

1ST EUROPEAN UNIVERSITIES CRICKET TROPHY TWENTY / 20

SOFIA / BULGARIA 16-18 JULY 2015

PLAYING CONDITIONS

Cricket Cround National Sports Academy "Vasil Levski" Sofia/Bulgaria

The standard and current edition of **Twenty20 International Match Playing Conditions (T20IMPC)** with effect from 1st October 2012 shall apply. Except as varied there under and as applicable to this domestic environment and which in turn have been amended, varied or added to hereunder, the Laws of Cricket (2000 Code 4th Edition – 2010) shall apply.

Note: All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'ICC/BCF Match Referee as the case may be'.

I. MATCH RULES

1. A team will earn 2 points for a win. (If the match is abandoned / called off because of inclement weather – then each team will earn 1 point).

2. For matches that are interrupted or prematurely terminated, Law 21.7 as per the T20IMPC will apply, which for ease of reference are re-quoted here:

"If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 6 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method.

If the innings of the side batting second is suspended (with at least 6 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the par score, the match is a tie (level scores). Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of the Par Score."

3. If the scores are level at the end of the match , the winner will be decided by playing a Super Over (see below).

4. If less than 6 overs have been bowled in the second innings of the match, the result shall be decided through a Super Over.

5. If due to inclement weather a Super Over cannot be held - the match will be treated as abandoned and the teams will earn one point each.

6. If at the end of the 'round robin', two or all three teams have the equivalent number of points, then the winner(s) will be decided on the basis of the higher net run rate.

7. In the event of the final being tied or there is no result, the following shall apply:

i) Tied match – the teams shall compete in a Super Over to determine the highest placed team

ii) If following a tie, weather conditions prevent the playing of the Super Over or if the match is a no result, the teams shall be ranked according to their final position at the end of the round robin matches.

8. If there are teams that are still equal, the highest placed team shall be decided in the following order of priority:

i) The team with the most points.

ii) The team with the most wins

iii) The team with the higher net run rate will be placed in the higher position

iv) In the highly unlikely event that teams cannot be separated by the above, this will be done by drawing lots / coin toss.

9. The match will be played with red balls and hence the outfit will be whites. Teams should ensure that cricketing whites are worn by their team. If there are any notable deviations, these may please be agreed with Cricket Bulgaria (BCF) well before in event. New balls for each innings will be provided by BCF.

10. NO Spikes (white) shoes is recommended

11. Scorers: Teams will provide their own scorers in addition to an "official" scorer being provided by BCF.

12. Umpires : each team will provide there umpires

13. Match Referee: There will be a Match Referee for all the games as appointed by BCF to adjudicate where required and to ensure along with the Umpires that the matches are conducted in the Spirit and the Laws of Cricket.

14. In the event a match is to be reduced in the number of overs to be bowled, the extent of the reduction will be based on the calculations of bowling 15 overs per hour.

15. If teams have players under the age of 18 years, then the Safety Guidelines as issued by the English and Welsh Cricket Board March 2010 will apply. (Teams requiring these guidelines should please get them from BFC).

II BOWLING RULES

1. Both sides are expected to be in a position to bowl the first ball of the last of their 20 overs within 85 minutes playing time (this includes the 5 minutes drink break after the 10th over) . In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
2. This principle applies to any match where the overs are reduced because of delays or interruptions.
3. The umpires will decide if this penalty is imposed - and will take note of any delays that are beyond the bowling side's control.
4. Bowlers are restricted to a maximum of four overs, which is reduced pro rata if the game is a reduced-overs match.
5. Any ball bowled down the leg-side will be deemed a wide.('Leg side' means past the 'on' side of both the batter and the leg stump).
6. Umpires will apply a very strict and consistent interpretation of a wide ball to prevent negative bowling wide of the wicket.
7. If a bowler bowls a front-foot no ball the next ball shall be a free hit in addition to a run/runs added to the total.
8. On a free hit, the batter can only be dismissed through a run out, handling the ball, hitting the ball twice or obstructing the field.
9. If the 'free hit' ball is an 'illegal' delivery, the next delivery will be a 'free hit'.
10. The fielding captain is not allowed to change the field for the free hit if the batsmen haven't changed ends
11. The bowling of fast short pitched balls will be treated under ICC WCL Playing Conditions clause 42.4. This section is attached as an addendum to these rules.
12. If in making his delivery the bowler accidentally knocks over the bails or stumps with his body, the ball will be declared a "no ball". (The next ball will not be a "free hit")

III FIELDING RULES / RESTRICTIONS

1. There will be a power-play in the first six overs of the game. During this time a maximum of two fielders are allowed OUTSIDE the 30 meter marked circle.
2. After the power play, a maximum of 5 fielders are allowed outside the marked circle
3. The umpire will call a no-ball if a team has been judged not to have had sufficient players inside the circle at any time. No 'free hit' follows from such a no-ball.
4. The power-plays will be reduced pro-rata if the game is reduced.
- 5.No more than five fielders can be on the leg side at any time (and no more than two between popping crease and the wicket keeper on the leg side).
6. The umpire will call a no-ball if a team has been judged to have too many fielders on the leg side at time of delivery. No 'free hit' follows from such a no ball.

7. Close in fielders alongside and in front of the batter are required to wear helmets boxes and other protective gear. "Close in" fielders refer to anyone closer than 5 metres from the batter

IV BATTING RULES

1. A new batsman must be at the crease within 90 seconds after the dismissal of the previous batsman.
2. Compulsory wearing of helmets by batters will be determined by the home team's ground rules. In the absence of any information published, then the default attire will be compulsory wearing of the helmet. Any deviation from this, will require the explicit and joint approval of the home ground Captain, the umpires and match referee.

V SUPER OVER

1. Each team decides a bowler to bowl and three batsmen to bat during one over named as the 'Super Over'. Balls of equal wear will be used by each of the sides.
2. The names of the bowler and three batsmen will be submitted by the captains and received by the Referee before the names can be divulged to the opposition.
3. The team batting second in the match will bat first in the Super Over.
4. Team A will score some runs in the first over and Team B needs to chase it successfully to win the match. If it is unable to achieve the winning total, Team A wins.
5. If scores are level after the super over, the team hitting maximum sixes in the match will win. If number of sixes hit is equal, the team with maximum number of fours will win.
6. N.B. The number of sixes and fours will be the number hit in the match and not the Super Over.
7. If the number of sixes and fours are equal, then the result will be decided by a toss of a coin. The team losing the toss at the start of the match will make the call of 'heads/ tails'
8. If two wickets fall, it is counted as 'all-out' and the total made before losing the wicket is final.
9. Non-power play field restrictions apply (maximum of 5 fielders are allowed outside the marked circle with no more than 5 fielders on the leg side (and two back of square leg).
10. For the super over rule, umpires select which end to bowl from and both teams use the end to bowl & bat their over (6 balls).. And, each umpire shall stand at the same end at which they finished the match.

SPIRIT OF CRICKET & CODE OF CONDUCT

It will be expected that all Captains will ensure that their respective teams, officials and supporters follow the Spirit of Cricket as enumerated in the Preamble to the Laws of Cricket.

The Umpires Match Referee and the appropriate match officials, reserve the right to caution or take such action as deemed appropriate if any person(s) are seen to be in violation or in breach of the Spirit of the Cricket or the Code of Conduct as published by ICC.

Extract from ICC WCL Playing Conditions

42.4 Law 42.6 - Dangerous and Unfair Bowling

42.4.1 Law 42.6 (a) - The Bowling of Fast Short Pitched Balls

Law 42.6 (a) shall be replaced by the following:

- a. A bowler shall be limited to one fast short-pitched delivery per over.
- b. A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c. The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d. In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- e. For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over.
- f. In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- g. If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h. If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
I Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous
j. over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- k. The bowler thus taken off shall not be allowed to bowl again in that innings.
- l. The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- m. The umpires will then report the matter to the Tournament Referee who shall take such action as is considered appropriate against the captain and the bowler concerned (refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains)

Bulgarian Cricket Federation