

RDCA VETERANS BIG BASH T20 COMPETITION

1. 20/20 (T20) CONDITIONS OF PLAY

The Laws of Cricket and the Senior Domestic Playing Arrangements of the RDCA, except as varied herein, shall apply.

2. DURATION OF MATCH AND NOMINATION OF TEAMS

2.1 The match shall consist of one innings per side with each innings limited to a maximum of 20 overs.

2.2 The team batting second shall be entitled to receive the same number of overs as the team batting first except that, should the innings of the team batting first be completed "all out", the team batting second shall be entitled to bat until the completion of the 20th over or when a decision has been reached.

2.3 Teams shall be 11-13(as per vets) per side. Must be Registered or Transferred on MyCricket to your club.

2.4 Teams shall be nominated prior to the commencement of play with captains exchanging team lists prior to play commencing. Only players registered with the RDCA will be eligible to play or act as substitute fielders.

2.5 All players shall be **40 Years of Age (50 Years of Age for Over 50s)** prior to commencement of the game.

2.6 A player must have played in at least 1 Round T20 Veterans match for that club prior to the T20 finals to be to be eligible to play in the T20 Veterans Finals.

2.7 Each team is only allowable to have 2 Marquee Players.

(Marquee Player definition – A Marquee player is an athlete who is considered exceptionally popular, skilled or otherwise outstanding, especially in professional sports. A Marquee player is not a player who typically or normally is registered to play at your club; or plays in another club that plays Veterans cricket at the same level as our competition.)

3. HOURS OF PLAY AND INTERVALS

3.1 Preliminary Rounds: Matches will be played on days determined by the Veterans Committee at the 'home' club venue and be scheduled to commence as soon as practicable to 5:30pm.

3.2 The RDCA's Adverse Weather policies covering rain, lightning and heat are applicable to all T20 matches. (Weather Decision will be posted on the RDCA Facebook page as soon as practical)

3.3 Matches commencing after 5:30pm shall require each innings to be reduced by 1 over for each 6 minutes or part thereof.

3.4 There will be an interval of no more than 10 minutes between each innings.

3.5 No drinks intervals shall be permitted. (Square leg may have water bottles on hand)

3.6 Players may be given a drink either on the boundary edge or at the fall of a wicket or retiree, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the Field without the permission of the umpires.

3.7 Semi Final Matches will be played at either one of the Teams competing grounds. (Luck of the Draw to host) The Grand finals will be at a venue as decided by the RDCA Veterans Committee. (subject to Live streaming etc.)

4. DELAYED OR INTERRUPTED MATCHES

4.1 Time lost during the first innings for adverse weather or other unforeseen circumstances will result in both innings being reduced by 1 over for each 6 minutes, or part thereof, lost. Time lost during the 2nd Innings (including stoppage for bad light)—Innings to be compulsorily closed at end of the over in progress at 8:30pm. (Ground Lights can be turned on to conclude a game where accessible)

4.2 The minimum number of overs faced by each side to constitute a Match is 10.

4.3 If a match has not commenced for any reason by 6:15pm then the Match can be rescheduled, by agreement between the team captains, within 7 days. If this cannot be agreed then the match result will be a draw.

4.5 If the team batting second has its time/overs cut short and provided at least the 10 overs have been bowled the winner will be determined by the team with the highest comparative score at the time of the last completed over irrespective of wickets lost.

4.4 If a match that has commenced cannot be completed because of weather, light or some unforeseen reason, the match shall be declared a draw.

5. THE BALL

5.1 One new white (Kooka Practice) or RDCA approved cricket ball will be used to commence each innings. Clubs are encouraged to have additional balls available in case of lost balls etc. in order to avoid delays. (club to supply for home and away games) RDCA will provide balls for finals.

6. UMPIRE – One RDCA Umpire where possible (subject to availability) will be fixtured for the home and away round games. Fee to be paid by both clubs. (RDCA to provide umpires in Finals)

7. GROUND DIMENSIONS

7.1 Boundaries of 50 metres will be clearly marked on all grounds where matches are played by easily distinguishable cones / flags.

7.2 An inner circle of 30 metres is to be clearly marked to allow fielding restrictions to apply. White sight boards are not permitted to be used for 20/20 fixtures.

8. GROUPINGS, FIXTURE, POINTS SYSTEM

8.1 The groupings and fixtures will be determined by the Veterans Committee prior to the Commencement of the season. (subject to number of team's entrants)

8.2 In the Preliminary Rounds, a win is equal to 4 points and a draw is equal to 2 points. Teams equal on points will be ranked according to Net Run Rate as determined below.

8.3 Net Run Rate. A team's Net Run Rate (NRR) is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. In the event of a team being all out in less than its full quota of overs, the calculation of its Net Run Rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed. Only those matches where results are achieved will count for the purpose of NRR calculations.

8.4 A tie is determined by equal runs scored irrespective of wickets lost. In the event of a tied match, a 'Super Over' will be contested in order to achieve a result. The 'Super Over' will take place immediately after the tied match is completed. The 'Super Over' will consist of one over extra per team with the higher score winning. If the scores are still tied after the 'Super Over' then the process will continue until there is a winner. The team batting 2nd will bat 1st in the Super Over with fielding restrictions being as per the last 5 overs (5 fieldsmen outside the circle). A batsman dismissed during a 'Super Over' is out and may not bat again during any subsequent Super Overs. There is no restriction on how many bowlers can be used

during the Super over process but no bowler may bowl more than 6 balls in total. For Net Run Rate Calculations Super Over results will count.

8.5 Subject to final team numbers, teams may be divided up into 2 sections. (to help out with locality of teams) (East Division & West Division)

The Teams will be picked from barrel draw and placed into pool groups.

9. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

At the instant of delivery there shall not be more than five fieldsmen on the leg side. Fielding restrictions will apply as follows: - for the first 5 overs of an innings up to 2 fieldsmen will be allowed outside a 30 – metre circle -

For the next 5 overs (overs 6-10) up to 3 fieldsmen will be allowed outside a 30 – metre circle - for the next 5 overs (overs 11- 15) up to

4 fieldsmen will be allowed outside a 30 – metre circle - for the remaining 5 overs (overs 16 - 20) up to 5 fieldsmen will be allowed outside a 30 – metre circle.

In an interrupted or reduced over match then fielding restrictions will apply as follows:

| Length (overs) | 2 out | 3 out | 4 out | 5 out |
|----------------|-------|-------|-------|-------|
| 20 | 1-5 | 6-10 | 11-15 | 16-20 |
| 19 | 1-4 | 5-9 | 10-14 | 15-19 |
| 18 | 1-3 | 4-8 | 9-13 | 14-18 |
| 17 | 1-2 | 3-7 | 8-12 | 13-17 |
| 16 | 1 | 2-6 | 7-11 | 12-16 |
| 15 | 1-5 | 6-10 | 11-15 | |
| 14 | 1-4 | 5-9 | 10-14 | |
| 13 | 1-3 | 4-8 | 9-13 | |
| 12 | 1-2 | 3-7 | 8-12 | |
| 11 | 1 | 2-6 | 7-11 | |
| 10 | 1-5 | 6-10 | | |

Less than 10 overs each = no match.

10. BOWLING PROCEDURE

10.1 Overs are to be bowled in five over blocks alternating between ends i.e. overs 1 to 5 are bowled from one end, 6 -10 from the other end etc.

10.2 At the end of each over, only the two batsmen change ends (officially appointed professional umpires are to officiate at the bowler's end).

10.3 Apart from normal fielding position changes, the fieldsmen only change after each five over block. At the end of each five over block the batsmen remain at the same end.

10.4 Matches may be played by bowling from only one end if umpires decide that the other end is unfit for play (wet, sun glare etc.) or other exceptional circumstances (e.g. propensity for lost balls).

10.5 No bowler shall bowl more than 4 overs in an innings with minimum 8 BOWLERS must be used in an innings.

10.6 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than 3 overs maximum in an innings with minimum 8 bowlers still must be used in an innings.

10.7 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed 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.

11. BATTING PROCEDURE

**11.1 Batsman can only face 30 legal balls before they must retire. Retired batters may resume their innings at the fall of the final wicket. Batters must return to the crease in the order they retired. 12th and 13th players can be used to bat (not compulsory)
Once 10 wickets are reached the innings is completed or the 20 overs are completed.**

Retired Not Out' is to be recorded in the scorebook. (also, in MyCricket)

11.2 FREE HIT AFTER A FOOT FAULT NO BALL

11.3 The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsmen is facing it. If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

11.4 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 a wide ball.

11.5 Field changes will only be permitted for free hit deliveries if a different batsman is on strike for the free hit delivery.

12. TIMED OUT

12.1 The incoming batsman must be in a position to take guard or for his partner to be ready to receive the next ball within 1 minute and 30 seconds of the fall of the previous wicket or he will be dismissed "timed out". The incoming batsman is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls, and is expected to jog/walk briskly to the wicket.

13. COLOURED CLOTHING & PADS

13.1 Players must wear Club Coloured shirts, shorts or pants. Preferably No Whites (white pants maybe worn whilst batting)

13.2 Coloured pads/ Coloured pull overs are to be worn, wherever possible.

14. Entrance Fee and Prize Pool

14.1 There is a team entrance fee of \$200 (Clubs will be invoiced by the RDCA Treasurer)

14.2 Subject to team numbers the price pool/package will be notified once teams have been submitted.

15. Good Luck and Have Fun.