

INFINITY CRICKET T20 TOURNAMENT RULES

GENERAL PLAYING CONDITIONS

- 1.1. Infinity T20 Cricket broadly adopts the '[ICC Standard Twenty20 International Match playing conditions](#)' and [The Laws of Cricket](#) (2000 Code 4th Edition – 2010) and these rules apply except as varied hereunder or advised by Infinity Cricket management.

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- 2.1 Infinity Cricket reserves the right to change or modify the rules as deemed appropriate before or during an event. Any changes made will be conveyed to all team captains and umpires.
- 2.2 All players and officials taking part in Infinity Cricket events agree to the rules & regulations outlined. Any player or team in breach of the rules, spirit of cricket or bringing Infinity Cricket or the game into disrepute will be terminated from participating in the Infinity T20 Cricket Tournament.
- 2.3 In matches where only one umpire has been appointed, the person acting as umpire at square leg is to be shown the same respect as an 'Infinity Cricket Appointed Umpire.'. Note the main umpire may at their absolute discretion over-rule an incorrect or unfair decision made by the acting square leg umpire.

FIXTURES AND TOURNAMENT STRUCTURE

- 3.1 Shall be determined by Infinity Cricket management and may change during the event. Any changes made will be conveyed to all team captains and umpires; however it is the responsibility of the team captain to check the tournament [website](#), [Facebook](#), and their emails for any updates.

PARTICIPATION OF TEAMS, PLAYERS & SUBSTITUTES

- 4.1 The minimum number of players required to register a team is 11 players. The maximum number of players in a squad allowed for team is 16 players. Under special circumstances (eg injury) a request can be made to Infinity Cricket management to register a replacement player/s and the penalty fee may be waived. All players participating in the Infinity T20 Cricket Tournament have to register themselves online: www.infinityt20cricket.com/registration.html
- 4.2 No additions can be made to the team squad after the stated cut-off date and/or commencement of the tournament – save for exceptional circumstances. Captains need to state any special requests in writing to: registration@infinityt20cricket.com
- 4.3 All teams must have their registration fees fully paid **before** the commencement of the tournament. Should a team have an outstanding balance owing once the tournament begins, penalties may apply including fines, loss of points, and ineligibility to progress any further in the competition.

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- 4.4 There must be a minimum of 8 players from each team including 2 wicket-keepers for a game to commence. It is advised that teams should not take the field with less than 8 players. For group matches, some leniency may be shown by umpires based on both captains agreeing. The umpire's decision on this matter is final.
- 4.5 All teams may use up to 4 substitute players already registered and part of the team's squad. The umpire needs to be notified for the reason before substituting players and may decide against allowing the substitution if under their opinion is not used for acceptable reasons or against the spirit of the game.
- 4.6 All substitutes for every match need to be included on the official team lists and handed to both umpires and scorers prior to the commencement of the match. At no time shall a player who is not on the official squad lists be made a substitute in a match. Umpires should take extra care to ensure they are aware of any changes.
- 4.7 Refer to ICC Standard Twenty20 International Match Playing conditions Law 2.5 in relation to a fielder absent or leaving the field. This should be followed closely, especially for knockout and Infinity Cricket final matches. Umpires should be aware of all team substitute players and make a note when they enter/exit the field. Their involvement should be limited for genuine reasons and based on good faith. Teams contravening and misusing substitute fielders should be officially cautioned and may be penalized including loss of points/tournament progression or fines.
- Note: Substitute players will not be wearing bibs as outlined in the ICC Standard Twenty20 International Match Playing conditions*
- 4.8 Restriction of players – a team may not have more than (1) currently active professional cricketer (those from ICC development countries are exempted – with max of 3 in a team based on management approval) who has played first class cricket in the present or immediately previous season in Australia or overseas. The team must not have more than 4 players in the XI who play in 1st/2nd XI premier cricket. If a team is in breach of this condition in conjunction with the umpire panel – penalties may be imposed.
- 4.9 The duties of the captain are outlined below:
- Ensure that the team has paid its registration fee in full
 - Ensure that all team members have a coloured Infinity Cricket Team shirt
 - Attend all official Infinity Cricket events as required
 - Ensure that the team arrives at the match on time
 - Fills out and hands a copy of the team sheet to the umpire and opposing captain and notifies Infinity Cricket Management of any players that are playing and are yet to register themselves online in order to avoid the fine.
 - Toss the coin
 - Hands the game ball to umpires at the conclusion of the match
 - Has a copy of the scorecard and designates the responsibility of scoring to a player if there is no official scorer and ensures it is filled out accurately

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- Ensure that the team and all players play within the *Infinity Spirit of Cricket* and adhere to the rules and regulations outlined
- Approach the umpire for any clarification
- Ensure that the team maintains over-rates
- Collects and submits the score card & match report to the Infinity Cricket team post-match

DURATION OF THE MATCH

- 5.1 Matches will consist of one innings per side with each innings being limited to 20 overs per side *excluding extras*.
- 5.2 Each innings of 20 overs shall have an allotted time of 75 minutes. Slow over-rates may induce 'run penalties' solely at the discretion of the umpires. Where the start of play is delayed or play is suspended, overs may be reduced by the umpires. In the case of twilight matches (beginning at 5:15pm), overs will be reduced if the match is not started on time. Extra time for matches will not be granted. In the Winter T20, all afternoon matches should aim to start at the published times to avoid issues with bad light.
- 5.3 The minimum over-rate expected to be achieved is 16 overs per hour.
- 5.4 If there is time wastage by the fielding side, the umpire should take the following steps:
- a) Call and signal dead ball if necessary
 - b) Award 5 penalty runs to the batting side
 - c) Inform the fielding captain, batsman and other umpire of what has happened. The umpire should also explain to the batting captain what has happened as soon as possible
 - d) Umpire needs to report the occurrence in the match report
- 5.5 If there is time wastage by the batsman, the umpire should take the following steps:
- a) At the first instance, the umpire should warn both batsmen. This warning applies for the rest of their batting innings. It is the first and final warning
 - b) Inform fielding captain, square leg umpire & batting captain (when possible) of what has occurred
 - c) If there is any further deliberate time wasting by any batsmen in that innings, the umpire shall while the ball is dead
 - a. Award 5 runs to the fielding side
 - b. Communicate to the relevant parties as outlined above
 - c. Report the occurrence in the match report
- 5.6 All captains and umpires should ensure that matches start on time. It is the responsibility of the captain to ensure that all players in the team report to the ground well ahead of the official start time. The toss should ideally take place 15 minutes prior to the start of the match. This is the guidelines that should be followed for all matches:
- First 5 minutes after scheduled start of play – No Penalty

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- Every 4 minutes thereafter, the match is reduced by 1 over for each team
- The latest that the game can be played AFTER the official start time (not including inclement weather) is 45 minutes and the game will be a 15 over per side contest (only applies to group matches).
- If both teams are late and fail to start the match before 45 minutes after the scheduled start, then the game will be declared a **no-result (14.3)**
- If one team has arrived on time and the other is delayed and fails to report to the ground before 45 minutes after the scheduled start, then this team will lose the match on an **automatic forfeit (13.1 and 14.4)**

Umpires should note that they should always round up. *For instance if the match starts 10 minutes later – it should be a 19 over-a-side contest. If the match starts 30 minutes later – it should be a 17 over-a-side contest.*

MINIMUM NUMBER OF OVERS REQUIRED FOR A RESULT

- 6.1 If a match is delayed or interrupted, 5 overs per side will constitute a minimum match requirement. If there are less than 5 overs per side, the match will be declared as a 'no-result' unless in the case of a forfeit.
- 6.2 If the side batting second completes less than 5 completed overs and no other result has been obtained, the match shall be declared a 'no-result' and teams will share points.

HOURS OF PLAY

- 7.1 Refer to the 'Fixtures' section of the Infinity T20 Cricket website for up to date start times for matches.
- 7.2 For matches on weeknights in the Summer T20, the start time will be 5:30 PM (Toss should be done at 5:15 PM) and games should finish no later than 8:05 PM.
- 7.3 For matches on weekends in the Summer T20, the hours of play will be between 9 AM and 8:05 PM. Please refer to the 'Fixtures' to know what time your match starts and finishes.
- 7.4 For matches on weekends in Winter T20, the match commencement times are 10am, 1/1:30pm. Note for knockout and finals matches – this could change and will be advised.
- 7.5 Match timings for all 'knockouts and finals' will be communicated during the tournament.

INNINGS INTERVAL

- 8.1 Each innings interval shall be no more than 5 minutes in duration for all group matches.
- 8.2 There will be an innings interval of 10 minutes for all finals matches.

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DRINKS BREAK

- 9.1 There will be no formal drinks break. However in extreme heat conditions (Summer T20), under the discretion of umpires, players may be permitted to take a drinks break. An individual may be given a drink either on the boundary edge or at the fall of a wicket, provided that no playing time is wasted. In certain limited cases, batsmen can call for drinks between overs with the approval of the umpires.
- 9.2 Any player taking drinks onto the field should be dressed appropriately. Failure to do so may result in a warning, and subsequent breaches may result in a reprimand.

THE BALL

- 10.1 The match ball for all games till the semi-finals in the Summer T20 (synthetic) will be a white 2-piece ball. All matches on turf will be played with a white 4-piece ball (Summer T20). All matches in the Winter T20 will be played on synthetic wickets with an approved 2-piece ball.

The approved supplier of cricket balls for the 2013 Infinity T20 Cricket Tournament is Platypus. The colour of the ball will be white unless otherwise advised.

- 10.2 There will be 1 new ball to be used for each innings.
- 10.3 In the instance where the ball may be lost or is unfit for play a replacement ball should be used. All venues will have a limited supply of replacement balls. If there is no replacement ball available, the umpire may choose an appropriate ball. Note that OTHER non-approved balls should not be used for the match.

Refer to Law 5.5 in the ICC Standard Twenty20 International Match Playing conditions for further guidance

- 10.4 All match balls must be returned to Infinity Cricket staff at the end of the match. This is the umpire's responsibility and failure to do so will attract a fine.
- 10.5 If the umpires believe that players are tampering with the conditions of the ball or that the deterioration in the conditions of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this law. They shall:
- Change the ball with the replacement ball (and inform the Infinity Cricket Match Day Coordinator)
 - Award 5 penalty runs to the batting side
 - Inform the fielding captain
 - Inform the captain of the batting side as soon as practicable of what has occurred
 - The incident should be reported in the Match Report and communicated to the Infinity Cricket Match Day Coordinator

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THE RESULT

- 11.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be declared the winner.
- 11.2 Refer to Law 21.2 in the '[ICC Standard Twenty20 International Match playing conditions](#)'. A result can be achieved if both teams have had the opportunity of batting for at least 5 overs. Where this is not possible the match shall be declared no-result.
- 11.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (13.2), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.
- 11.4 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (13.2), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.
- 11.5 A match shall be lost by a side which
- i) concedes defeat
 - ii) forfeits the match (due to arriving late, not being able to play, late withdrawal from the tournament, disciplinary reasons or any other reasons deemed fit by the umpire and Infinity Cricket management)
 - ii) in the opinion of the umpire refuses to play – the match shall then be awarded to the other side after all details are recorded and presented to Infinity Cricket management who will refer the incident to a nominated independent umpire for review.
- 11.6 **Correctness of result** – Umpires have a responsibility to review the scores at the innings break as well as at the close of play. Any decision as to the correctness of scores shall be made in accordance with 'The Laws of Cricket' sourced from the latest version (<http://www.lords.org/data/files/laws-of-cricket-2000-code-4th-edition-final-10422.pdf>). Any query or controversy on the score or result of the match shall be resolved as soon as possible and a final decision made by umpires at close of play. In special circumstances, the on-field umpire may take note of all facts, collect evidence and present to Infinity Cricket Management – who will refer the incident to the Incident Panel. It is imperative that accurate scorecards are maintained and the responsibility of this relies with the two captains and officiating umpires.
- 11.7 The Winter T20 Tournament will be trailing CricHQ as the official scoring app of the tournament. Umpires should check with the scorer at the interval and the end of the match to ensure that the scores are accurate. A manual scoring book will also be available at all venues as a backup.

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TIE AND SUPER-OVER

- 12.1 In the group stage of the tournament, if there is a tie both teams are awarded 1 point and declared joint-winners.
- 12.2 From the 'knock-out' stage of the tournament, in the event that there is a tie, a '*Super Over*' will be played. Each team will nominate three batsmen and one bowler to take part in the super over. The team that scores the most number of runs wins. If a team loses two wickets, their over is finished and the opposition bats.
- 12.3 If the scores in the Super Over are tied, the match is won by the team that has scored the most sixes in their innings.
- 12.4 If the Super-over is a tie and both teams have an equal number of sixes, the team with the most boundaries wins (sixes and fours).
- 12.5 In the unlikely case where the Super-over and boundaries of both teams are equal, the team that lost fewer wickets in the match wins. If both teams lost no wickets or the same number of wickets – the team that scored the most boundaries in the match wins.

AWARDING A MATCH IN AN EVENT OF A FORFEIT

- 13.1 If after 45 minutes from the official start time of the match, a team has less than 8 players present or is not in a position to start the match that team will have to **forfeit** the match and no points will be awarded.
- 13.2 If for any circumstance a team either:
- refuses to play
 - does not present itself for the match
 - does not have the required number of players
 - did not advise Infinity Cricket management of the above situations, or
 - has breached the spirit of cricket or code of conduct,
- The umpires will award the match to the other side on forfeit.
- 13.3 Further penalties will apply to teams that have forfeited under the sole discretion of Infinity Cricket Management in consultation with the Incident Panel.

POINTS, PROGRESSION & PLAYER QUALIFICATIONS

- 14.1 A team that wins will be awarded 2 points.
- 14.2 A team that loses will receive 0 points
- 14.3 In the case of a tie, or no-result each team will receive 1 point

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- 14.4 In the instance where a team has forfeited, they will lose -1 points
In this case, the opposition will secure a win and 2 points
- 14.5 The format of the tournaments will involve a Group & Knock-out stage but are subject to change.
- 14.7 The top team from each group will automatically progress to the knock-out stage. The remaining teams to qualify for the knockout round will be determined from all the groups based on points and NRR.
- 14.8 Players need to play at least 2/4 group matches (Summer T20) or 1/3 matches (Winter T20) to be eligible to qualify for knockout matches – save for exceptional circumstances. Teams not adhering to this may be penalised, stripped of points or ineligible for any further progress in the tournament.

NET RUN-RATE & ITS CALCULATION

- 15.1 A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team.
- 15.2 In the event of a team being 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.

Calculating net-run rate of Team A – example 1

Game 1 – Scored 150 runs in 20 overs, conceded 120 runs in 20 overs

Game 2 – Scored 120⁺ runs in 15 overs, conceded 180 runs in 20 overs

Game 3 – Scored 160 runs in 20 overs, conceded 161 runs in 14.2 overs

⁺ Denotes all out

Across the three games, 'Team A' scored 430 runs in 55 overs – but because Team A was dismissed *before* their allotted 20 overs in game 2, the net run rate is calculated as if they scored their runs over the full 20 overs. Therefore, Team A scored 430 runs in 60 overs at a rate of 7.16 runs per over.

Team A's opposition scored a total of 461 runs across the three games in a total of 54.2 overs. Note, in game 3 the opposition were not all out therefore there is no change to their overs. The opposition net run rate is subsequently 8.48 (461/326 * 6).

To calculate NRR, compute for-against (7.16-8.48) to end up with: - 1.32

In the case of a forfeit, the team will lose -0.5 on their net-run rate. The opposition team will gain +0.5 on their net-run rate.

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INCLEMENT WEATHER, BAD LIGHT & CONDITION OF GROUND

- 16.1 All team captains and umpires will be contacted 2 hours before the scheduled match start time **if matches are cancelled**. Updates will be posted on Infinity Cricket's [Facebook](#) page and notifications sent to all captains and umpires through email and SMS. It is the responsibility of all captains to view this and accordingly communicate with their team.
- 16.2 In the event that it is drizzling or there is some light rain, matches should still start as scheduled – however the umpires will remain the final judge. Player safety is of utmost importance to Infinity Cricket and the umpires will base their decisions to commence play after considering player safety, fitness of the ground, weather and light for play.
- 16.3 The umpires shall be the final judges of the fitness of the ground, weather and light for play. *Refer to Law 3.5.3 b) in the ['ICC Standard Twenty20 International Match playing conditions'](#).*
- 16.4 If the umpire/s agree that the conditions of the ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart.
- 16.5 The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground as so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.
- 16.6 Where there is a suspension of play, it is the responsibility of the umpires to monitor the conditions and keep a track of time. Match times should not be extended under any circumstances – however overs can be reduced (1 over every 4 minutes). Efforts should be made to ensure completion of the match or re-scheduling the match to a reserve playing day.

MATCH OVER REDUCTION & INCLEMENT WEATHER SCORE CALCULATION

- 17.1 If the match is delayed or interrupted during the innings of the team batting first, the overs requirement shall be reduced by 1 over for each 4 minutes of time lost or part thereof.

Incident weather – calculation of deciding score for team batting second:

- 17.2 Where the overs received or to be received by the side batting second are not fewer than 5 completed overs, the deciding score shall be the aggregate of all runs made from the first batting

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side's highest scoring overs equivalent in number to the second side's overs less 0.5% runs for each over of the difference between the maximum set for the first side and the overs for the second side.

If the first side is dismissed in less than the set number, the remained shall be deemed to have been received as nil scoring overs and included in the calculation as such.

A = Overs entitlement for first side

B = Overs for second side

C = Excess overs for first side (A-B)

D = Percentage reduction to E ($0.5\% * C$)%

E = Runs from highest scoring overs equal to overs in B

F = Runs to be deducted from E ($E * D$)

G = Deciding score unless Penalty runs apply (E-F disregarding final fraction)

H = Penalty Runs to be added (G+H)

I = Deciding score

- 17.3 In the Winter T20 Cricket Tournament, Infinity Cricket will be trialling CricHQ and scoring through a mobile application. The application automatically calculates the Duck-Worth Lewis par score and offers projections.

If this system is operational and in place, it can be used. If not, the above method outlined in 17.2 should be followed. If there is any missing data, the umpires should in their discretion make a decision and consult with the Infinity Cricket Match day coordinator if necessary.

BOWLING

- 18.1 No bowler is permitted to bowl more than 4 overs in an innings. This is not inclusive of the *super over* in the case of a tie, which is applicable from the 'knock-out' stages of the tournament.
- 18.2 In the event that the match is played where the overs are reduced, a bowler shall not bowl more than one-fifth of the total overs allowed.
- 18.3 If a bowler cannot complete an over due to injury or being penalised, the remaining balls in the over will be bowled by another bowler.
- 18.4 If in doubt, umpires should liaise with scorers and any miscounting of balls/overs or number of overs that can be bowled by a particular bowler should be avoided. If a scorer notices that an umpire may have miscounted an over – they should immediately notify the umpire.
- 18.5 a) A bowler is limited to **one** short-pitched delivery per over. A short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- b) A high short-ball may be called a wide.

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c) Repeated short-pitched deliveries in an over will be called a no-ball and the bowler warned.

d) If after two warnings, the bowler continues to bowl short in an over, the umpire shall call and signal no-ball and when the ball is dead direct the captain to take the bowler out of the attack and not be allowed to bowl again in that innings.

e) The incident should be reported in the Match Report and communicated to the Infinity Cricket Match Day Coordinator

Waist high full toss

Please note we are using a variation of ICC Standard Twenty20 International Match Playing Conditions and Laws of Cricket Law 42.6

- 18.6 a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed a no-ball.
- b) This includes both fast and slow bowlers.
- c) The decision to no-ball the bowler rests with the main on-field umpire (upon consultation with the square leg umpire if non-Infinity Cricket appointed) or by mutual agreement with the square-leg umpire (if appointed by Infinity Cricket).
- d) If the ball was bowled with a view to inflict injury, the bowler should be cautioned (automatically in the case of a fast bowler and on discretion for a slow bowler) and any repeat of the delivery will ensure that the bowler cannot bowl again for the remainder of the match.
- e) The incident should be reported in the Match Report and communicated to the Infinity Cricket Match Day Coordinator

FREE HIT FROM A FRONT-FOOT NO-BALL & DISMISSAL OFF A NO-BALL

- 19.1 Refer to Law 24.2 in the [‘ICC Standard Twenty20 International Match playing conditions’](#) .
- 19.2 If the delivery for the free hit is not a legitimate delivery (i.e a wide or a no-ball), then the free hit will apply to the next ball.
- 19.3 Field changes are not permitted for free-hit deliveries unless there is a change of striker.
- 19.4 For any free hit, the striker may only be dismissed under circumstances that apply to a no-ball, even if the delivery for the ‘free hit’ is called a wide ball.

When a ‘no-ball’ has been called, neither batsman can be out except the following ways:

- a) Handled the ball b) Hit the ball twice c) Obstructing the field and d) Run Out

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WIDE BALL

- 20.1 Infinity Cricket management advises umpires to apply very strict and consistent interpretation of this rule to prevent bowling wide of the wicket.
- 20.2 The leg-side wide will apply.

BATTING – MODES OF DISMISSAL

- 21.1 The batsman may be dismissed in the following ways in the Infinity T20 Cricket Tournament:

1. Bowled
2. Caught
3. Handled the ball
4. Hit the ball twice
5. Hit wicket
6. Leg before wicket
7. Obstructing the field
8. Run out

Normal run-out laws apply. Please note that square leg umpires are only responsible for run out decisions at their end where the main umpire does not have a clear view.

Clarification on a bowler attempting to run-out non striker before delivery:

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non- striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon possible.

9. Stumped
10. Timed out – A batsman must be ready at the crease in 1m30s after the fall of the previous wicket.

FIELDING RESTRICTIONS

- 22.1 Fielding restrictions will apply for the first 6 overs of each innings where a maximum of 2 fieldsmen are permitted outside the fielding restriction area.
- 22.2 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side
- 22.3 The 30 yard (27.43 metres) circle will be indicated by markers on the ground. However in the case there are no visible markings - the distance may determined at the sole discretion of the umpires and should ensure the fielding restriction area is observed by all players.

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22.4 The table below will be used to determine the number of fielding restriction overs in the event where the number of overs in a match is reduced:

Total overs in innings	No. of overs for which fielding restrictions will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

22.5 A **no-ball** shall be awarded to the batting team for any infringement by the fielding team of the above fielding restrictions. This no-ball is recorded as an 'extra' in the scorebook and not under the bowler's name.

UNIFORM

23.1 All players will have to purchase and wear official coloured team shirts provided by Infinity Cricket. This is mandatory. No 'other' coloured shirt or apparel company is approved. Umpires are instructed to not allow players to take the field if not properly attired. Warnings may be given **ONLY** in group matches and the Infinity Cricket match day coordinator notified. Players are to wear their own white or cream pants. Uniform breaches should be written in the umpire match reports.

23.2 Players must take care to look presentable at all times while on the playing field.

PENALTIES

24.1 The batting team will be awarded **5 extra runs** if the ball hits a helmet or equipment not worn by fielders.

Further clarification to this point: Any direct hit from a batsman that hits a helmet worn by a fielder and is caught by any fieldsman is NOT OUT. Please note however – a run out is still possible. Note also that if there is a direct hit by the batsman that hits the non-striker's helmet/umpire and is caught by a fieldsman – the batsman IS out.

24.2 Slow over rates by the fielding team may result in a **5 run bonus** to the opposition team at the sole discretion of the umpire.

24.3 If a fielding team is found to tamper with the conditions of the match ball by the umpire, the ball can be replaced and **5 penalty runs** awarded to the batting side. The name of the player should be recorded and the umpire should fill out a 'Match Incident report,' at the conclusion of the game.

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- 24.4 Players will be individually dealt with by the Incident Panel and Infinity Cricket Management for disciplinary charges
- 24.5 Teams will be penalised for forfeiting a match unless their withdrawal was informed to the Infinity Cricket Management and approved.
- 24.6 This list of penalties are not exhaustive and at the discretion of the umpires, the Incident Panel and Infinity Cricket Management. There may be other instances and circumstances that warrant a penalty.
- 24.7 All penalty runs should be recorded as extras on the scorecard (umpires must communicate this with the scorers and confirm).
- 24.8 Umpires must take note of all incidents that take place in a match and record it in the 'Match Incident Report,' to be handed to Infinity Cricket staff at the conclusion of the match.
- 24.9 If a player is found to be representing multiple teams in the same tournament, the player/s including involved teams/parties may be excluded from taking any further part in the tournament. Severe penalties for teams and players will apply.

PLAYER CONDUCT

- 25.1 The umpire may report any player for misbehaviour, being in breach of tournament rules or going against the spirit of cricket. Wherever possible and as soon as practicable after the occurrence of the event to which a report relates, an umpire shall inform the player so reported, the captain of his team as well as IC management and submit a 'match incident report.' We encourage umpires to be proactive and ensure our events are played in the right spirit.

MINOR PLAYER MIS-BEHAVIOUR – CAUTIONS

- 26.1 The on field umpire/s upon their discretion can caution or issue warnings to players for minor mis-behaviours. This is the initial preferred approach before any 'run penalties' are awarded.

All players that have been cautioned or warned should be recorded in the General Match Report that the umpire will have to submit to IC Management following each match.

- 26.2 A player that has been cautioned **three times** is to be charged and a 'Match Incident Report' filled out to be reviewed by the Incident Panel.

MATCH INCIDENT PANEL

- 27.1 The Incident Panel shall have the power to inquire into and adjudicate upon all matters of misbehaviour reported to it by umpires.
- 27.2 The specific powers of the Incident Panel are as follows:

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- a) To hear and determine a report of misbehaviour against a player. The panel shall, at its absolute discretion, determine whether any report amounts to misbehaviour.
- b) To impose penalties against a player or team, consisting of a reprimand or suspension or termination from the tournament.

27.3 It must be noted that the rulings and decisions of the Incident Panel are final.

ELECTION TO FOREGO HEARING & ACCEPT PENALTY

28.1 The reported player may elect to have his case determined without a hearing, and accept the penalty.

PANEL HEARING

- 29.1 The reported player shall be required to attend the hearing and give evidence *if called upon*. The player does not need to be present at the hearing if he has elected to forego it and accept the penalty.
- 29.2 As part of the hearing, the Incident Panel may allow such other person or persons to appear before it to give evidence, or receive written dated and signed statements in evidence.
- 29.3 Should the reported player fails or refuse to attend the hearing, an automatic suspension or termination from the tournament may occur.

DISPUTES & CONTRIVED RESULTS

- 30.1 The Incident Panel shall have the power to inquire into all disputes, differences or complaints arising out of or in conjunction with any match.
- 30.2 The Incident Panel can call upon disputing teams to appear at a hearing and can call such witnesses and other evidence as is deemed necessary by the committee. Should the team or player fail or refuse to appear before the Incident Panel, the committee shall have the discretion to suspend that player or impose a fine on the team of \$100.
- 30.3 Any team refusing or neglecting to abide by the decision of the Incident Panel shall be excluded from competing in such matches for such time, or shall pay a fine determined by the Incident Panel, and if in default of such payments, the team or group of players shall not be allowed to continue in the tournament and may be excluded from future Infinity Cricket events.
- 30.4 There may be certain situations or circumstances where a captain of a team may believe they have a justification in opposing the on-field umpire's decision or ruling. In this case, the captain will have to fill out a 'Match Incident Report' and agree to the 'Infinity Cricket Dispute Resolution Policy'. Any and evidence from team members should be included in the match incident report.

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The on-field umpire's ruling will stand and be final unless the Incident Panel believes that the case warrants a tribunal.

- 30.5 The Incident Panel shall have the power to investigate a game or the actions of the captains of the teams or any players involved in a match if it suspects that the competing teams has colluded or acted in a manner to contrive the result of a match.
- 30.6 If the Incident Panel decides to carry out an investigation it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player and will give any person the opportunity to be heard.
- 30.7 If the Incident Panel finds that the clubs, captains or players have colluded or acted in a manner to contrive the outcome of a match, the investigation committee, in its absolute discretion, impose any of these penalties including but not limited to:
- a) Fining a team, captain or player
 - b) Suspending a captain or player from playing in any match/matches
 - c) Disallowing any points earned by the team in respect of the match
 - d) Terminating a team, captain or player from playing in the Infinity T20 Cricket Tournament

MISCELLANEOUS ITEMS

- 31.1 Where any batsman plays a stroke and the ball hits a tree/branch on the full within the designated field of play, six runs will be awarded. No catch can be claimed. The on-field umpires' decision is final.
- 31.2 Team names will be subject to Infinity Cricket management approval and may not contain offensive or derogatory words.
- 31.3 There is to be no mobile phones to be used in the field of play during a live match except by umpires/match officials in exceptional circumstances or with prior written approval. If a call is to be made, it should be done outside match hours or at the innings interval. If a player is found to have a phone on the field, the umpire should offer a first and final warning. If the fielding time offends a second time, the umpire can award a 5 run penalty to the batting side. The reverse will apply should a batsman be found to have a phone while batting. Any innocent mistakes should be determined on good good-faith by umpires. If an officiating umpire is found to have a phone going off in the field of play – they will be penalised. All scorers will be using their phones to score – however the same rules apply and they should not be using their phones for messaging/communication during a match.
- 31.4 Please note that smoking is prohibited at all times on the field of play, in the surrounding areas and in the clubrooms. Drinking of alcohol by players is prohibited during the hours of play. Any players or officials found to be in breach of this requirement will be penalised.