



Blind Cricket Australia
Core Document 12
Twenty 20
National
Championships
PLAYING AND
COMPETITION
RULES

In this document He, His, Him, Player, Batsman, Fielder, and Bowler all refer to both genders.

No individual will be excluded from any level of national competition due to Race, Religion, Gender or Age.

QUOTE FROM THE MCC LAWS OF CRICKET

Spirit of Cricket: Preamble to the Laws

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. The umpires are authorised to intervene in cases of:

Time wasting

Damaging the pitch

Dangerous or unfair bowling

Tampering with the ball

Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for:

Your opponents

Your own captain

The roles of the umpires

The game's traditional values

5. It is against the Spirit of the Game:

To dispute an umpire's decision by word, action or gesture

To direct abusive language towards an opponent or umpire

To indulge in cheating or any sharp practice, for instance:

to appeal knowing that the batsman is not out

to advance towards an umpire in an aggressive manner when appealing

to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence

There is no place for any act of violence on the field of play.

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards this.

TWENTY 20 PLAYING AND COMPETITION RULES:

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1. THE TEAM AND PLAYERS

A match will be played between two teams of 11 players', comprising:

A minimum of:

4 totally blind players (B1s)

3 partially blind players (B2s)

A maximum of:

4 partially sighted players (B3s)

2. SIGHT CLASSIFICATION

2.1 B1 Players

No light perception in either eye up to light perception, but inability to recognise shape of a hand at any distance or in any direction

2.2 B2 Players

From ability to recognise the shape of the hand up to a visual acuity of 2/60 or visual field of less than five degrees in the better eye after correction

2.3 B3 Players

From visual acuity above 2/60 up to visual acuity of 6/60 or a visual field of less than 20 degrees in better eye after correction.

All B1 Players that take the field at any time during a game are required to wear BCA approved non-transparent, black-out glasses or eye shades/equipment." See BCA Core Document 10 for Rules of Use.

3. IDENTIFYING CLASSIFICATION ON THE FIELD OF PLAY

B1 Players will be distinguished on the field of play by a white wrist band to be worn on the wrist or by one white stripe on the upper arm of the playing shirt.

B2 Players will be distinguished on the field of play by a red wrist band to be worn on the wrist or by two white stripes on the upper arm of the playing shirt.

B3 Players will be distinguished on the field of play by a blue or black wrist band to be worn on the wrist or by three white stripes on the upper arm of the playing shirt.

4. THE COMPOSITION OF THE TEAM

4.1 Team sheets must be handed to the umpires immediately before the toss, no later than thirty minutes before the start of play and must include the following information:

4.1.1 The team of 11 players including their sight category.

4.1.2 A 12th man from each sight category.

4.1.3 A list of runners.

4.2 Batting order: In every cycle of three in a batting order, one player from each category is to be played.

5. THE UMPIRES

5.1 Participating states/territories are required to provide one umpire to the organising committee to officiate throughout the National Championships. If a participating state/territory is unable to provide one umpire to the organising committee for the duration of the National Championships for this purpose, at the state/territories own cost, the organising committee will arrange for an umpire to represent that state/territory and further will forward any costs associated with the umpire's participation (match fee, admission to official functions etc.) in one invoice to the state/territory for payment within 14 days of the conclusion of the National Championships. All umpires provided by participating states/territories/organising committee will be of a standard acceptable to the participating teams. A match will have to be officiated by two umpires and a match referee. The umpires and referee will have to be well versed with the Current MCC laws of cricket and also with the BCA Twenty 20 National Championships playing rules.

5.2 Officiating umpires must audibly call the number of runs scored after each scoring shot or sundries scored. This is in conjunction with the visual signals they make to the scorers.

6. THE SCORERS

Participating states/territories are required to provide one scorer to the organising committee to officiate throughout the National Championships. If a participating state/territory is unable to provide one scorer to the organising committee for the duration of the National Championships for this purpose, at the state/territories own cost, the organising committee will arrange for a scorer to represent that state/territory and further will forward any costs associated with the scorer's participation (match fee, admission to official functions etc.) in one invoice to the state/territory for payment within 14 days of the conclusion of the National Championships.

If a state/territory is unable to provide a scorer to represent them at the National Championships, in addition to the replacement scorer provided by the organising committee, the state/territory must where possible provide a representative of that team to assist the scorer to identify the players and help keep the score. All scorers provided by participating states/territories/organising committee will be of a standard acceptable to the participating teams.

7. TWENTY 20 COMPETITION RULES

7.1 The format of any competition will always depend on the number of teams participating. In the event of there being less than 5 teams participating in the National Championships, no semi final will be played. The top two teams on the T20 National Championships points table at the conclusion of the round robin stage of the tournament will automatically be the finalists and will play off over one match to determine which team will be National Champions.

7.2 THE GROUP OR ROUND ROBIN STAGE

For any group or round robin stage of competition the following will apply:

7.2.1 Points Awarded

3 Points for a win

1 Point for a draw or tie

(Because 2 points are insufficient for a win considering the bonus point)

7.2.2 Bonus Points

There would be 1 bonus point awarded in a match, the point would be awarded to a team either winning by a margin of minimum 50 % of the runs or chasing down the target in 50% overs of the allotted overs.

(Reason: Bonus shouldn't be too easy)

7.2.3 Any game not played for any reason will result in the game being declared a tie and both teams will be awarded 1 point each.

7.2.4 In the event of tied scores after both teams have faced their quota of overs, if weather conditions may permit then one over per side eliminator (refer to rule 7.4) will determine the winner, otherwise wickets lost will decide the game. If the teams are still level then the game will be declared a draw and both teams will receive 1 point each.

7.2.5 Points Table

The finishing place of any team on the points table will be as follows:

Higher number of points

If equal, higher number of wins

If still equal, result of head to head meeting.

If still equal, net run rate

If still equal, Wickets lost

7.2.6 The top 4 teams from any group stage will meet in 2 semi finals.

Team 1 will always play Team 3

Team 2 will always play team 4

If there are two groups A and B, then Top team of A group will play with the 2nd Top team of B group and Top team of B group will play with the 2nd Top team of A group.

7.2.7 Finals Day

Finals day will consist of the two semi finals and the final

7.2.8 There will always be a reserve day for Finals Day

7.3 The Semi Finals And Final

7.3.1 The Semi Final

If a Semi-Final is tied, the teams shall compete in a one over per side eliminator to determine which team progresses to the final (Refer to rule 7.4).

If following a tie, weather conditions prevent the one over eliminator from being completed, or if the match is a no result, then the team that finished in the higher position in the Group stage shall proceed to the final.

7.3.2 The Final

In the event of a tied final, the teams shall compete in a one over per side eliminator to determine which team is the winner. Refer to rule 7.4.

If weather conditions prevent the one over eliminator from being completed, or if the match is a no result, the teams will be declared joint winner.

7.4 One Over Per Side Eliminator

The following procedure will apply should the provision for a one over per side eliminator be adopted,

Subject to weather conditions the one over per side eliminator will commence 5 minutes after the conclusion of the match.

The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.

Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.

The nominated players are given in writing to the Umpires.

The umpires shall stand at the same end as that in which they finished the match.

The umpires shall choose which end to bowl and both teams will bowl from the same end.

Each team's over is played with the same fielding restrictions as apply for a non-fielding restriction over in a normal T20 International match.

The team batting second in the match will bat first in the one over eliminator.

The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used for the "extra" over.

The loss of two wickets in the over ends the team's one over innings.

In the event of the teams having the same score after the one over per side eliminator has been completed, the team that hit the most number of boundary sixes combined from its two innings in both the main match and the one over per side eliminator shall be the winner.

If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the one over per side eliminator shall be the winner.

If the number of boundaries from the two innings in both the main match and the one over per side eliminator are equal, the team which took the most number of wickets combined in both the main match and the one over per side eliminator shall be the winner.

If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

8. TWENTY 20 RULES OF PLAY

8.1 A Twenty 20 match will be of 20 overs' a side with a duration of one hour and thirty five minutes (95Minutes) including one drinks break of 5 minutes after 10 overs.

8.2 The umpires may add time to the innings at their discretion. (injury or any other delay they feel appropriate)

8.3 There will be a 10 minute break between innings

8.4 The team batting first shall bat their full quota of over's, even if they are out of time. The team batting second will also bat their full quota of over's, unless at the due time for the match to finish the team batting second has exceeded a winning score once penalty runs have been added. No penalty runs will be added to the score of the team batting second until allocated time for the innings has been reached.

8.5 For a match to be valid it shall have to be a minimum of 5 over's a side.

8.6 If the team batting first has completed its innings and the match has to be stopped while the second team is still batting, then the match shall be valid only if second team has batted for at least 5 over's.

8.7 The comparative scores of both teams till the stage the team batting second has played will be considered. The team with the better score will be the winner. If the scores are level, provided weather conditions may permit the one over per side eliminator to determine the winner, otherwise wickets lost will decide the game. If the teams are still level then the game will be declared a draw and both teams will receive 1 point each.

8.8 When calculating after a delayed start or interruption due to adverse weather conditions, 1 over shall be lost for every 4 and a half minutes lost.

9. FIELDING RESTRICTIONS

9.1 For the first 6 over's of each innings only 2 fielders shall be allowed to field outside the inner circle.

9.2 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

min 5 overs	1 over restriction
5 to 8 overs	2 overs restriction
9 to 11 overs	3 overs restriction
12 to 14 overs	4 overs restriction
15 to 18 overs	5 overs restriction
19 to 20 overs	6 overs restriction

9.3 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required numbers of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

9.4 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

9.5 For the remainder of the innings a maximum of 5 fielders shall be allowed to field outside the inner circle.

9.6 At the instant of delivery, no more than 5 fielders are permitted on the leg side.

10. THE SUBSTITUTES AND RUNNERS

10.1 A B1 batsman shall have a runner and a B2 batsman has the option of a runner. However, a batsman who has opted for a runner cannot act as runner for another batsman.

10.2 A runner is allowed to be changed only if all the other players are out.

10.3 Any nominated runner can run for as many batsmen as the Captain chooses.

10.4 When a batsman is at the striker's end his runner must not stand closer than ten feet measured from middle stump. Broken white line markings shall be drawn to make an area which measures ten feet from the middle stump on both leg side and off side. This line is so marked to indicate that any runner for a batsman must stand beyond this line.

10.5 The fielding captain may ask the runner to stand on the other side of the pitch if necessary.

10.6 If a B1 fielder goes off the field, he can be substituted only by a B1 fielder.

10.7 A B2 fielder can be substituted by a B2 or a B1 fielder.

10.8 A B3 fielder can be substituted by a B1/B2 or a B3 fielder.

10.9 A fielder who goes off the field, on his return can bowl only after he has been on the field for the number of over's he had been off the field.

11. THE OVER

An over would consist of six legitimate balls, excluding wides and no balls.

12. THE SCORING AND PENALTY'S

12.1 All runs scored off the bat by a B1 batsman shall be doubled and will be credited to the batsman.

12.2 No balls will have a penalty of one run plus what has been scored. (Reason "As in this format of Cricket every team concedes too many extra, so only one run will be suitable)

12.3 There will be a Free Hit after a no ball caused by foot-fault

12.3.1 The delivery following a no ball called for a foot fault 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.

12.3.2 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 wide ball.

12.3.3 Field changes are not permitted for free hit deliveries unless there is a change of striker.

12.3.4 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

12.4 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 wide ball. As per M.C.C Law 24.15 on a no ball a batsman can be dismissed run out, handling the ball, hitting the ball twice and obstructing the field

12.5 The umpire can impose a 5 run penalty for time wasting by the batsman.

12.6 Timed Out:

12.6.1 Any Incoming batsman that do not have a runner must be in position to take guard or for their partner to be ready to receive the next ball with in **1 minute** after the fall of the last wicket. Failure to do so will result in the incoming batsman being given out by the umpire, Timed Out

12.6.2 Any Incoming batsman that require a runner must be in position to take guard or for their partner to be ready to receive the next ball with **1 minute 30 seconds** after the fall of the last wicket. Failure to do so will result in the incoming batsman being given out by the umpire, Timed Out

12.7 All sides are expected to be in position to bowl the first ball of the last of their 20 over's within 1 hour 35 minutes playing time. In the event of them failing to do so the full quota of over's will be completed, and the batting side will be credited with 10 runs for every whole B1 over that has

not been bowled and 6 runs for every B2 And B3 Over not bowled in time. 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 past that of the side batting first 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.

13. THE CATCH

A “one bounce” catch by a B1 player will result in the batsman being given out.

14. DISMISSALS

A batsman can be out in all the ways as laid down in the Current MCC laws of cricket. The batsman can be given out if he is bowled, caught , lbw, stumped, run out, hit wicket, handling the ball, double hitting, obstructing the field, timed out and **retired out under MCC Law 2.9.**

15. THE WIDE BALL

15.1 The Current MCC laws of cricket for a wide ball shall apply, that is:

If the bowler bowls the ball so high over the wicket that, in the opinion of the umpire it passes out of reach of the striker, standing in a normal guard position, the umpire shall call and signal a wide ball as soon as it has passed the line of the striker’s wicket.

15.2 Balls bowled outside the wide ball lines shall be called a wide by the umpire.

15.3 If the bowler consistently bowls down the leg side then the umpire may call a wide at their discretion.

15.4 The umpire shall not adjudge a ball as being a wide if:

15.4.1 The striker, by moving from his guard position, causes the ball to pass out of his reach.

15.4.2 The striker moves and thus brings the ball within his reach.

16. THE NO BALL

16.1 Any no ball being called by the umpire, will result in **1 run** being added to the batting team.

16.2 The bowling has to be underarm. At the point of delivery the arm has to be below the shoulder. Failure of this will result in a no ball being called.

16.3 The ball has to bounce once on either side of the mid pitch line before it reaches the batting crease. Failure to do so will result in a no ball being called.

16.4 If while bowling the ball bounces inside or on the popping crease then it results in a no ball being called.

16.5 If a bowler crosses the popping crease with his front foot at the point of delivery, a no ball will be called. This will also result in a free hit.

16.6 If the bowler delivers with both hands then it will result in a no ball being called.

16.7 The bowler has to say “ready?” to the batsman when he is set to bowl. To which the batsman has to respond by calling out “yes”. At the point of delivery the bowler must say “play”. Failure to do so will result in a no ball being called. A no ball will also be called if the call of “play”, is in the opinion of the umpire, early or late.

16.9 The bowler may not call the wicket keeper again for direction once the batsman has responded that he is ready, any calling by either bowler or wicket keeper after will result in a no ball being called.

16.10 No fielder shall dive, or lie down unless in the opinion of the umpire they are making a genuine attempt to field the ball. Violation of this rule or amendments to Law 41 (Current M.C.C laws of cricket) will result in a no ball being called.

16.11 If in the opinion of the umpire the bowler is deliberately taking more time between his saying “ready” and the actual delivery, with the view to confuse the batsman, then the umpire can decide to call a no ball.

16.12 If the delivery bowled by the bowler strikes a fielder before it has reached the batsman, then it will be called a no ball.

16.13 The bowler must notify the umpire as to whether he is going to bowl over the wicket or round the wicket and whether he is going to bowl with his left hand or right hand. The umpire must inform the batsman of the same. Failure of the bowler to notify the umpire would result in a no ball being called.

16.14 The umpire must inform the batsman if the bowler is bowling with or without a run up. In the case of a run up, the batsman should be informed of the length of the run up.

16.15 Any infringement of the Fielding Restrictions will result in a no ball being called by the umpire.

16.16 Both umpires may call a no ball.

17. THE PITCH

17.1 All Twenty 20 International matches will be played on a surface mutually agreeable to the participating teams. Preference of the WBCC is always turf or synthetic grass surfaces.

17.2 The middle of the pitch has to be clearly marked with a full white line across.

17.3 Broken white line markings shall be drawn to make an area which measures ten feet from the middle stump on both leg side and off side. This line is so marked to indicate that any runner for a batsman must stand beyond this line.

17.4 The pitch is 22 yards long and 3 yards wide.

17.5 Wide ball markings are made at both ends of the pitch on either side of the wickets at a distance of 3 feet from Centre Stump.

17.6 The boundary shall be a minimum of 45 yards to a maximum of 55 yards measured from the centre stump in a complete half circle from each

respective wicket and should be joined by parallel lines. Sufficient boundary markings should be made to help identify the boundaries. The boundary markings shall be made using a rope of one-inch thickness, or a painted white line with coloured boundary markers.

17.7 An Inner circle of 20 yards be measured from the centre stump in a complete half circle from each respective wicket and should be joined by parallel lines. These markings should be a full or broken white line.

18. THE BAT

The regular cricket bat to be used with standard specifications.

19. THE BALL

The ball that is approved by the World Blind Cricket Council shall be used in all international matches.

20. THE WICKETS

20.1 Each wicket shall consist of three wooden stumps or plastic, if the match is being played on an artificial surface. The colour of the stumps shall be fluorescent orange or yellow.

20.2 Bails will not be used in international blind cricket.

21. PROTECTIVE CLOTHING

21.1 Whilst fielding all fielders are permitted to wear Helmet with Visor as protective clothing.

21.2 All runners are permitted to wear Batting Gloves, Helmet with Visor and Leg Guards as protection, even though the Batsman may not be wearing same.

21.3 The Batsman or Runner must wear any other protective clothing under their playing uniform.

22. THE BATSMAN

22.1 A batsman while facing is required to stand on his feet with his bat held in his hand. He is free to keep the bat aloft or to place it on the ground while he bends over it.

22.2 The batsman is allowed to adapt his position once “play” is announced by the bowler.

23. THE FIELDER

23.1 No fielder shall dive, or lie down unless in the opinion of the umpire they are making a genuine attempt to field the ball. Violation of this rule or amendments to Law 41 (Current MCC laws of cricket) will result in a no ball.

24. THE BOWLING AND THE BOWLER

24.1 40% of over’s bowled in a Twenty 20 game must be bowled by a B1 bowler.

24.2 No bowler shall bowl more than 1/5th or 20% or the total number of stipulated over’s in the innings.

24.3 Where the total number of over’s in an innings is not divisible by 5 then the maximum number of over’s that can be bowled by a bowler shall be determined by dividing the total number of over’s by 5 and adding one over, to one or more of the B1 bowlers quota to make up the remaining over’s. For example, if the total number of over’s is 17, then 3 bowlers can bowl 3 over’s and 2 B1 bowlers can bowl 4.

24.4 In the event of a bowler being unable to complete an over, another bowler will bowl the remaining balls. The incomplete over shall be counted as an over when it comes to counting the number of over’s bowled by each of the bowlers who shared that particular over.

25. THE WICKET KEEPER

As Current MCC laws of cricket.