

	A	B	C
1	No	Description	Examples
2	1	<p>Start times: First game starts at 9:00 AM. Second game at 12:10 PM. Third Game at 3:15 PM. Unless instructed otherwise.</p>	
3	2	<p>Duration of Games: All games will be for a duration of 3 hours. Each 2 innings will be for 85 minutes (1 hr 25 minutes).</p>	<p>For a 9:00 AM Game: 1st innings: 9:00 AM - 10:25 AM Break: 10:25 AM - 10:35 AM 2nd innings: 10:35 AM - 12:00 PM</p>
4	3	The umpire will give a time update every 15 mins.	
5	4	Each innings will be for a maximum of 20 overs.	
6	5	<p>break: There will be a break of 10 minutes, between 5 innings.</p>	
7	6	<p>For a GAME RESULT: 1. A team needs to have a minimum of 8 players on the field at the time of the first ball in an innings being delivered. 2. The 8 can be comprised of substitutes if necessary 3. Playing members (Roster) needs to be defined as per NWCL rules</p>	
8	7	<p>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.</p>	<p>Example: If a 9:00 AM game is started, due to a weather delay at 9:35, then 35 minutes are lost. This equates to 4 overs/ innings being truncated. (Even though $35/8 = 4 +$ a fraction. the fraction is rounded) The resultant game would be started as 16 overs a side. If play does not commence by 10:40 AM (100 minutes after scheduled start, then the game would be called off). If it is a rain reduced game, the break can be reduced or eliminated between the innings.</p>
9	8	In case of a truncated game, the general rule of thumb for an innings is - 4 mins / over.	For example: If a 9:00 AM game starts at 10:00 AM, the resultant game is 60/8 9 overs

10	9	<p>a) Points: Each team earns 20 points for a WIN. Losing team can get a maximum of 10 bonus points as follows:</p> <ul style="list-style-type: none"> • 1 point if 2 wickets have been taken in the opponent's completed innings or before target run total reached • 2 points if 4 wickets have been taken in the opponent's completed innings or before target run total reached • 3 points if 6 wickets have been taken in the opponent's completed innings or before target run total reached • 4 points if 8 wickets have been taken in the opponent's completed innings or before target run total reached • 5 points if 10 wickets have been taken in the opponent's completed innings • 1 point if team total of completed innings is between 30 and 49 runs • 2 points if team total of completed innings is between 50 and 79 runs • 3 points if team total of completed innings is between 80 and 99 runs • 4 points if team total of completed innings is between 100 and 119 runs • 5 points if team total of completed innings is 120 runs or larger 	
11	10	<p>There are no points for an abandoned game or a game which did not have 9 overs in an innings.</p>	
12	11	<p>A game which is abandoned cannot be rescheduled unless it can be completed within the allocated 3 hours.</p>	
13	12	<p>Super Over: 1. In case of a tie, each 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. 2. The team batting second in the match will bat first in the super over.</p>	

	<p>3. Team A will score some runs in the first over and team B needs to chase it successfully to win the match. In case, it is unable to chase, team A wins.</p> <p>3. In case scores are level, the team hitting maximum sixes in the match will win. If its also same, the teams with maximum fours win the match.</p> <p>4)In case two wickets fell, it is counted as all-out and the total made before losing the wicket is final.</p> <p>5) if there is still a tie, then the game will be declared a tie and 10 points awarded to each team.</p> <p>6). Each team will be awarded in addition all bonus points they acquire.</p>	
14	<p>13</p> <p>PENALTY for not completing overs: For the 1st innings, <u>the game will be stopped after 85 mins, irrespective of whether the bowling team was able to finish 20 overs.</u> For every over not being bowled, the batting team will be awarded the current run-rate + 4 runs/ over</p> <p>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 \$40.</p>	<p>For a 9:00 AM Game: At 10:35 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: $120 + 46 = 166$ run</p>
15	<p>14</p> <p>The umpire will make a judgment on delays in game caused by the batting team (during the 1st innings). The umpire will issue a warning for the first delay. For subsequent delays, based on the umpires 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 3 minutes of wasted time, one over will be</p>	<p>For example: 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 85 minutes with having bowled 19 overs & no penalty will be accessed</p>

		truncated from the innings. The team batting second still needs to chase the runs as determined within the first innings.	against them. 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.
16	15	During the Second innings, the game will be stopped after 85 minutes. The penalty for the number of remaining overs after 85 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 taken into account on count of the team bowling second already aware of the situation and the potential result	For example: If the team bowling second, bowls only 18 overs in 85 minutes and the batting team has scored 90 runs, then the current run.rate is 5.0 the remaining overs is 2.0 The resultant end-total is: $90 + (5.0 * 2) + (4 * 2) = 108$ runs
17	16	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	For example 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
18	17	All penalties for delay in game tactics applies even if it is a 9 over game or a reduced over game.	for example, if the total game is only 9 over/ innings, and one of the teams causes delays of more than 3+ minutes, then the resultant penalties applies.
19	18	<ol style="list-style-type: none"> 1. At the start of the game - if a team does not have 8 players to play, then the umpire will not proceed to toss. A grace period of 15 minutes will be given before which the game will be awarded to the other team. 2. The team without players will be adjudicated as "NO-SHOW" and a penalty of 10 points would be deducted from the overall points tally 3. If both the teams are no-show, then 10 points would be deducted from both teams and the game would be abandoned. 4. In case one team reaches the ground with 8 players, late than the start time, the game will 	

		<p>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.</p> <p>5. In case both teams are at fault, the match would be reduced as per the playing rules</p>	
20	19	<p>Wides & No-balls: For a no-ball which is caused by overstepping: the resultant ball will be a FREE-HIT. The batsman cannot get out in any circumstance other than being RUN OUT. The free-HIT ball counts for the over total. All other Wides/ No-Balls apply as in regular game.</p>	
21	20	<p>PowerPlay: In accordance with the rules followed by NWCL, in the first 6 overs, there can be only 2 fielders outside the 30 yard. 2 fielders should be designated as catching positions. This rule does not change, even if the team has less than 11 players on the playing field</p>	
22	21	<p>Bowler limit: Anyone can bowl, within the playing 11, except the substitute fielders. If a bowler cannot finish his 6 balls, another player can complete the remaining balls, but those constitute as an over bowled against both the bowlers. Each bowler can bowl a maximum of 4 overs. In case of a truncated game, the number of overs to be bowled will be divided by 5 and the nearest common factor will be taken as minimum overs to be bowled.</p>	<p>Example: If the game is reduced to 9 overs, then assuming 5 bowlers have to bowl, it leads to a max of 2 overs per bowler.</p>
23	22	<p>Umpire no-show: The league shall hold the team/club responsible if the Individual they had assigned to umpire does not show up at the game. The team/club failing to send a neutral umpire for an umpiring assignment will be fined as follows: - 1st no-show: \$40 fine - 2nd no-show: \$80 fine - 3rd no-show: \$200 fine</p>	

	<p>Other Playing Laws: all other playing laws are in accordance with NWCL playing laws, then followed by ICC playing laws if not defined in NWCL playing laws</p>	
24	<p>Uniform: It is mandatory for all players to wear league approved uniform during all NWCL T20 games. Players without proper uniform shall not be allowed to participate.</p> <p>Game results & DECISIONS: The officiating umpire's decision and report is final. Teams can lodge an official protest within 2 days of the game in contention, if they do deem so against any result as certified by the umpire. NWCL management will decide on any such protests as appropriate and all rulings from NWCL are final.</p>	23