

Rules of Play

Matches are played between two teams with 8 players per side and last for 20 overs

An innings is declared over if the allotted amount of overs have been bowled, the batting team has lost 7 wickets or the team batting second has passed the score of the fielding team by 1 or more.

Each over consists of 6 balls, balls will not be re-bowled even if an over consists of 1 or more penalty balls. In the last over of the innings extras get re-bowled.

Each match will be played with a ball provided by ECBC.

All games are on unless officially called off by ECBC.

Penalty Balls

A penalty ball is a Wide or No Ball. Two penalty runs are applied.

Wide

If a Bowler bowls a ball that is out of reach of the Striker while the Striker stands in their normal guard the ball is deemed to be a Wide.

Any ball that passes outside the leg stump while the Striker stands in their normal guard is deemed to be a Wide. Should a Striker change their guard (from right hand to left hand and vice versa) whilst the ball is being bowled then the off side of the Striker's wicket shall be determined by the Striker's stance at the moment the ball comes into play for that delivery. The ball ceases to be dead - that is, it comes into play - when the Bowler starts their run up or, if they have no run up, their bowling action.

No ball

For a delivery to be fair in respect of the feet, in the delivery stride the Bowler's back foot must land within and not touching the return crease appertaining to their stated mode of delivery.

The Bowler's front foot must land with some part of the foot, whether grounded or raised on the same side of the imaginary line joining the two middle stumps as the return crease, and behind the popping crease.

Bowler breaking wicket in delivering ball

If the ball is delivered and if the Non-Striker is not dismissed for leaving their ground early, either Umpire shall call and signal No Ball if the Bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from their person and breaks the wicket.

Ball bouncing more than once, rolling along the ground or pitching off the pitch

The Umpire shall call and signal No Ball if a ball which they consider to have been delivered, without having previously touched bat or person of the Striker, bounces more than once or rolls along the ground before it reaches the popping crease

or

- pitches wholly or partially off the pitch before it reaches the line of the Striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

If a ball does not touch the ground in its flight between the wickets and reaches the Striker on the full at a height above their waist, when standing upright at the popping crease the ball is deemed to be a No Ball.

Bouncers

Once a ball has gone between shoulder and head height of the Striker, standing upright at the popping crease, after pitching, that is a BOUNCER.

The umpire shall call and signal No ball for these

Free Hit

Once a penalty ball has been bowled, **(Wides and No Balls), the following delivery will be a free hit.** If the free hit is again bowled as a penalty delivery, then the next delivery will be free hit for whichever Batter is facing. The Batter facing a free hit delivery can only be dismissed through a run out, hitting the ball twice, obstructing the field or handling the ball, as is the case for a No Ball. If the same Batter is facing then fielders must remain in the same position. If the Batters change ends, the field can be changed.

A call of No Ball shall over-ride the call of Wide ball at any time.

Maximum bowling and Bowlers per over

Four Bowlers are allowed a maximum of 4 overs. The rest of the overs to be shared.

Bowlers run up

The Bowlers run up is restricted to 6 metres. This will be marked out with a pink cone.

Fielding restriction

No more than 4 fielders can field on the leg side at any time and a maximum 2 fielders are allowed behind square leg at any time. In the event that this occurs the delivery will be considered to be a No Ball.

Bowling power play

The bowling power play allows the bowling team to halve any runs scored within the bowling power play overs. Bowling power play overs may not be taken consecutively. In each innings the bowling team has two power play overs that must be used before the 20th over is bowled.

Example 1: If there were only 3 runs conceded in a bowling power play over the batting team would be credited with 1 run (when halving the runs we round down).

Batting power play

The batting power play allows the batting team to double any runs scored within the batting power play overs. Batting power play overs may not be taken consecutively and must not be taken in the 20th over team.

Example 1: If 6 runs were scored in a batting power play over the batting team would be credited with 12 runs.

The team that tells the umpire first about their power play will have preference.

Fall of wicket

The incoming Batter must be in a position to take guard, or for their partner to be ready to receive the next ball, within 2 minutes of the fall of the previous wicket. Any infringement of this rule will result in the incoming Batter being declared out by the Umpires.

The square leg Umpire

The square leg Umpire is to be only responsible for deciding run outs and stumpings. The batting team must provide the square leg Umpire. To ensure the game remains fast paced it is recommended that the next Batter in should stand at square leg Umpire.

Retiring before and after 50

Batters are not allowed to retire before they reach 50 runs. If it is obvious a Batter has a serious injury then the opposing Captain and Umpire may consult and permit the Batter to retire.

Hit Wicket

Batters must not deliberately get themselves out by hitting their wickets to get a retired Batter back in.

Rain affected games

Every 3 minutes off the field will be an over lost. Teams must bat 5 overs to constitute a game. Revised totals will be calculated on how many runs were scored per over.

Clothing and equipment

All teams participating in Bays Big Bash must wear their official team shirts. Each team is responsible for bringing their own equipment to play. ECBC will provide match balls, stumps, bails and boundaries.

Risk

All games are played at each individual's own risk. ECBC will not be liable for any damage to property or injuries caused during a game.

Tied matches

If a Bays Big Bash match ends with both teams on a tied score, the following rules apply to find a winner:

On countback, the team who has hit the most sixes will be deemed the winner.

If the number of sixes hit is equal, the team that has lost the least amount of wickets during their batting innings will be deemed the winner.

If the number of wickets lost is equal, the team who has scored the most runs in their batting power play overs (both overs combined) will be deemed the winner.

If the preceding rules do not deem a winner, the winning team will be decided by the toss of a coin by the Bays Big Bash official umpire. The team who won the initial toss at the beginning of play will get to choose heads or tails.

League table points

Win	6 points
Rained out game	3 points
Forfeiting team	Minus 2 points
Non-forfeiting team	6 points

If teams are tied on points at the end of round robin the head to head result will be taken.

Rained out matches

Rained out matches will not be rescheduled. Teams will be awarded 3 points each.

Complaints and discipline

In 2000, when the MCC introduced the current Code of Laws of Cricket, it included for the first time, a preamble on the Spirit of Cricket.

"Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action which is seen to abuse this Spirit causes injury to the game itself".

All participants of the Bays Big Bash, will recognise and will play within both the Laws and the Spirit of Cricket.

Failure to do so will result in disciplinary action. Any complaints shall be sent via email to ECBC General Manager.

In the event of ECBC receiving a formal written complaint from any other person, about an ECBC Bays Big Bash player or players' behaviour – the ECBC General Manager will:

- contact and inform the player/players in question of the complaint and the ECBC's procedures for managing a complaint about an ECBC Bays Big Bash player or players;
- provide the player/players in question with a copy of the complaint
- offer the player/players in question, the opportunity to provide a written response to the information recorded in the complaint, to The ECBC Judicial Committee;
- canvass the player/players in question, the team captain, other players involved in the game, the Cricket Manager, club officials and members present at the game, about the information recorded in complaint;
- at the earliest possible time, convene a meeting of The ECBC Judicial Committee;
- at the conclusion of The ECBC Judicial Committee meeting, in writing, inform - the player/players in question, of the outcome of the meeting;
- in The ECBC Judicial Committee Record, record the date and location of the reported behaviour; the origin of the report; the player/players reported; the date and outcome of The ECBC Judicial Committee deliberations; any actions, The ECBC Judicial Committee, required the Club General Manager to complete.

The ECBC Judicial Committee will meet and:

- conduct all business in-committee;
- receive and consider the information recorded in the formal written complaint;
- receive and consider the information contained in the player/players in question written response/s, consider the information received from the team captain, other

players involved in the game, the Cricket Manager, club officials and members present at the game;

- conduct a hearing allowing cross examination of the player/players in question, the team captain, other players involved in the game, the Cricket Manager, Club officials and members present at the game;
- read The ECBC Judicial Committee Record;
- make a judgement as to, if any, the appropriate penalty.

The ECBC Judicial Committee may discipline a ECBC Bays Big Bash player with penalties varying from a verbal or written caution through to suspension/ cancellation of team membership, if it is deemed that they have brought ECBC and/or ECBC Bays Big Bash into disrepute.

The most important aspect of Bays Big Bash is to have FUN.