

# YR 9-10 & YR 11-13 Challenge Cup - Wednesday T20 Rules

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## Quick Summary

<b>Numbers of Player</b>	9-11 players. “game on” rules apply where teams match playing numbers
<b>Maximum innings length</b>	20 overs
<b>Pitch Length</b>	Full Pitch.
<b>Boundary Size</b>	Full Boundaries.
<b>Exclusion Zone</b>	No player can be within 10m of the batter except for the wicket-keeper and regulation slips fielding positions. Fielding restrictions apply. At no time can more than 5 players be on the boundary.
<b>Bowlers Run Up</b>	No restrictions.
<b>Maximum Overs Bowling</b>	4 overs a game, 2 overs per spell
<b>Minimum Overs Bowling</b>	None.
<b>Batting Recycle</b>	20 balls including any wides/no balls
<b>Batting Grace Period</b>	None.
<b>Maximum Balls Per Over</b>	None.
<b>No Balls</b>	Yes with Free Hits scorer and one as secondary scorer.
<b>LBW, Stumping</b>	Yes
<b>Drinks Breaks</b>	No official drinks break, however, if the innings is progressing quickly enough a 3-minute maximum break can be taken.
<b>When Result Occurs</b>	The team batting second wins when they score more runs than the first innings. The team fielding second wins when they bowl out the team batting second for less runs than they scored, or the overs are completed with the team batting second scoring less runs.
<b>Who can Umpire</b>	Coaches/managers will need to umpire games, one representative from each team is recommended.
<b>Scoring</b>	E-scoring on PlayHQ by both teams is required, one as primary

## **1.0 Team Composition**

Teams can consist of 9-11 players. "Game on" rules will apply to have equal playing numbers. This must be agreed before play by both teams.

## **2.0 Toss**

Made no later than 10 minutes before play starts. If a team is not available, they will be deemed to have lost the toss and will automatically be batting first. If a team is not available to start a match on time they will be deemed to have lost the match. All players must be entered into PlayHQ prior to the match.

## **3.0 Hours of Play & Over Rate**

Wednesday Night T20

- o 4.30pm to 5.45pm: First innings
  - o 5.45pm to 5.50pm: Break
  - o 5.50pm to 7.05pm: Second innings
- Maximum of 5 minutes between innings. No official drinks break during innings, however, if the pace of play is fast enough, a 3-minute break is permitted.
  - The first innings should conclude no more than 1 hour and 15 minutes from the start time. Should the first innings not be completed in 1 hour and 15 minutes, the second innings will be reduced by 2 overs.
  - The second innings should conclude no more than 1 hour and 15 minutes from the start time. Should the second innings not be completed in 1 hour and 15 minutes, 12 runs will be added to the score and if possible, the remaining overs will be completed

## **4.0 Length of Innings**

Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 20 overs if the team batting first has been dismissed in less than 20 overs), providing that a result is not reached beforehand.

## **5.0 Pitch Length**

Full pitch

## **6.0 Boundaries**

Full size boundaries as marked

## **7.0 Fielding**

At no time can more than 5 players be on the boundary. To be considered on the boundary, the players must be within 4m of the boundary at the time of the bowler releasing the ball.

## **8.0 Ball**

156g Kookaburra White Ball is to be used. The match ball does not have to be new, but umpires must agree that it is fit for play

## **9.0 Dismissals**

All dismissals count

## **10.0 Stumpings, LBWs**

Yes. Umpires are to always give the batter the benefit of the doubt and only give an LBW if they are completely satisfied the ball would have hit and stumps and pitched correctly. Any doubt at all should result in a not out decision.

## **11.0 Recycle/Batters Returning (optional)**

If agreed by team coaches/managers and/or captains before the start of the match, an agreed compulsory retirement of batters after 20 balls faced (wides and no balls are counted). Recycled batters may only return at the end of the innings once all other batters have either been dismissed or recycled. Batters return to the crease in the order they first recycled (i.e. first recycled batter returns first, next recycled batter returns next and so on). Returning batters cannot be recycled a 2nd time.

## **12.0 Bowling Restrictions**

Maximum 4 overs per player. Maximum 2 overspells.

## **13.0 No Balls/Wides**

- Normal cricket laws apply.
- Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist when standing upright shall be called a no-ball.
- Any delivery that bounces outside of the pitch will automatically be deemed a no-ball.
- If a bowler, in the two umpire's opinions, bowls two dangerous deliveries within an over, the umpires can instruct the bowler to finish the over bowling slower deliveries.
- Umpires must agree wide lines before the start of play.
- There shall be no restriction on the number of wides or no-balls which may be called in an over.
- No balls and wides are worth 1 runs, and will need to be rebowled.
- No balls will be followed by a free hit.

### Free Hit

The delivery following a No Ball called (all modes of no ball) shall be a free hit for whichever batter 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 batter 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 a Wide Ball. Neither field changes nor the

exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- a. There is a change of striker; or
- b. 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.

#### **14.0 Wicket-keeper**

A designated wicket-keeper is permitted, however, no more than two wicket-keepers are to be used during an innings to ensure that the match is not unduly delayed.

#### **15.0 Points:**

*Win = 4 points*

*Tie or Match Abandoned = 2 points*

*Loss = 0 points*