



Madrid Cricket Club

2nd Solidarity Twenty20 Cricket Tournament,

sponsored by La Manga Club

25th-27th April 2009 – Competition rules

Laws of cricket except as follows:

Players

A team may consist of 12 players. Only 11 may bat or be on the field at any time. All 12 may bowl. Umpires must be informed before any player leaves or comes on to the field of play. Five penalty runs will be awarded to the batting side for each breach of this requirement.

Overs

Twenty 6 ball overs per side. Bowlers are restricted to a maximum of 4 overs each.

Match balls: **WestonWilliamson**

Si!

Water & Ice: Wine bar- Café – Bistro

Trophies:



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In the event of inclement weather, matches may be shortened to 15, 10 or 5 overs per innings so as to finish by the scheduled time. A shortened match, once started, must be completed otherwise it will count as a No Result. Each bowler may only bowl a maximum of one fifth of the overs.

Time limits

Each innings must be completed within a total allowance of 3.5 minutes per over, i.e. 70 minutes for a 20-over match and pro rata for shortened matches.

The batting side will be awarded 6 runs per over for every full over remaining after the time limit has elapsed. The remaining over(s) will be bowled.

The incoming batsman has 90 seconds after the fall of a wicket to reach the crease.

Fielding restrictions

First 6 overs of each innings

Maximum of 2 fielders outside the 30 yard circle and a minimum of two stationary, 'catching' fielders within the 15 yard circle. In the case of shortened matches, this restriction will apply for the first 5, 3 or 2 overs of 15, 10 and 5 overs-per-innings matches respectively.

Thereafter

Maximum of 5 fielders allowed outside the 30 yard circle.

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At all times

Maximum of 5 fielders allowed on the leg side.

No balls and wides

No ball - short pitched over shoulder height, 2 runs. No free hit.

No ball – full pitch above waist height, batsman standing upright at the crease, 2 runs. No free hit.

Wide ball on the offside over or outside painted white guideline 35 inches from centre stump, 2 runs.

‘One day wides’ down the leg side will apply. 2 runs.

A no ball or wide, except in the last over, will not constitute an extra ball unless it is a ‘front foot’ no ball. The extra ball will only be bowled in the last over.

A ‘front foot’ no ball is worth 2 runs plus an extra ball which is a free hit (only if batsmen have changed ends may captains adjust the field).

Points

Win - 10 points

No Result - 5 points

Loss - 0 points

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COCCINATE BAR AND BISTRO



If the scores are tied, the team losing the fewer number of wickets shall be the winner. If the result cannot be decided in this way, the winner shall be the team with the higher score (irrespective of wickets lost) at the end of 1 over before the end of the innings or, if still equal, at the end of 2 overs before the end, etc.

Tournament Schedule

A schedule of matches has been drawn up (see below). The tournament will run to schedule with matches being shortened as required so as to finish by the scheduled time (see Overs above). A match not started, not re-started or not completed will count as a No Result.

Teams must be ready to play 30 minutes before the scheduled start time. Games may begin before the scheduled start time in order to gain time. Teams not ready to start when the umpires call for the toss to be made will lose one batting over for every 3.5 minutes or part thereof of delay.

In the event of an interruption during a match, the match will be re-started, if possible, as a shortened match. This will be a new match with the toss re-taken. The interrupted match, if re-started, will be abandoned and expunged from the record.

Eight teams will compete. The first phase will be a round-robin league system (two groups of four), with each team in a league playing the others once.

The winners of each group will face the runners-up in the other group in the semi-finals. The two third-placed teams will play to determine 5th and 6th place,

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and the two fourth-placed teams will play to determine seventh and eighth place.

The losing semi-finalists will play to determine third and fourth place, and the winners of the semi-finals will play the final to decide the winner of the tournament.

Group A: teams A, B, C and D.

Group B: teams E, F, G and H.

Saturday 25th April

9:00-12:00	A vs. B, C vs. D
12:30-15:30	E vs. F, G vs. H
16:00-19:00	A vs. C, B vs. D

Sunday 26th April

9:00-12:00	E vs. G, F vs. H
12:30-15:30	A vs. D, B vs. C
16:00-19:00	E vs. H, F vs. G

Monday 27th April

9:00-12:00	Semi-final 1: winner group A vs. runner-up group B Semi-final 2: winner group B vs. runner-up group A
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12:30-15:30	3rd place group A vs. 3rd place group B
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4th place group A vs. 4th place group B

16:00-19:00

3rd/4th place match: loser semi 1 vs. loser semi 2
Final: winner semi 1 vs. winner semi 2

League points will determine the ranking of the league winners and the runners-up. If league points are equal, the Average Run Rate per over (ARR) will be used to resolve any tied situation. The calculation shall be based on the total number of balls faced, excluding wides and no balls and including No Result matches not completed.

If teams have the same ARR, a bowl-out will decide. If the semi finals are not completed for any reason, the league winners will contest the final and the second-placed teams will contest the third-fourth place play-off.

If the final and play-off are not completed with no semi finals having been completed, the top ranked league winner will be the winner of the final and the better of the two second-placed teams will be deemed to have finished third.

If the semi finals have been completed but the final and third-fourth place match cannot be played, the winner of the final will be the semi final winner with the higher league ranking and the winner of the third-fourth place match will be the losing semi-finalist with the higher league ranking (league winners rank above runners-up).

Interpretation

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The decision of the Tournament Referee shall be final in respect of any matter in dispute or not covered by these rules.

Discipline

The Match Referee and Umpires' decisions are final. Unacceptable barracking or dissent towards the officials will result in 5 penalty runs being added to the total of the non offending side. This penalty can be applied both during and after the match as required. Captains, teams and individual players may also be reported to their National Cricket Board if necessary.

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