

La Manga Twenty 20 Tournament Rules October 2012

Laws of cricket except as follows: 15 -8 Ball Rules.

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. **5 penalty runs** will be awarded to the batting side for each breach of this requirement.

Overs

Twenty 8 ball over's per side. Bowlers are restricted to a maximum of **3 over's each**.

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. 60 minutes for a 15 over match and pro rata for shortened matches.

The batting side will be awarded **8 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 get to the crease.

Fielding restrictions

First 4 over's of each innings

Maximum of **1 fielders outside the 30 yard circle** and a minimum of **one stationary, 'catching' fielders within the 15 yard circle**. In the case of shortened matches, this restriction will apply for the first 4, 3 or 2 overs of 15, 10 and 5 overs-per-innings matches respectively.

Thereafter

Maximum of **5 fielders allowed outside 30 yard circle**.

At all times

Maximum of **5 fielders allowed on the leg side**.

No balls and wides

No ball - short pitched over Head height, **2 runs and only allowed 1 per over wich is still a no Ball** **And the laws of Cricket comes in for the 2nd and 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. **(Extra ball will only apply 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). **This Rule only applies to the front foot fault.**

Points

Win - 4 points No Result - 2 points Loss - 0 points

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 Match Schedule will be printed once the draw has been made. See details 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, will count as No Result. A match can be re-started the next day because of Bad light from where they left off.

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. This will not apply for a Last Match and stopped for bad light and restarted from where both teams left off the previous day. Ex, if you had bowled 10.5 over's then you finish the last bowl the next day and finish off the remaining 4 over's.

. Match schedule

All teams play 2 matches each in two groups Matches 1 to 10 top team in each group qualify if level on points net run rate applies.

then knockout stage 4 quarter finals matches 11 to 14

Then Semi final Matches 15 to 16 the winners of these to matches qualify for main Semi final against group Qualifiers

Main Semi final Matches 17 to 18 Group winners V knockout winners played 20 overs a side

Final Played between winners of match 17 and 18

A draw will be made by the Director of Spanish Cricket in October at La Manga Resort. This will form the basis of the Match Schedule which will be distributed at the 'Meet and Greet' on the Friday evening in the Las Lomas village. Time and venue to be confirmed on arrival.

Tournament will be played on two adjacent pitches.

Pitch 1 First game to be started by 9.30 am

Pitch 2 First game to be started by 9.30 am

Points will determine the league winners. 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 including No Result matches not completed. If teams have the same ARR, a bowl-out will decide.

Interpretation

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.