

GSCL Twenty/20 Cricket Tournament
Rules & Playing Conditions
2011

1. All matches are played in accordance with the Laws of Cricket except as provided in the Playing Conditions of the twenty/20 competition.
2. All matches are 20 overs per inning.
3. Each inning shall be limited to 90 minutes or an average of 4.5 minutes per over.
4. Matches start at 1 PM with a 15-minute interval. The second inning starts at 2:45 PM.
5. Teams will incur a penalty of 20 runs per over for each over not bowled, should they fail to bowl the 20 overs within the allotted 90 minutes, unless there is a delay for rain or bad light all overs must be bowled.
6. Batsmen must be ready to take guard or in position at the bowler's end (in case of run out etc) within 90 seconds of the fall of a wicket.
7. For the first 6 overs at the instant of delivery, only 2 fielders are allowed outside the field restriction area. For the remaining overs, only five fieldsmen are permitted outside the restricted area.
8. Each bowler is permitted a maximum of 1/5 the total overs, example; 4 overs in a 20 over match.
9. Following a No-ball as a result of overstepping, the next ball shall be a Free-Hit. If the delivery for the free hit is not a legitimate delivery, (no ball or wide) then the next delivery will become a free hit. Field changes are not permitted for free hit deliveries unless there is a change of striker. A batsman cannot be out from a Free-Hit delivery except by run out.
10. A minimum of 10 overs must be completed in the second inning to constitute a legal match. The Net Run Rate method shall be utilized to calculate runs in rain affected matches.
11. In the event of a tie, a one over bowl off will determine the winner. Each team will nominate 3 batsmen and the one bowler.
12. The winner of a game shall be awarded 10 points.
13. Forfeiture of any game automatically disqualifies that team from the competition