



CENTURY CRICKET COMPETITIONS

T20 TOURNAMENT RULES

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1. LAWS OF CRICKET

Play shall be governed by the MCC Laws of Cricket – 2017 Code with certain limited exceptions. References to “Law” and “Laws” throughout the CENTURY CRICKET COMPETITIONS Junior Rule Book refer to the Laws of Cricket 2017 Code.

2. CODE OF CONDUCT & SPIRIT OF CRICKET

In addition to the provisions of Laws 41 (Unfair Play) and 42 (Players’ Conduct), all players and officials shall abide by the CENTURY CRICKET COMPETITIONS Code of Conduct and the Spirit of Cricket as set out hereunder.

Players

- I will always play by the rules and in the Spirit of the Game.
- I will never argue with an Official. If I disagree with a decision, I will inform the captain, coach or manager during a break or after the competition.
- I will control my temper. I understand that verbal abuse of officials, sledging other players, and deliberately distracting or provoking an opponent are not acceptable behaviour in any sport. Abuse of equipment or displays of bad temper are not acceptable or permitted.
- I will work equally hard for myself and my team.
- I will be a good sport and applaud all good play whether by my team or the opposition.
- I will treat all players in my sport as I like to be treated. I will not bully or take unfair advantage of another competitor.
- I will wear proper and approved cricket attire and required safety equipment at all times on the field of play. I will cooperate with my coach, team members and opponents.
- I will display modesty in victory and graciousness in defeat.
- I will respect the rights, dignity and worth of all people involved in the game, regardless of their gender, ability or cultural background.
- I will thank the opposition and officials at the end of the game.

Parents

- I will remember that players participate for pleasure and that winning is only part of the fun. I will never ridicule or yell at players for making a mistake or not winning.
- I will be reasonable in my demands on players’ time, energy and enthusiasm.
- I will operate within the rules and Spirit of the Game and teach my players to do the same.
- I will ensure that the time that players spend with me is a positive experience. All players are deserving of equal attention and opportunities.
- I will avoid overplaying the talented players and understand that average players need and deserve playing time.
- I will not use bad language nor will I harass players, officials, spectators or other coaches.
- I will ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.



- I will display control, respect and professionalism to all involved in the sport including opponents, coaches, officials, administrators, the media, parents and spectators. I will encourage my players to do the same.
- I will show concern and caution towards sick and injured players and follow the advice of a physician or their parent when determining whether an injured player is ready to recommence training or competition.
- I will obtain appropriate training or qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young players.
- I will not arrive at the field intoxicated or drink alcohol to excess at junior games.
- I will respect the rights, dignity and worth of all people involved in the game, regardless of their gender, ability or cultural background

Umpires & Coaches

- I will place the safety and welfare of players above all else.
- I will show concern and caution towards sick and injured players.
- I will give all players a 'fair go' regardless of their gender, ability, cultural background or religion. I will be impartial, consistent, objective and courteous when making decisions.
- I will accept responsibility for my actions and decisions.
- I will condemn unsporting behaviour and promote respect for the individuality of players. I will avoid situations which may lead to or be construed as a conflict of interest.
- I will be a positive role model in behaviour and personal appearance and ensure my comments are positive and supportive.
- I will be a good sport as I understand that actions speak louder than words. I will always respect, remain loyal to, and support other officials.
- I will keep up to date with the latest Laws of Cricket and Century Cricket Group Rules, trends and principles of their application.
- I will emphasise the Spirit of the Game rather than the errors.
- I will refrain from any form of personal abuse towards players, parents or other officials.
- I will respect the rights, dignity and worth of all people involved in the game, regardless of their gender, ability or cultural background.

CENTURY CRICKET COMPETITIONS reserves the right to amend the code of conduct without any notice. Any player, parent, coach, umpire, team staff who is found to be in breach in any of these code of conduct practices may be subject to a warning, suspension, or expulsion from the tournament and CENTURY CRICKET COMPETITIONS or state league activities as a result of their actions. These decisions are at the discretion of the state leagues management committee.



2.1 Spirit of Cricket (taken from the MCC laws of cricket 2017 code - Preamble)

- Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.
- The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.
- Respect is central to the Spirit of Cricket.
- Respect your captain, team-mates, opponents and the authority of the umpires. Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise. Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team. Thank the officials and your opposition at the end of the match, whatever the result.
- Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.
- According to Law 1.4 (Responsibility of captains), the captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within the Laws.

a) Fair and Unfair Play

According to law 2.6 (Fair and unfair play) the umpires are sole judges of fair and unfair play. The umpires are able to intervene at any time if they feel it is required and it's also the captains job to take any action required from umpires to their team.

b) The umpires are authorised to intervene if:

Time wasting occurs

Players are damaging the pitch
There has been dangerous bowling
Anyone has tampered with the ball
Any other action they consider unfair

c) Violence

There is at no stage room for any violence on or off field with any supporters or players/team staff. If there was to be violence the committee will be able to hand down any sanctions they deem necessary to enforce that this is not part of the game and will not be tolerated.

2.2 Smoking

Smoking is banned in all spectator areas at all sports grounds during organised sporting events. Anyone attending junior cricket matches will not smoke in any spectator area at any junior cricket match or during training sessions.





3. AFFILIATION

All players who enter into the draft need to be affiliated and playing registered and structured club or school cricket. Players cannot choose to represent any team in the Competition and chose to just play this and not commit to the current structure cricket tournaments within the Cricket Pathway.

4. CONDUCT OF COMPETITIONS

The Committee shall, subject to Rule 30 (Protests and Disputes), have the authority to make decisions on all aspects of the competitions. Particularly in regards to the ability to adjust age groups, team sizes, addition/ removal of divisions in accordance with maintaining the integrity of the tournament.

5. OFFICIALS AND UMPIRES

The aim of the umpires to fairly and impartially uphold the laws of cricket - 2017 and those within the CENTURY CRICKET COMPETITIONS Junior Tournament Rules. All umpires within the BPL will be registered and accredited umpires through Cricket Australia's umpire accreditation scheme. The committee has the ability to appoint any umpires and make adjustments where necessary. If for some reason an umpire is unavailable, a BPL staff member who is neutral to both sides will be appointed as a square leg umpire and the accredited umpire with control the match.

Official Umpire's and Scorers will be appointed to adjudicate the rules of the game with absolute impartiality. Teams will have no choice in the appointment of the umpires and scorers.

The umpires and scorers may only be changed at the discretion of the Tournament Organisers.

6. FORMATS OF MATCHES

- A game is played between two teams, each team consisting of 13 active players, all able to field and bowl.
- Only 11 players are able to bat.
- Bowlers are able to bowl a maximum of 4 overs each.
- The game consist of 1 batting and 1 bowling innings per team. Each innings consist of 20 overs
- 5 overs per side constitutes a game
- Any time delays due to rain will result in lost game time and reduced overs and Duckworth Lewis comes into play
- Teams are to arrive no later than 45 minutes prior to the game.
- Teams must submit their list of squads to scorers before the coin toss.

Powerplay

- The Power Play is played in the first four overs of play, where fielding restrictions will apply. (A maximum of two fielders are allowed outside the inner circle).
- After the powerplay, a maximum of five fielders are allowed outside the inner circle.



Power Surge

- The "Power Surge" is played in each innings for the batting team, where they can choose 2 overs from the 11th over onwards to implement fielding restrictions of 2 fielders outside the inner circle
- After the power surge, a maximum of five fielders are allowed outside the inner circle.
- If the batting team does not take the Power Surge by the 18th over, then the Umpires will automatically implement the Power Surge for the 19th and 20th Over

Timings

- All games will start and end promptly at the allocated times. See official fixture list for detailed times.
- **A total playing time of 1 hour 20 minutes will be allocated to each innings.**
- A total of ten minutes will be allocated for the change of innings.
- **Change of ends occurs every 5 overs**
- Batters change ends when the bowlers finish their overs, however not when fielding team changes ends after 5 over allotments
- Full team sheets to be delivered to scorers no less than 20 minutes prior to start of first match
- Only the player squad submitted to the scorers will be allowed to participate in the tournament. Unless authorized by Competitions Manager

7. GROUND CLOSURES, FITNESS OF GROUNDS AND WET WEATHER PROCEDURES.

Playing games during wet or inclement weather is totally dependant on the status of the game at the time, umpires interpretation and the below key steps when inclement or wet weather is close by. The decision to continue or abandon the game/event will be based on the decision of the accredited umpire. If they are unsure on the process below outlines the processes depending on situation.

7.1 Rain starts or lightning threatens the game.

The Umpires confer and decide whether it is safe for play to commence if the match has not yet started, or resume if the match has already commenced:

If both Umpires agree that the safety of the players is not threatened and damage to the playing area is not likely, play will continue.

If the Umpires do not agree, and in the opinion of one Umpire that to continue play would threaten the safety of players and/or damage the playing area, play will be suspended and, if play is under way, the players will leave the field. If the players are off the field for any reason, play shall not resume. In this event, no advantage (such as a forfeit) shall accrue to either team unless a team can prove to Century Cricket Competitions that the suspension of the game was unwarranted and carried out with the intention of deliberately creating an advantage to the other team.



7.2 Grounds are closed by council

If grounds have been closed by the council the tournament will take the advice by local council in that area. If grounds remain open over the weekend but have been closed on the weekdays players will report to the location and an assessment will be made in the days leading up. If the fields are not fit for play the event will be cancelled.

The full Century Cricket Competitions Wet Weather Policy is as follows:

The safety of both player and grounds is most important. Protection of possible damage to grounds is also to be taken into consideration when doubt about the readiness of the ground to cope with the days play. If there is doubt over the fitness and readiness of the ground some questions should be asked.

- Are there pools of water or slippery surfaces in the bowlers run up.
- Does surface water appear when walking along the grounds.
- If play occurs, what is the likelihood of considerable damage to the facilities.

The managers of the tournament may provide updated information on whether games/ days of play may have to be abandoned due to these Wet Weather policies. The management committee may also delegate this information to be dispersed to relevant coaches and team managers to notify players and parents.

8. LIGHTNING

CENTURY CRICKET COMPETITIONS has adopted the following policy on lightning:

If thunder follows a lightning flash by thirty (30) seconds or less, then people in the open are at risk of being struck by lightning. In this circumstance play must cease immediately, and all people (players, officials and spectators) take cover. You should not take shelter under trees, and you should avoid contact with plumbing.

Play must not resume until thirty (30) minutes after the last lightning flash which was followed by thunder within 30 seconds. This means the 30 minutes wait restarts after each new lightning strike that is followed by thunder inside the 30 second limit.

Officials are reminded that Adjustments for Lost Time applies (See Appendix for details).

When subsequent adjustment results or would result in the required minimum number of overs not being able to be achieved per the specific competition rules, then the umpires may immediately call the game abandoned.

Where lightning is experienced in a local area and games have been stopped due to this rule, ALL games at grounds in the area that had not already been completed may be deemed a draw by the committee even if the teams chose to play on, thus contravening the above lightening rule.



9. ELIGIBILITY FOR THE TOURNAMENT

Note: Any reference to Finals in this section includes quarter, semi and grand final matches

9.1 Eligibility – general

Only players registered with a Member Club are eligible to play or act as a substitute in Century Cricket Competition matches. Players shall be eligible to play in a particular age group if they are under the relevant age at midnight on 31 August immediately prior to the commencement of the competition.

9.2 Eligibility - Finals

All players on their allocated franchise list will qualify for finals. No minimum games are needed, they just have to be selected in their squad for the franchise tournament.

9.3 Playing Unregistered Players

If for any reason a franchise team plays a player who is not registered by their franchise and is not part of their squad for that age group, they will be automatically disqualified and forfeit all points. Further to this, in next seasons draft they will automatically pick up the last pick in each round if applicable.

10. PROTECTIVE EQUIPMENT – BATTERS

CENTURY CRICKET COMPETITIONS has adopted the following policy on protective equipment.

Every batter must wear an abdominal protector (box), two leg guards (pads), batting gloves and a properly adjusted cricket helmet with FULL FACE GRILLE when batting, irrespective of the type of bowler or prevailing weather conditions. Umpires must not allow a batter to take strike unless this rule is fully complied with. The helmet shall be a properly fitting cricket helmet that conforms to British Standard 7928:2013.

The ICC adopted a new international standard for helmets which is 'British Standard - BS7928:2013'.

Conforming to the British Standard Helmets ensures that the helmets have,

- Better construction, meaning a ball won't squeeze between the peak and grille of the helmet.
- Better design and strength of materials, meaning the ball won't pull the grille into your face.
- Greater coverage of the occipital area (behind the ear) to provide increased protection.

11. BALLS

The following balls will be used for each age group:

142g (2pce) for U12's,13's
142g (4pce) U19 & U23's Women
156g (2pce) U14
156g (4pce) U15 to 18s
156g (4pce) Seniors



12. PITCH LENGTHS

U12 - 18m pitch length
 U13 - 18m pitch length
 U14 - U23W - Regular pitch length
 Seniors – Regular pitch length

13. BOUNDARIES

U12's - 40m from middle of wicket
 U13's - 45m from middle of wicket
 U14's - 50m from middle of wicket
 U15's - 55m from middle of wicket
 U16's - 60m from middle of wicket
 U17's - Senior field size
 U18's - Senior field size
 U21's – Senior field size
 U23's W - 55m from middle of wicket
 Seniors - Boundaries for fields are to be minimum 65m with recommended 75m boundaries as in the guidelines for senior premier cricket.

If a ground does not permit these sizes, it is recommended to be as large as possible while still allowing a 2.7m from fencing or other solid objects.

14. ASSISTANCE TO PLAYERS (“COACHING”)

No assistance is permitted during play. However, during breaks in play (i.e. during drinks or at the fall of a wicket) managers, captains and/or coaches may confer with players provided that there is no resultant delay in the restart of play. This will be policed by umpires and opposing captains and final decision lies with the on field umpires.

15. POINTS SYSTEM

The following points system will apply.

Description	No of points
Win	5
Draw	3
No Result	2
Bonus Points	1
Loss	0
Loss with Bonus Points	-1
1. In Semi Finals and the Grand Final matches the “no tie” rule will apply and a “Super Over” will be bowled in the event of a tie 2. If any points are tied at the end of the round robin tournament, then the team with the higher NRR will be the team that finishes higher on the ladder	



3. In the event of a tie occurring or no result in a semi final playoff, the team that has finished higher on the ladder will automatically qualify for the final. This also applies for any minor placings matches to determine final ladder position.

4. In Semi Finals and the Grand Final matches the “no tie” rule will apply and a “Super Over” will be bowled in the event of a tie

BONUS POINT

- The team batting second must achieve the target score on the last ball of the 15th over 15.6/on the 96th ball.
- The bowling team must restrict the batting team to 80% or less of the target score. Eg: if bowling team is defending a total score of 161, they have to restrict the batting side to 128.8 (80%), which means that a score of 128 is under 80% and a bonus point is awarded to the bowling team, a score of 129 or more is over 80% and no bonus points applicable

15. SEMI'S AND FINALS

Pools

Based on ladder positions in each pool after all round robin matches have been played. The top two teams from each pool will make it into the finals series.

Semi Finals

SEMI FINAL 1 - 1st Pool A vs 2nd Pool B

SEMI FINAL 2. - 2nd Pool A vs 1st Pool B

Grand Final

Winner of SF 1 vs Winner of SF 2

Single pool round robin

Based on ladder positions in each pool after all round robin matches have been played. The top 4 teams qualify for semi finals.

Semi Finals

SEMI FINAL 1 - 1st v 4th

SEMI FINAL 2. - 2nd v 3rd

Grand Final

Winner of SF 1 vs Winner of SF 2



16. PROTESTS AND DISPUTES

In an effort to put the rightful onus back on to the officials present on the day to control the match, the following procedure should be followed in the event of a dispute or protest:

- i) Every effort should be made to resolve all disputes and/or complaints at the ground on the day of the match, firstly with both umpires and secondly (if necessary) with the management of the team or teams present at the venue.
- ii) If this is unsuccessful, the dispute should be referred to, and resolved by, the management of the Clubs concerned.
- iii) If this is still unsuccessful, then the Clubs concerned may make application to the Committee for adjudication.
- iv) The league will appoint a disciplinary committee made up of management staff of the BPL and representatives from 3 other franchises not involved in the incident.
- v) The Disputes Committee shall investigate the complaint and may adjust any or all of the competition points awarded for the match and/or reprimand or suspend any player or players involved for such period as it shall determine.
- vi) Any protest must be submitted to the Chairman in writing by 24 hours following the completion of the match.
- vii) The Disputes Committee's rulings may be appealed to the full Committee by notice in writing to the Chairman by 12 noon, five days after the ruling.
- viii) At the Committee meeting at which the appeal is heard, the Delegates who sat on the Disputes Committee may not vote. However, those Delegates may appoint alternate delegates who may vote.
- ix) The Committee may uphold, set aside or amend the ruling of the Disputes Committee. The decision of the Committee on the appeal shall be final.

