



North West Cricket League

T20-Playing Laws 2019

This document supersedes all other T20 playing law documents for 2019. NWCL management will strictly follow this document to determine results for this year's T20.

Scope:

This Playing laws document intends to provide clarity about the laws for the NWCL- T20 tournament and any uncovered topics are governed by the NWCL playing laws and the ICC laws.

Start times:

- Game start time is mentioned on nwcl.org -> schedule and will be played at Klahanie Park Marymoor Park, St. Edwards, North Robinswood Park, Magnusson Park, Ron Regis Park, Forsgren Park and McCollum Park grounds. There can be 3 games on 1 ground depending on availability of ground. Unless instructed otherwise.

Game 1: Please refer nwcl.org for game schedule.

Game 2: Please refer nwcl.org for game schedule

Game 3: Please refer nwcl.org for game schedule

- All games will be for duration of 3 hours (180 mins). Each innings will be for 90 minutes.

For Example, 8:30 AM Game:

1st innings: 8:30 AM – 10:00 PM

Break: 10:00 PM – 10:10 PM (Break not included in playing time.)

2nd innings: 10:10 PM - 11:40 PM

Toss and Umpiring:

- The umpire shall call both the captains for toss 15 minutes prior to the scheduled game start time. The decision to bat/ field should be made and informed to the umpire right after the toss is done, if the captain decides to consult another member of the team before announcing his decision, the Toss will be awarded to the opposition captain, who then has to choose what he wants to do right away without any delay or consultations.
- If a team does not have 8 players at the time of toss, then the umpire will not proceed to toss and the toss will be awarded to the other team if they have 8 players present on the field at the time of toss.

- The game shall not commence until both the teams have 8 players on the field. The team without 8 players will be adjudicated as "NO-SHOW" after 45 mins from the scheduled start time and the game will be awarded to the team which has at least 8 players on the field. A penalty of 10 points would be deducted from the overall point's tally.
- If both the teams are no-show, then 10 points would be deducted from both teams and the game would be abandoned after 45 mins from the scheduled start time.
- Upon prior notice to the umpire, in case one team reaches the ground with 8 (or 7 for teams 100 miles away) players, later than the start time, the game will commence, but the team at fault will be deducted overs (at the rate of 1 over for every 4 minutes) from their innings. The team at fault needs to bowl 20 overs, but will get to chase the total in the reduced overs.
- In case both teams are at fault, the match would be reduced as per the playing rules. One neutral umpire will give a time update every 15 minutes.
- Neutral Umpire will be provided by teams as per the umpiring assignments listed in the schedule.
- Each innings will be for a maximum of 20 overs. It's the umpire's responsibility to complete the 20 overs in stipulated time of 3 hours 10 minutes (Wish break time).
- Umpires are expected to report to the management in case any unwanted situations arise during the hours of play.

Powerplay:

- Fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs) for a 20 over game. During the Powerplay overs only two fieldsmen shall be permitted outside the 30 yards circle at the instant of delivery. During the non-Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area (30-yard circle)
- In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the table below.

Overs in an Innings	Powerplay overs
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

Note : For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

- If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

Free-hit:

All No-balls are awarded a free-hit.

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it.

If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless: *There is a change of striker Or the No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.*

Game Result:

A team needs to have a minimum of 8 players (7 players for teams 100 miles from local Seattle area) on the field at the time of Toss. 8 (or 7 for teams 100 miles away from local Seattle area) can be comprised of substitutes if necessary. Playing members (Roster) needs to be completed and updated on the new NWCL Website (Cricclubs.com/NWCL) defined as per NWCL rules.

A minimum of 9 overs has to be played for a result to be declared. In case of a weather delay or delay due to extraneous conditions, not caused by a playing team or team member, then the match would be truncated at the rate of 1 over/ side for every 8 minutes of playing time lost. The umpire with consensus from the playing captains can cut the break time and compensate with playing overs.

Example: If a 10:00 AM game had a delayed start, due to weather conditions, say at 10:35, implies 35 minutes are lost. This equates to 4 overs/ innings being truncated (Even though $35/8 = 4 + \text{a fraction}$, the fraction is rounded). As a result, Game will be revised to have 16 overs a side. If play does not commence by 11:40 AM (100 minutes after scheduled start, then the game would be called off by the Neutral umpire. If it is a rain reduced game, the break can be reduced or eliminated between the innings.

Points:

- i. The winner of each match gets 20 points.
- ii. The loser of each match can get a maximum of 10 bonus points as follows;

Batting Bonus Points: If team chasing loses

- 1 point if team total of completed innings is more than 50% of target
- 2 points if team total of completed innings is more than 60% of target
- 3 points if team total of completed innings is more than 70% of target
- 4 points if team total of completed innings is more than 80% of target
- 5 points if team total of completed innings is more than 90% of target

Batting Bonus Points: If the team defending loses:

- 1 point when target is conceded after 10 overs
- 2 point when target is conceded after 12 overs
- 3 point when target is conceded after 14 overs
- 4 point when target is conceded after 16 overs
- 5 point when target is conceded after 18 overs

Bowling bonus Points:

- 1 point if 2 wickets have been taken
- 2 points if 4 wickets have been taken
- 3 points if 6 wickets have been taken
- 4 points if 8 wickets have been taken
- 5 points if 10 wickets have been taken in the opponent's completed innings

There are no points for an abandoned game or a game which did not have 9 overs in an innings.

No bonus points are awarded for a tie game.

A game which is abandoned cannot be rescheduled unless it can be completed within the allocated 3 hours and 10 minutes

Super Over:

In case of a tie, each team decides a bowler to bowl and three batsmen to bat during one over named as the super over. The same ball used in the match will be used in super over.

In the event if a ball is lost during the super over, then the bowling team has to supply another semi-new ball. A new ball cannot be used during the super over.

The team batting second in the match will bat first in the super over. Whoever scores the most runs in the super over will be the winner of the match.

League Matches: In case scores are level, the team hitting maximum sixes in the match will win. In case same, the teams with maximum fours win the match. If there is still a tie, then the game will be declared a tie and 10 points awarded to each team.

Semi Final: In case scores are level, the team hitting maximum sixes in the match will win. In case same, the teams with maximum fours win the match. If there is still a tie, then the game will be awarded to higher seeded team.

Final: In case scores are level, the team hitting maximum sixes in the match will win. In case same, the teams with maximum fours win the match. If there is still a tie, then the game will be awarded to both finalists.

In case two wickets fell, it is counted as all-out and the total made before losing the wicket is final.

Penalties for Delay of Game:

All penalties are completely at the Discretion of the Neutral Umpire Officiating the game.

For the 1st innings, the game will be stopped after 90 mins, irrespective of whether the bowling team was able to finish 20 overs. For every over not being bowled, the batting team will be awarded the current run-rate + 4 runs/ over.

Ex: For a 10:00 AM Game:

At 11:35 AM if the team bowling first has bowled only 15.4 overs, the remaining 2 balls will be bowled and the innings declared closed at 16 overs. If the batting team has scored 120 runs, the current run-rate is: 7.5 Remaining overs to be bowled: 4 Additional runs to be added will be $(7.5 * 4) + (4 * 4) = 46$ runs revised total will be: $120 + 46 = 166$ runs

Umpire will make a judgment on delays in game caused by the batting team (during the 1st innings).

Umpire will issue a warning for the first delay. For subsequent delays, based on the umpire's discretion an over leeway will be given to the bowling team. The team batting second, still gets to chase the target for 20 overs. If the team batting second is causing delays, then the same rule as the first innings applies. For every 4 minutes of wasted time, one over will be truncated from the innings.

The team batting second still needs to chase the runs as determined within the first innings.

Ex: if the team batting first, after the fall of a wicket is taking a long time to send the next batsmen, change leg umpires and or supplying drinks or any other additional delays. if the delays exceed 3+ minutes, the bowling team can finish the allocated 90 minutes with having bowled 19 overs & no penalty will be accessed against the bowling team. If there are multiple warnings, then the resultant overs will be calculated accordingly. For example, for 2 warnings in total, after the first warning, the team bowling first is expected to bowl only 18 overs.

During the Second innings, the game will be stopped after 90 minutes. The penalty for the number of remaining overs after 90 minutes, will be current run-rate + 4 runs/ over (if this delay is caused by the bowling team. if the delay is caused by the batting team, the penalty as appropriate to the batting team applies). The resultant calculation will be used to determine the result. The extra 1 run is considered on count of the team bowling second already aware of the situation and the potential result.

If there is a delay in the game due to an injury, the ball getting lost, other extraneous circumstances, weather etc. the team bowling first will stop the innings after 85 minutes. The number of overs bowled becomes the defacto game.

Ex: after 85 minutes, there has been only 15 overs bowled, then the total number of overs for the game becomes 15 overs a side. If there are any other penalties as levied by the umpire, from the previous conditions, then those would apply.

Forfeit a Game:

If a team forfeits a game, the opponent team will get 20 points and the team who forfeits shall incur a fine of \$100.

Bowler Limit:

A bowler can bowl 1/5 of the total overs for a match.

Overs in a game	Bowler limit
1-7	2
8-12	3
13-17	4
18-20	5