



NCU T20 Playing Conditions

Any Competition Rules or Playing Conditions not listed herein, are as per the NCU Competition Rules and Playing Conditions, including the relevant MCC Laws of Cricket.

FORMAT OF T20 COMPETITION

Games will be played in a T20 format for a pre-determined number of matches in the NCU competition.

T20 MATCH TIMES

Games in this competition shall have start scheduled start and finish times as listed in PlayHQ. Start times may be altered by the NCU Executive to accommodate “double-headers” at a single ground.

T20 General Rules:

BOWLING RESTRICTIONS

In a single innings, each of the bowlers may bowl a maximum of one-fifth of the total number of overs, e.g. four overs in a total of 20 overs, or in a rain reduced match of, say, 16 overs, one bowler can bowl a maximum of 4 overs, and all other bowlers can only bowl a maximum of three overs. Refer to Playing Conditions 8.1.3 for maximum overs when reduced overs.

FRONT FOOT and BACK FOOT NO BALL

If a bowler delivers a ball that is deemed a No Ball (per Law 21.5. of the MCC Laws of Cricket), the batting team shall get one run for the No Ball, plus any runs scored off the bat. In addition, the next legal delivery is deemed as a Free Hit for the batting team. If the same batsman is on strike for the Free Hit, as they were for the previous No Ball delivery, then the fielding team must remain in the same position as it was for the delivery that was called a No Ball. However, the fielding team may be changed if the batsmen have swapped ends during the course of scoring runs off the previous No Ball delivery.

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 deemed as a Free Hit for the batting team. The same rules for fielding positions as noted for Front Foot and Back Foot No Ball also apply.

FULL PITCHED NO-BALL

Any full pitched delivery above the waist shall be called a No-Ball and the next ball is a Free Hit for the batting team. The same rules for fielding positions as noted for Front Foot and Back Foot No Ball also apply.

For clarity, any delivery that is called a No Ball for any reason other than those noted above, shall not result in a Free Hit.

FREE HIT

The batsman, when presented with a "Free Hit" delivery, cannot be ruled out in any dismissal mode, other than those applicable for a No Ball, namely Run Out, Hit the Ball Twice or Obstructing the Field. For clarity, the batsman cannot be out Stumped off a Free Hit.

WIDES

Any ball that passes behind a batsmen's legs down the leg side, in the Batsman's normal batting stance, is deemed to be a wide. The batting team gets one run for the ball which must be re-bowled. There is no Free Hit.

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, and be ready to face the next delivery, otherwise they will be regarded as dismissed, Timed Out (as per Law 40 of the MCC Laws of Cricket).

FIELDING RESTRICTIONS

Power Play – usually 6 overs, refer to playing condition 8.1.9 if 20 overs has been reduced

The first six overs of each innings shall constitute a Power Play. During this period, no more than two fielders are allowed outside of the marked or unmarked inner ring at the point of delivery of the ball. If there are more than two fielders outside of the inner ring, either umpire shall call and signal Dead Ball prior to the delivery of the ball.

Outside the Power Play

Outside of a Power Play (see 8.1.9), there shall be no more than five fielders allowed outside of the marked or unmarked ring at the point of delivery of the ball. If there are more than five fielders outside of the inner ring, either umpire shall call and signal Dead ball prior to the delivery of the ball. A maximum of five fielders can be on the leg side at any given point of time in a T20 match. Either umpire shall call and signal No Ball if there are more than five fielders on the batter's leg side immediately at the time of the bowler's delivery. N.B. The next ball is not a Free Hit.

Inner Ring

It is the responsibility of the home team (the team named first in PlayHQ) to supply flat inner ring markers or chalk/paint to mark the inner ring. The inner ring should be marked and agreed by both captains prior to the toss. Marking of the ring will be approximately 27.5 meters from the closest point of the pitch or half the distance from the closest point of the pitch to the boundary, whichever is the lesser. Where marking of a physical ring is not possible, players and umpires shall use half the distance from the closest point of the pitch to the boundary.

QUALIFICATION OF A MATCH

If, and only if, each of the two teams has faced a minimum of ten overs (or had the opportunity to face, in the event a side is bowled out before ten overs have been received by them), will a match be deemed to have been completed. If this condition has not been met, the match shall be declared a No Result.

HOURS OF PLAY

The 20th over of a T20 match (assuming there is no impact on the number of overs due to weather) must commence prior to the 80th minute of the innings. A 10-minute break will be taken between innings. For clarity, if the 20th over has not commenced by this time, the fielding side will still need to complete all 20 of its allocated overs.

INTERVAL

In a normal T20 match, the interval lasts for 10 minutes. However, in a reduced overs match, it can be reduced by mutual agreement of the Captains in the event of Adverse Weather or slow over rates.

T20 PROCEDURES FOR THE LOSS OF TIME DUE TO ADVERSE WEATHER

If time is lost due to adverse weather, such as rain, heat, air quality, etc; either before an over has been bowled or during the first innings of the match, then both innings are reduced by one over for each eight full minutes lost; or during the second innings of the match, then the innings is reduced by one over for every four minutes lost. If a match cannot start by 60 minutes after the scheduled start time, the match is abandoned and shall be declared a Draw.

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.

T20 POINTS ALLOCATIONS

The T20 Competition points will be allocated as follows:

- Win = 6 points
- Tie = 3 points
- No Result = 3 points
- Loss = 1 point
- Team receiving Forfeit = 6/3
- Team Forfeiting = 0 points
- Bye = 0 points

T20 BALLS

On mutual agreement by both Captains, a previously used match ball (any brand approved by NCU) may be used for NCU T20 games. However, in the case of disagreement between the Captains, a new ball shall be used in each innings of a T20 match.