full minutes loss of playing time from each team, during the 1st innings & 1 over per 4 full minutes loss of play during the 2nd innings.
The Duckworth-Lewis method is to be applied to weather-shortened innings from 5 – 20 overs for either side, where a target score is reqd. or a match result is reqd.
26. A minimum match is where each side has had the opportunity to bat for 5 overs. During the 1st innings, the umpires will wait at least 120 minutes & decide whether a minimum match is possible. If not possible, the match will be ABANDONED. IF TIED at the end of full match or D – L match, a 'terminator' (see below) will decide result.
27. If 5 overs cannot be bowled in 2nd innings, the match will be ABANDONED.

Procedure for the 'Terminator'

The following procedure will apply should the provision for a one over per side eliminator (the terminator) be adopted in any match. (Usually – tied matches), but may be used in Vancouver, if bad weather prevents 5 overs per team being bowled, if in the assessment of the official umpire/s it is safe to do so.

1. Subject to weather/ground/light conditions, it shall commence 5 minutes after the conclusion/abandonment of the match, & at least 15 minutes before the scheduled start of another, on the same pitch.
2. The one over per side terminator will take place on the pitch allocated for the match.
3. Prior to the commencement of the one over per side terminator each team elects three batsmen and one bowler from their original team list for the T20.
4. The above 4 nominated players are given in writing to the referee or official umpire. The toss for batting/fielding now takes place.
5. Each team's over is played with the same fielding restrictions as those that are in place for the first over of a normal T20 International match. The same fielders from the T20 list will field during the 'terminator'. No balls & wides are as in T20.
6. The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.
7. The loss of two wickets in the over ends the team's one over innings.
8. In the event of 'tied' scores after the terminator has been completed, the team that hit the most number of boundaries (fours and sixes) in the 'eliminator' will be declared the winner.