

First Beach Front Management T20

BFM T20 (2018) - Rules

***Team Fee for this Tournament is $225***

***Other than the rules mentioned in this document, regular ICC cricket rules will apply.***

* Format

Eleven players per team, one innings per side, and each innings will be limited to a maximum of 20 overs. Each team will play five games during the league stage (once against each team). Top 4 teams will advance to next stage of the Tournament.

* Scheduled hours of play

|  |  |
| --- | --- |
|  | Start Time |
| 1st Game | 9:30 am |
| 2nd Game | 2:00 pm |

* Pitch

TCG: Games will be played on one side of the pitch (batting from practice cage side)

NCG: Games will be played on both sides of the pitch.

* Ball

White cricket balls will be provided by HRCO

* Umpiring

Each team will be responsible for umpiring as listed in the schedule.

* Wide ball

1. Too far out on the off side and anything on the leg side, as ***decided by the umpire***
2. Any ***non full toss over head*** of the batsman is a wide ball.

* No ball

1. ***One short-pitched ball*** (above the shoulder but not above the head) is allowed per over. The next such ball in the same over will be a NO BALL.
2. Any full toss ball ***above the waist height*** of the batsman will be a NO BALL
3. If bowler’s back foot (not front foot) touches or crosses the side crease (***return crease, shall be considered to be unlimited in length behind the popping crease***), it will be a NO BALL
4. Any “***over stepping the popping crease***” will be a NO BALL
5. Any ball ***pitching outside the pitch*** before reaching the batting side wicket will be a NO BALL
6. Umpire must call NO BALL, in case bowler delivers with an ***illegal action***, solely based on on-field umpires’ judgement.

* Free Hit

1. There will be a free hit for ***any kind of NO-Ball***
2. Fielders ***cannot change*** their ***field positions*** for a Free-Hit, if the ***same batsman*** who faced the NO Ball is also facing the Free-Hit. However, fielders ***can change*** their positions for a ***different batsman*** on strike for the Free-Hit

* Power play

First ***six overs*** (only ***two (2) fielders*** are allowed outside the inner circle)

* Maximum number of overs per bowler

Bowler can bowl a maximum of ***4 overs***

* Match result

1. Team batting second must have faced at least ***12 overs to constitute a*** ***match.*** Otherwise match will be considered ***“washed out”***. If the match was interrupted and called off due to inclement weather after team batting second has played a minimum of 12 overs, then the team with ***higher run rate*** will be considered winner. Run rate of the team batting second at the time game was called off will be compared against the run rate of the team batting first. If side batting first were all out in less than 20 overs (12 overs, 15 overs or 18 overs in case of delayed start mentioned in “Para 8” of the section “Game Start Time and Penalties”), their run rate will be calculated on the basis of full quota of overs and not the number of overs they were dismissed.
2. If a team abandons the match in progress, which umpires does not agree match is completed, they agree that the match be awarded to the opposition as a Forfeit. Criteria under “Para 4” of this section applies.
3. In case of a completed match resulting in a ***tie***, points will be split, ***1 point per team***
4. If a team ***forfeits*** the game then the other team wins with ***full points (2 points)*** but the NRR will not change. Forfeiting team will be charged $100 fine by HRCO and the payment will be due within 7 days.
5. ***Both winning and losing team*** must send an accurate scorecard of both teams to Nisaraj (PH#757-572-6058, email: [nisarajd@yahoo.com](mailto:nisarajd@yahoo.com)) and/or Rudy (757-553-8797, [rudrax@gmail.com](mailto:rudrax@gmail.com)) no later than the following Thursday of the match. Failure to do so will result in a ***1 point penalty.***
6. Scoring must be done digitally using nxCricket or Cricclubs live scoring option. If needed HRCO will pay for downloading nxCricket once for a team.
7. *Winning team is responsible to update the scorecard on the website no later than following Thursday*. Failure to do so will result in a ***1 point penalty***

**NOTE:** Only Captain and Vice-Captain have access to manage their teams and update scorecard on the website.

**NOTE:**  The scorecard on the website must list out the playing 11. A player who didn’t bat or bowl must be captured in the website as “DNB”. Unless the player name is listed on the website game scorecard, he will not be considered as played that game, and this will affect the player eligibility criteria mentioned in “Player Eligibility” section.

* Points

1. Winning team will get ***2 points***
2. Losing team: ***0 point***

* Player eligibility

1. Player can’t play for more than one team during the tournament
2. Player must have played a minimum of ***one regular game*** to play any play-off games

* Game start time and penalties

1. The games will start at 9:30 am & 2:00 pm
2. Umpires and both teams must be on ground at start time to avoid penalties
3. Team needs at least ***seven (7) players to start the game***
4. The team responsible for late start will face a ***penalty of*** ***1 over for every 4 minutes***. After ***30 minutes***, “no show” team will lose the match as a ***“forfeit”*** and the opposite team will be awarded “2 points” if the opposite team is present to start the game
5. If ***umpires*** are not present at start time, their team will automatically ***lose toss*** for their next game
6. If ***umpires*** do not show up until ***30 minutes*** after the start time:
   1. #5 will be implemented
   2. ***one (1) point*** penalty to their team
   3. ***two (2) overs*** penalty for their next game
7. Teams must start game with their ***own umpires***, in case umpires don’t show up on time
8. If the game is delayed for the natural causes related to weather:
   1. If the game is delayed by ***20 mins***, total overs will be ***reduced to 18***.

(4 overs max for 3 bowlers)

* 1. If the game is delayed by ***40 mins***, total overs will be ***reduced to 15***.

(3 overs max per bowler)

* 1. If the game is delayed by ***60 mins***, total overs will be ***reduced to 12***.

(3 overs max for only 2 bowlers)

* 1. If the game is delayed by more than **6*0 mins***, it will be considered as “***washed out***”. However, both the teams and umpires have to be on the ground to decide it. If a team does not show up thinking that the game will be washed out, they will lose points; game will be considered a Forfeit. (It may be raining in Virginia Beach or Newport News or anywhere else but may not be at the temple!!)
* Play offs

1. ***Top 4 teams*** (with most points) on the Points Table will advance to the ***Semifinal***
2. ***Teams ranked 1 to 4*** will play "***Semifinal***" as follows:
   1. ***SF#1: #1 Team vs #4 Team***
   2. ***SF#2: #2Team vs #3 Team***
3. If the points are same then NRR will be used as a tie breaker. If both teams have same NRR, then head to head result in the group stage will be considered. If head to head was washed out or resulted in a tie, then team that lost least total number of wickets in the tournament group stage will be ranked higher.
4. Super over(s) will be played until the winner is decided, in case of a tie in play offs

Super Over

1. Team batting second in the match will ***bat first*** in super over
2. One over to bowl and ***only 3 batsmen*** allowed (i.e. 2 wickets)
3. Each team will give the match officials their bowler and 3 batsmen names before the start of super over.
4. The bowler of the super over ***is allowed*** to bat in the super over

* Playing 11 and Substitute

1. It is the umpires’ as well as both team captains’ responsibility to get the playing eleven from other team before toss is done.
2. Once the playing eleven is submitted, it can’t be changed for that game.
3. Team bowling first can start the game with substitute players (SUB, here after) if players from playing eleven (P11 PLAYER, here after) are not there yet. However, the following conditions will be applied:
   1. If P11 PLAYER shows up during first six (6) overs:

P11 PLAYER can replace SUB without any issue.

* 1. If P11 PLAYER doesn't show up before seventh (7th) over starts:

***Option 1:*** SUB can continue fielding for rest of the innings as SUB. He can NOT be "converted" into P11PLAYER. Also, if P11 PLAYER shows up later on, he will not be allowed to be a part of the game, not even as SUB.

***Option 2:*** SUB can be off the field (i. e. playing with one player short) from beginning of the seventh over. Now, P11 PLAYER can come anytime during the game (even after first innings is completed) and join his team as P11 PLAYER.

1. Substitute player may not bowl, bat, or act as captain
2. Player being substituted is required to spend a period back on the field at least equal to the number of overs that he was absent before resuming bowling
3. Player being substituted is required to field/restricted from batting if second innings commence/combination of both, for at least equal number of overs that he was absent, or until the 3rd wicket is down, whichever comes first, before the player can bat.
4. ***Runner for a batsman is not allowed***

* Miscellaneous

In case of incidents that occur during the game that is not mentioned in this document, on-field umpires of that particular game have authorization to enforce the rule for that GAME ONLY.

* Rescheduling of games

Rescheduling of a game is NOT allowed except:

1. ***“Washed out”*** game.
2. There is a conflict between BFM T20 and MACC schedule.
3. Ground not available.

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NOTE:

The captains are responsible to make sure that umpire’s decision is respected and no foul behavior is displayed by any player towards umpires or other players.

**Also, please keep the ground clean. Both teams playing the last game of the day are responsible to empty the trash cans.**

**TCG: Dumpsters are located by kids park.**

Thank you.

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