



BARBADOS CRICKET ASSOCIATION



INSURANCE COMPANY TWENTY/20
LIMITED OVERS COMPETITION
2010

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NAME OF COMPETITION

1. The name of the Competition shall be: -

**SAGICOR GENERAL INSURANCE
COMPANY TWENTY/20 LIMITED OVERS COMPETITION**

GENERAL RULES OF THE COMPETITION

2. The Competition shall be organised by the Barbados Cricket Association.
3. The Competition shall be held annually among the First Division Clubs. The winning team will be presented with the Sagicor General Insurance Twenty/20 Trophy which shall be held for one (1) year.

- 4 (a) A club may enter one team only in the Competition.
- (b) A player shall not be declared to represent more than one (1) team in the Competition. A player declared to play in one (1) Competition shall not be declared to play in another Competition on the same day.

If a player who has been declared to play in a Competition is declared to play in another Competition on the same day, the second team for which he plays shall forfeit the match and any points already earned in the match, and the opposing team shall be awarded full points.

- (c) Each Club shall register a minimum of fifteen (15) players.
- 5 (a) The clubs shall be divided into four zones; two Zones will consist of four teams each and two (2) will consist of three (3) teams each.
- (b) In the preliminary rounds each team shall be scheduled to play against the other teams in their respective zones in a limited overs game of twenty (20) overs.

The teams which draw a "Bye" in each series shall play against each other and the points thus earned shall be aggregated with the points in their respective Zones.

In the Zonal Competition the winner of each match shall receive 4 points and the loser 0 points. In an incomplete match (a match which started but in which there was no winner) each team shall receive 2 points.

- (c) (i) In the event of teams finishing on equal points in their respective Zones the highest placed team will be the team with (a) the most wins in the zonal competition, and if still equal (b) the higher net run rate.
- (ii) If still not determined after applying (a) or (b) above, a draw shall be made by the Organising Committee to determine the highest placed team.

(d) **Calculation of Net Run Rate**

- (i) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the Competition, the average runs per over scored against that team throughout the Competition.
- (ii) In the event of a team being all out in less than its full quota
- (iii) of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not the number in which it had been dismissed.
- (iv) Only those matches where results are achieved on the field of play will count for the purpose of net run rate calculations.

Where a match is abandoned but a result is achieved under the Duckworth/Lewis method, for Net Run Rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.

Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach

- (e) The two top teams in each zone shall meet in knock out quarter-finals, semi-finals and final to determine the winner as shown in the following knock out chart:

PLAYING CONDITIONS

14. (a) **Laws of Cricket**

The Laws of Cricket 2000 Code 3rd Edition – 2008 and the Special Conditions of the Board of Management of the BCA for local Competitions shall apply except where specified in these Playing Conditions.

(b) **The Ball**

Only four-piece, white-coloured balls provided by the B.C.A. shall be used for the competition.

(c) **No Balls**

If the ball passes or would have passed above the shoulder height of the striker standing upright at the crease, the Umpire at the bowler's end shall call and signal "No Ball". A penalty of one (1) run shall be added for each No Ball plus any runs scored from the delivery.

(d) **Free Hit after a foot-fault no ball**

Following a No Ball called for a foot fault 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 wide ball) then the next legitimate 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.

The Umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

(e) A bowler shall be limited to one (1) fast short-pitched delivery per over. A fast short-pitched delivery is a ball which passes or would have passed above the shoulder of the striker standing upright at the crease. The Umpire at the bowler's end shall advise the bowler and the striker when each such delivery has been bowled.

In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over the Umpire at the bowler's end shall call and signal "no ball" and then tap his head with the other hand.

For the avoidance of doubt, any fast short –pitched delivery that is called "wide" shall also count as the allowable short-pitched delivery in that over.

(f) **Wide Bowling – Judging a wide**

Umpires are instructed to apply a very strict and consistent interpretation to this Law in order to prevent negative bowling wide of the wicket.

Any offside or legside delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide. As a guide, on the legside a ball landing clearly outside the leg stump and going further away shall be called a Wide. A penalty of one run shall be added for each wide ball plus any runs scored from the delivery.

(g) **Timed Out**

Law 31 shall apply except that the incoming batsman must be in position to take guard, or for his partner to receive the next ball, within 1 minute and 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.

MATCH REFEREES

15. Match Referees shall act on behalf of the BCA to ensure that the conduct of the game is upheld by:

Observing that the Laws of Cricket and the Playing Conditions as set out under these Rules are carried out and by lending support to the Umpires in the execution of their duties.

Noting details of the condition of the pitch and ground.

Noting the efforts of the home Club to ensure crowd control.

Observing the conduct of players including their reaction to Umpires' decisions.

Recording complaints and statements as given by the representatives of both teams at the end of the game.

Reporting any breach of the Rules or Special Conditions which they observe or which is brought to their attention to the Board of Management of the BCA for resolution.

PITCHES

16. The pitches shall be covered for all matches in the Competition. Covering shall be done:
- (a) At least forty-eight (48) hours before the scheduled start of play and if necessary until the first ball is bowled; and whenever necessary and possible at any time prior to that, during the preparation of the pitch.
 - (b) If during the hours of play the match is suspended on account of rain.

HOURS OF PLAY

- (c) The normal hours shall be from 2.00 pm to 4.55 pm. with an interval of fifteen minutes at 3.20 pm, or, at the end of the innings of the team batting first, or at the conclusion of the required number of overs.

In any match where there is a suspension of play an equal amount of time, up to a maximum of sixty (60) minutes, shall be added to the scheduled time allotted for play.

INTERVALS AND DRINKS BREAK

- (d) No drinks intervals shall be permitted.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the playing field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

INTERVAL BETWEEN INNINGS

19. If the innings of the team batting first is completed prior to the scheduled time for the Interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

In the circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the Umpires shall reduce the length of the interval by the amount of time that the first innings over-ran.

The minimum time for the interval shall be ten (10) minutes.

LENGTH OF INNINGS

20. (a) Uninterrupted matches starting on time

- (i) The innings of each team shall be limited to twenty (20) overs. No team shall be permitted to declare its innings closed.

If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled or until the team batting has been bowled out.

The interval shall not be extended and the second session shall commence at the scheduled time.

The team batting second shall receive its full quota of twenty (20) overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

- (ii) If the team batting first is dismissed in less than twenty (20) overs the team batting second shall be entitled to bat for twenty (20) overs.
- (iii) If the team fielding second fails to bowl twenty (20) overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- (iv) If, after consultation with the Umpires, the Match Referee is of the opinion that events beyond the control of the team bowling first prevented that team from bowling the required number of overs by the scheduled time of cessation no penalty shall be attached to the team.

If, however, in the Match Referee's opinion the fault lies with the team bowling first a penalty of four (4) runs per over or part thereof bowled after the scheduled time of cessation shall be added to the target score of the team bowling first.

- (v) If the team fielding second fails to bowl the required number of overs by the scheduled or re-scheduled time for the cessation of the second session, play shall continue until the required number of overs has been bowled or until the team batting has been bowled out.

If after consultation with the Umpires the Match Referee is of the opinion that events beyond the control of the team bowling second prevented that team from bowling the required number of overs by the scheduled time of cessation no penalty should be attached to the team.

If, however, in the Match Referee's opinion the fault lies with the team bowling second a penalty of nine (9) runs per over or part thereof bowled after the scheduled time of cessation shall be deducted from the target score of the team batting second and the total amended accordingly.

The Umpires shall inform the Match Referee and the Captains of the result of the match.

(b) ***Delayed or interrupted (general)***

- (i) To constitute a match each team must have the opportunity to bat for at least five (5) complete overs.
- (ii) If a reduction in the number of overs is required, the object shall always be to rearrange the number of overs so that both teams have the opportunity to bat for the same number of overs. The calculation of the number of overs to be bowled shall be based on a rate of 1 over for every full four (4) minutes of time available for play.

Any recalculation must not cause the match to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- (iii) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- (iv) If after consultation with the Umpires the Match Referee is of the opinion that events beyond the control of the team bowling first prevented that team from bowling the required

number of overs by the scheduled time of cessation no penalty shall be attached to the team.

If, however, in the Match Referee's opinion the fault lies with the team bowling first a penalty of four (4) runs per over or part thereof bowled after the scheduled time of cessation shall be added to the target score of the team bowling first.

- (v) If the team fielding second fails to bowl the required number of overs by the scheduled or re-scheduled time for the cessation of the second session, play shall continue until the required number of overs has been bowled or until the team batting has been bowled out.

If after consultation with the Umpires the Match Referee is of the opinion that events beyond the control of the team bowling second prevented that team from bowling the required number of overs by the scheduled time of cessation no penalty should be attached to the team.

If, however, in the Match Referee's opinion the fault lies with the team bowling second a penalty of nine (9) runs per over or part thereof bowled after the scheduled time of cessation shall be deducted from the target score of the team batting second and the total amended accordingly.

The Umpires shall inform the Match Referee and the Captains of the result of the match.

- (vi) Except as provided in Clause 20(b) (1) any incomplete over shall count as a complete over in all calculations re the number of overs.

(c) ***Delay or interruption in the innings of team batting first***

- (i) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session and calculated by applying the provisions of clauses 20(b) (ii) above.
- (ii) If the team fielding first fails to bowl the required number of overs by the re-scheduled time for the cessation of the first session, play shall continue and 20(a) (i) above shall apply.

Should calculations regarding the number of overs result in a fraction of an over, the fraction shall be ignored.

If after consultation with the Umpires the Match Referee is

of the opinion that events beyond the control of the team bowling first prevented that team from bowling the required number of overs by the scheduled time of cessation no penalty shall be attached to the team

If, however, in the opinion of the Match Referee the fault lies with the team bowling first a penalty of four (4) runs per over or part thereof bowled after the scheduled time of cessation shall be added to the target score of the team bowling first.

- (iii) If the team fielding second fails to bowl the required number of overs by the scheduled or re-scheduled time for the cessation of the second session, play shall continue until the required number of overs has been bowled or until the team batting has been bowled out.

If after consultation with the Umpires the Match Referee is of the opinion that events beyond the control of the team bowling second prevented that team from bowling the required number of overs by the scheduled time of cessation no penalty should be attached to the team.

If, however, in the Match Referee's opinion the fault lies with the team bowling second a penalty of nine (9) runs per over or part thereof bowled after the scheduled time of cessation shall be deducted from the target score of the team batting second and the total amended accordingly.

The Umpires shall inform the Match Referee and the Captains of the result of the match.

- (iv) If the team batting first is dismissed in less than the required number of overs the team batting second shall be entitled to bat for that required number of overs.

(d) **Delay or interruption in the innings of the team batting second**

If it is not possible for the team batting second to bat for the required number of overs, the overs to be bowled shall be reduced at the rate of one (1) over for every full four (4) minutes of time lost, except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

If due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, its target score shall be the next highest integer (whole number) after the revised number of overs (this includes the over(s) bowled before the interruption) is multiplied by the run rate of the team batting first.

Example

1. Run Rate= Total Score divided by Total Overs bowled or in the case of a team which has been bowled out, 20 overs.
2. Remaining Overs = Remaining Time divided by 4 Minutes
3. Total Overs Possible = Remaining Overs + Overs already Bowled
4. Target Score = Total Overs X Run Rate of Team batting First + 1
5. In all calculations involving the number of overs in completed innings any part of an over shall be considered a complete over.

(e) **Quarterfinals, Semifinals and Championship Final**

The target score is to be calculated using the current Duckworth-Lewis Method. The target set will always be a whole number and one run less will constitute a tie.

1 Quarter-finals

In the event that any match in the quarter-finals ends in a “Tie” or a “No Decision” the team which placed in the higher position in the preliminary rounds shall advance to the semi-final.

2. Semi-finals

In the event that any match in the semi-finals ends in a “Tie” or a “No Decision” the team which has the better Net Run Rate in the preliminary rounds shall advance to the Final.

3, Final

In the event that the Final is not determined on the field of play in the first instance the match shall be replayed. If the replay does not produce a result on the field of play the two teams shall be declared Joint Champions and share any monetary and other awards equally.

FIELD RESTRICTIONS

21. (i) A semi-circle shall be drawn on the field of play at each end of the pitch. The middle stump shall be the centre from which the semi-circle is drawn and the radius of the semi-circle shall be 30 yards. Each end of the semi-circle shall be joined to the end of the other semi-circle on the same side of the pitch in a straight line running parallel to the pitch. These two lines shall be the same distance from the pitch.
- (ii) For the first six (6) overs of each innings only two (2) fielders are allowed outside of the 30-yard fielding restriction circle. Thereafter no more than five (5) fielders are allowed outside of the fielding restriction circle and no more than five (5) on the on side at any given time.

Where the number of overs is reduced during a match the fielding restrictions are as follows:

Field Restriction Scale

<u>Innings</u>	<u>FRO's</u>
5 - 6 overs	1
7 - 9 overs	2
10 - 13 overs	3
14 - 16 overs	4
17 - 19 overs	5
20 overs	6

- (iii) In the event of an infringement of 21 (ii), the Umpire shall call and signal “No Ball”.

NUMBER OF OVERS PER BOWLER

22. (a) No bowler shall bowl more than four (4) six-ball overs in an innings. In a match where the start is delayed or the match is interrupted or the innings of both teams are restricted from the start to less than twenty (20) overs, no bowler may bowl more than one-fifth of the total overs allowed except that where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the total.
- (b) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

TIME WASTING

23. Umpires shall fully take into account and draw to the attention of the offending team's captain any deliberate slowing down of the tempo of either batsmen or fieldsmen where it may be seen to be to the disadvantage of the other team. Such action shall be drawn to the attention of the Match Referee.

THE RESULT

24. **Preliminary Rounds**

- (a) A result can be achieved only if both teams have batted for at least five (5) overs or unless one team has been dismissed in less than five (5) overs or unless the team batting second scores enough runs to win in less than five (5) overs.

In matches in which both teams have had the opportunity to bat for the agreed number of overs, subject to the provisions of clauses 20 (a) (i) and 20 (c) (ii) the team scoring the higher number of runs shall be the winner. If the scores are equal (a tie) in matches in which both teams have had the opportunity to bat for the agreed number of overs a Super Over shall be bowled to determine the winner.

(b) **Super Over**

If the Super Over eliminator cannot be started before the scheduled or re-scheduled cut-off time for the completion of the match, it shall not be played. For the avoidance of doubt, the cut-off time for starting the eliminator will include any previously unused extra time remaining at the end of the match.

The Super Over shall take place on the same pitch on which the match was played.

Each team shall nominate in writing to the Match Referee three (3) batsmen and one (1) bowler.

The Umpires shall stand at the same ends at which they finished the match and shall choose the end from the teams will bowl. Both teams shall bowl from the same end.

The Super Over is played with the same field restrictions which apply for a non-Powerplay over.

The team which batted second in the match shall bat first in the Super Over.

The same ball which was used at the end of the match shall be used.

The loss of two (2) wickets in the over ends the team's innings.

In the event of the two (2) teams having the same score after the over, the team which has hit the greater number of sixes in its two (2) innings (match plus the Super Over) shall be the winner.

If still equal the winner shall be the team which has hit the greater number of boundaries in its two (2) innings.

If still equal, the team which has taken the most wickets in its opponents two (2) innings shall be the winner.

If they are still equal a count-back shall be done from the final ball of the Super Over. The team with the higher scoring delivery shall be the winner. If a team loses two (2) wickets during the over any unbowled deliveries shall be counted as dot balls.

Runs scored from extras shall be counted as runs scored for this purpose.

PROTESTS AND COMPLAINTS

25. Clubs and Umpires are advised that protests and complaints affecting the outcome of matches must reach the Secretariat of the Barbados Cricket Association not later than 4:00 p.m. on the first working day after the incident in question. Other complaints must be submitted within five (5) days.

All communications to the Board shall be addressed to the Secretary and all communications by Clubs to the Board and by the Board to Clubs shall be made through the Secretaries of such Clubs, and all Clubs must notify the Secretary of the names and addresses of the Secretaries of such Clubs from time to time.

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