

## HKCA SATURDAY CUP 2007 (TWENTY20 FORMAT)

### RULES & INFORMATION

**CAPTAINS ARE ENCOURAGED TO DISCUSS THE RULES & TIME CONSTRAINTS WITH THEIR OPPONENTS BEFORE EACH MATCH TO CLARIFY THESE RULES:**

#### **Playing Conditions**

The Laws of Cricket (2000 Code 2<sup>nd</sup> edition – 2003) and HKCA Saturday League Rules shall apply, with the following exceptions:

#### **Duration**

The match will consist of one innings per side, each innings being limited to a maximum of 20 overs.

A minimum of 5 overs per team shall constitute a match.

#### **Hours of Play and Intervals**

First Innings	2pm to 3.30pm (1 hour 30 minutes)
Interval	3.30pm to 3.40pm (10 minutes)
Second Innings	3.40pm to 5.10pm (1 hour 30 minutes)

##### **(a) Interval Between Innings**

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.

##### **(b) Intervals for Drinks**

No drinks intervals are permitted.

#### **Length of Innings**

In an uninterrupted match (ie. The match is neither delayed nor interrupted):  
Each team shall bat for 20 overs unless all out earlier.

The second innings shall consist of the same number of overs as the first (unless the team fielding first shall have failed to complete their overs without good cause in the first innings, or if the match is of restricted duration).

If, without good cause, the bowling side fails to complete 20 overs within the scheduled time, the innings shall be extended until 20 overs are completed and the second innings restricted to the number of overs completed at the scheduled time. The over in progress at the scheduled time shall count as a completed over.

If, without good cause, the team fielding second fails to bowl the required number of overs, without good cause, by the scheduled close of play, the game will conclude and the result decided by net run rate (as per Saturday League rules). The facts are to be reported to the MDC.

Before the match, Captains shall agree on the clock or watch to be followed during the match.

No bowler may bowl more than 4 overs in an innings.

### **Restricted Matches**

In order to achieve a result in a match delayed or interrupted by adverse conditions of weather, ground, light or other good cause beyond the teams' control, the following procedures apply:

a) If the first innings is delayed or interrupted on one or more occasions, two overs shall be deducted from the original 40 for every four minutes (or part thereof) lost, i.e. one over deducted from each innings.

b) The second innings shall consist of the same number of overs as the first. If the second innings is not completed for any reason other than that of a result already being achieved, the game will be decided on run rate provided that the minimum 5 overs have been completed.

To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

In all reduced overs matches the fielding team will be given one overs leeway in addition to any time that the Umpires might allow for stoppages.

### **Restrictions on the Placement of Fieldsmen**

At the instant of delivery there shall not be more than five fieldsmen on the leg side.

For the full duration of each innings there must be 4 fielders within the fielding restriction circle (ie 30 meters from each middle stump) at the instant of delivery, otherwise a 'no ball' (no free hit) shall be called by the umpire.

### **Number of Overs Per Bowler**

No bowler may bowl more than 4 overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that

where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. –

e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incompleting over.

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.

### **Bowling Procedure**

Overs are to be bowled in 5 over blocks alternating between ends (ie overs 1 to 5 are bowled from one end, then overs 6 to 10 from the other end etc). At the end of each over, only the two batsman and two umpires change ends. Apart from normal field position changes, the fieldsmen only change after each 5 over block. At the end of each 5 over block, the batsman and umpires remain at the same end.

### **Law 24.12 - No Ball - Penalty**

Normal HKCA rules on No balls will apply except that the penalty for a No ball will be **2 runs**.

### **Free Hit after a Foot Fault No Ball**

The delivery following a no ball called for a foot fault (Law 24.5) 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 a wide ball), then the next 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 (eg run out), even if the delivery for the free hit is called wide ball.

Field changes are permitted for free hit deliveries.

### **Law 31 - Timed Out**

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 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, and is expected to jog to the wicket.

### **Tied and Drawn matches**

In the event of a tied or drawn match the result will be decided by:

1. the team losing the fewest number of wickets shall be the winner;
2. a "bowl off" between 3 bowlers from each side bowling 2 deliveries each (6 balls) at the stumps. The following shall apply in the event of a 'bowl off':-
  - a. The same suitably acceptable ball will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval.
  - b. If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team (ie if a wicket is achieved it will not count).
  - c. the three cricketers to take part in the 'bowl off' must be selected from the original 11 cricketers named on the team sheet.
  - d. Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.
  - e. The team who 'hits' the stumps on the most occasions wins the match. If both teams have scored the same number of 'hits' after all three bowlers have bowled, the remaining players (ie not the 3 bowlers already used) in each team will alternately bowl one delivery until a 'winner' is determined by 'sudden death.'

HKCA  
23<sup>rd</sup> March 2007