

67 FORMAT OF T20 COMPETITION

Games will be played in a T20 format for all nominated teams in five grades. A maximum of 12 teams shall be allotted to each competition. All nominated teams shall play a minimum of two T20 games in their competition, excepting byes and forfeits.

Nominations may be called for before or during the season for a separate T20 competition. This competition shall be run where possible on different Saturdays or Sundays to any senior representative matches. Rules, which may comprise a team rating or a handicap system, shall be issued no later than 7 days before nominations are due.

68 MAKE-UP OF T20 TEAMS

Each competition shall be made up from teams as follows (subject to change dependent upon number of teams entered and availability of grounds):

- 1st Grade from 0 rated players and below.
- 2nd Grade from 3 rated players and below
- 3rd Grade from 5 rated players and below
- 4th Grade from 7 rated players and below
- 5th Grade from 9 rated players and below

A team sheet may contain 12 eligible players. Prior to the commencement of the first innings the captain may nominate a player as a batter "Bat" and another as a bowler "Bowl" ONLY PLAYERS RATED FOR THE GRADE OR BELOW MAY BE NOMINATED IN THIS WAY (ie for D Grade both players must be a 9, 10 or 11 rated). During the batting innings the "bat" will participate and can bat anywhere in the order, but the bowler may not participate unless there is an injury / absence, and the opposition captain agrees. While fielding, the batter may not bowl or keep wicket, unless agreed by the opposition captain in the event of injury / absence but can operate as a standard 12th man and sub field as required. A maximum of two players may play one grade lower than their Rating in any one team on any given day. This excludes zero rated players, who may only play 1st Grade.

69 T20 ROUNDS

Two preliminary rounds in all five grades, Semi-Finals and Finals will be played as scheduled by the SCC. **Semi-finals and Finals will be played on Sundays.**

If rain prevents play in any match or a result cannot be obtained, those games shall be declared a DRAW and must be entered in PlayHQ. If a team is scheduled to play an ordinary HK&HDCA competition match on a Sunday, the ordinary HK&HDCA match shall be played as scheduled and the T20 match shall be postponed to the following weekend.

The T20 competition for that grade shall be readjusted to allow for this situation and teams will be advised of the revised schedule. All other scheduled T20 shall proceed as normal.

As far as practical, teams will play teams in their own grade for the first two rounds of the competition. In the case of a Bye, a team may have to play another team from the next grade if necessary. Any club forfeiting a T20 match may be subject to a fine of up to \$200 at the discretion of the SCC.

70 T20 MATCH TIMES

All Saturday games in this competition shall commence at 1.00pm and are scheduled to finish at 4.00pm each day. All Sunday games shall commence as determined by the SCC.

71 T20 GENERAL RULES

71.1 BOWLING RESTRICTIONS

In a single innings, each of the bowlers may bowl a maximum of one-fifth of the total number of overs, i.e., four overs in a total of 20 overs.

71.2 FRONT FOOT NO-BALL

If a bowler delivers a ball overstepping the popping crease, it is a no-ball. The batting team gets one run for the ball and the next delivery is a free hit. In other words, in the next ball, the batsmen can only be dismissed through a run out. If the same batsman is on strike for the free hit then the field must remain the same, however it may change if the batsmen have swapped ends.

71.3 INTERVAL

In a normal T20 match, the interval lasts for 15 minutes. However, in a reduced overs match, it can be cut to ten minutes.

71.4 QUALIFICATION OF A MATCH

If, and only if, each of the two teams has faced (or had the opportunity to face) five overs will a match be deemed to have been played.

71.5 BOUNCER NO-BALL

Any pitched ball that bounces over the head of a batsman in his normal upright stance shall be called a no-ball and the next ball is a Free Hit for the batting team (fielders must remain in the same position if the same batsman is on strike).

71.6 HOURS OF PLAY The 20th over of a T20 match must commence prior to the 80th minute of the innings. A 15-minute break will be taken between innings.

71.7 INCOMING BATSMAN

At the fall of a wicket, the incoming batsman must reach his crease within 90 seconds of the dismissal of the previous batsman.

72 FIELDING RESTRICTIONS

72.1 LEG SIDE FIELD

A maximum of five fielders can be on the leg side at any given point of time in a T20 match.

72.2 FIRST SIX OVERS

There cannot be more than two fielders outside the 25-metre circle in the first six overs of each innings. If more than the maximum number of fielders is outside the 25m circle at any point of time, either umpire shall immediately call and signal "no-ball".

72.3 AFTER THE FIRST SIX OVERS

There can only be a maximum of five fielders outside the fielding circle after the first six overs of a T20 innings have been bowled. If more than the maximum number of fielders are outside the 25m circle at any point of time, either umpire shall immediately call and signal "no-ball".

73 T20 PLAYER ELIGIBILITY

Players must play in a T20 team (or a higher graded team) that they are rated to play in, according to their Ratings provided for the forthcoming season by the HK&HDCA. Where a Club plays more than one team in any grade, a player will not play in more than one of those teams.

74 COMPLETION OF A T20 MATCH

Games are completed as soon as the winning run is scored, the final wicket is taken, or a result is obtained.

75 T20 POINTS ALLOCATIONS

The T20 Competition points will be allocated as follows:

☑Win	2 points
☑Tie	1 point
☑Draw/NR	1 point
☑Loss	zero points
☑Forfeit	zero points and \$200 fine

76 SEMI-FINALS AND FINALS

The top four teams for each grade based on points gained over the first two rounds shall progress to the semi-finals, where the first placed team shall play the fourth placed team in one semi-final and the second placed team shall play the third placed team in the other semi-final. The two winners shall play off in the final in each grade.

In the case of a tied point score for any position, Net Run Rate shall be used to determine the Semi-finalists or the positions that teams are ranked in for the semi-finals.

In the event of a washout or draw in a Semi-final or Final, the higher placed team moves forward or wins. In the case of a tie after completion of the innings of both teams, a super over is played (see Rule 80. In a semi-final, if the result is still tied after the application of Rule 80the higher placed team moves forward. In a final, if the result is still tied after Rule 80joint premiers shall be declared.

77 T20 TROPHIES

All winning teams of each grade shall receive a perpetual trophy for winning the HK&HDCA T20 Cup in that grade.

78 ENTERING T20 RESULTS

The results of each match must be entered into PlayHQ by 8.00pm on the following Monday. Failure to submit / confirm / dispute results into PlayHQ by this time shall lead to the non-offending team being declared the winner of that match, or in the case neither team enters the result, both teams being awarded NO points for the match.

79 T20 WET WEATHER PROCEDURES

In the case of rain or wet weather, the match is reduced by one over per team for each eight full minutes lost. If a match cannot start by 2 hours after the scheduled start time the match is abandoned and shall be declared a DRAW. The result must still be entered into PlayHQ by both teams.

For Finals, drawn games will be replayed on a suitable date, depending on ground availabilities.

A minimum of ten overs in a match must be achieved for a result to be obtained and each team must face a minimum of five overs.

If time is lost in the second innings of the match, that team's revised batting target is the run-rate achieved by the team batting first plus one run.

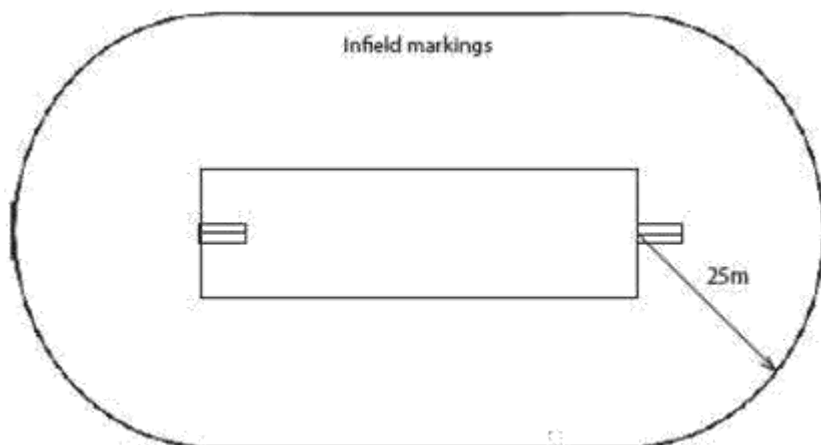
For example, ARL batting first score 4 for 75 from their rain reduced 15 overs at a run-rate of 5.00. Batting second, WPHC have a further rain interruption (20 minutes – another five overs) and can only bat ten overs. Their revised target becomes $10 \times 5 = 50$

+ 1 = 51 runs to win. The match ends when WPHC scores 51 runs, or ARL bowls their ten overs and WPHC have not passed ARL score (50), or WPHC is bowled out for 49 or less.

80 MARKING THE FIELD

It is the responsibility of the first-mentioned team in the draw to purchase a can of lead-free Survey Marking Paint (suitable for grass surfaces), preferably in white, however other light colours are acceptable, e.g., yellow. (Survey Marking Paint and other similar products are available at hardware chains such as Bunning's and Mitre 10.) This shall be applied to all grades and all grounds. Costs can be reimbursed on provision of a receipt through HK&HDCA if required.

Fields must be marked with a 25 metre "circle", at least 30 minutes before the match. The 25 metres shall be a circumference from the stumps at both ends, then simply join up the ends to finish with a "circle" (see diagram). Alternatively, fields can be marked using a series of dots no more than ten meters apart.



81 T20 BALLS

On mutual agreement by both Captains, an old or practice ball may be used for HK&HDCA T20 games. However, in the case of disagreement by the captains, a new ball as approved by the SCC shall be used in a T20 match.

82 TIED T20 MATCH PROCEDURE

If there is a tie at the end of a T20 match, the winner will be determined by a Super Over (i.e., one extra over per side). Each of the teams nominates three batsmen and one bowler to play the Super Over. A further toss will determine the team who bats first. If a team loses two wickets before the Super Over is complete their innings is closed. The team with the higher score from its Super Over wins. If there is a tie after the Super Over, the team that has the higher number of sixes in its full innings will be declared the winner. If by any chance there is still a tie, the team with the higher number of fours in its innings will be declared the winner.

83 T20 PENALTIES

Failure to comply with any of the rules outlined above may lead to penalties as determined by the Senior Competition Committee, including awarding no competition points or awarding a match to an opponent for substantial breaches.