

## BCL Structure and Game Rules

Team 1: Blazing Ramses (T1), Team 2: TarHeel Trojans (T2)

Team 3: Sixer J0rdans (T3), Team 4: Noble Franklin Riders (T4)

Teams – TP: Top of the table, TQ: #2, TR: #3, TB: Bottom of the table

TP qualifies directly for the final, TB is eliminated from the tournament. TQ & T3 face-off in an eliminator round of 3 games where the winner, TW, qualifies for the final: TP vs TW

	Fixtures	
Tournament	Day 1	Day 2
Warm-up Practice	-	31/8
League 1	5/9 T1 v: T3, T4; T2 v: T3, T4	6/9 T1 v: T2, T3; T4 v: T2, T3
Practice	12/9	13/9
League 2	19/9 T1 v: T2, T3; T4 v: T2, T3	20/9 T1 v: T2, T4; T3 v: T2, T4
Practice	26/9	27/9
League 3	3/10 T1 v: T2, T4; T3 v: T2, T4	4/10 T1 v: T3, T4; T2 v: T3, T4
Practice	10/10	11/10
Fall-Break Practice	17/10	18/10
League 4	24/10 TA v: TX, TY; TB v: TX, TY	25/10 TA v: TX, TB; TY v: TX, TB
Practice	31/10	1/11
League 5	7/11 TA v: TB, TY; TX v: TB, TY	8/11 TA v: TX, TY; TB v: TX, TY
Practice	14/11	15/11
Finals	21/11 TQ vs TR – Better of 3	22/11 TP vs TW – Better of 3



## **BCL Structure:**

- 2 games every meet - an hour a game, 30 minutes per inning.
- 2 official game days every other week - that comprise a mini-tournament, a league. Members will decide the time on the when2meet window. The winning team gets a league trophy.
- Practice game days every week between the official games at the same time on the same days.
- 5 leagues in total – 3 leagues scheduled, 2 leagues randomly drawn.
- Number of overs per innings in a game: 7/8 with 9/10 maximum.
- Games will be officiated by umpires - usually the council members with the match scorecards available for every game on the BOUNC Website.

## **BCL Game Rules:**

The rules for the games, part of the BCL, will be played on a different set of rules than the official rules of the game of cricket set by the MCC that have been tweaked to ensure more and fair participation for all members.

- The games will start with the toss of a coin – only BCL toss coins to be used for the purpose – which will let the captain of the team who wins the toss decide whether to bowl or to bat.
- Overs per game: 1 less than the number of players in the team with the least number of players in a game. The minimum number of overs in a game is set to 6 and the maximum is set to 9.

### Batting/Bowling Participation:

- The batter on the non-strike end on the last ball of an over will face the first ball of the next over, irrespective of what happens in that last ball.
- A batter cannot face more than 12 balls in a game. After having faced 12 balls, a batter is “retired out”. The batter can be brought back to bat if the batting team has 8 or more batters out.



- A batter can only be sent out in the following ways: caught out, stumped, run-out (to be adjudged by the on-field umpires). A batter cannot be sent out in any other way including hit-wicket.
- The batting team is free to substitute batters on the crease with batters who have not batted yet whenever they want to.
- A bowler or a batter is classified as a “rookie” if that batter has not batted or that bowler has not bowled in at least 10 games of cricket. This will be adjudged for every participating batter through an online survey to be answered by the players themselves.
- A “rookie” batter gets to face at least 3 balls until which the batter cannot be sent out, excluding cases for run-out.
- A bowler can at least and at most bowl only 1 over.
- As a rule often ignored in street games, BCL games will also not be strict on the rule of “chucking” – bowlers will be allowed to bend more than 15° of the elbow when “bowling”.
- Though having been abolished in the official rules, BCL games will allow the bowling team to follow the rule of “mini-overs” – the bowling team can substitute the bowler only when the bowler has bowled exactly 3 balls in an over with another bowler to complete the rest of the over.
- For all bowlers, a wide call will only be given when a consecutive wide ball is bowled, which will be penalized by an addition of a run to the batting team’s score.
- A “rookie” bowler will not be adjudged no balls harshly specifically in cases of over-stepping and especially when the bowler is finding it difficult to bowl the ball up to the batter and within the wide lines. Such balls can be adjudged as a “dead ball” (a ball that is not considered in the game irrespective of what happens) or can be considered a “legal delivery” (a ball that does count in the game) – a decision solely to be made by the umpires.
- In case a batter finds it difficult to face a bowler, especially in cases of a “rookie” batter facing an experienced bowler with an advanced skill set, the batter can appeal to the bowler to bowl “friendly” (say slower or not bounce it too high). Whether to adhere to the appeal or not is a decision to be made by the bowler.
- Game outcome: The team who outscores the opponent wins and is awarded 2 points. In case the scores are tied, the match will continue



with super-overs to get a result, with a maximum of 2 super-overs in a game. If the 2<sup>nd</sup> super over is also tied or the game ends up being tied, both the teams receive a point. The exception is the decider game of the league final, which will be played on super overs until we have a result. In case a game ends up having no result: a match is abandoned or not completed, a window to complete the match (to be continued with the same scores on both sides) will be sorted, specifically on one of the practice days. Even then, if the game can't be finished, each team will receive a point.

- To make the games more exciting, there will be supporting music playing in the background, played on a speaker operated by the club. The batting team will be given the control of the music.
- After the 2 games for the day have finished, the best-performing players of the day – the best batter, bowler and fielder, based on the judgments of the on-field umpires and opinions of the players, will be awarded. The player of the match for all matches, again adjudged by the on-field umpires and the players, will be declared as such on the match scorecards on the website.
- There will be no NRR (Net Run-Rate system) for any leagues. The number of players that show up and play in games will be tracked for every game. This will be called the “attendance score”, which will be this number divided by 100 and will be used to separate teams with the same points. The number of players consistently participating in every game will also be tracked and in case the attendance scores are also tied, the teams will be separated on the basis of consistent participation (ranked by the number of players who have participated in at least 60% of the games). If even this method results in teams being tied, they will be separated based on fair play – the team with fewer fouls (cards) will be ranked higher.
- The team that wins the BCL will be awarded the championship trophy and a lump sum of reward, fundraised by the club (amount to be determined before the Finals), a portion of which will be used to buy equipment and inventory for the winning team and the club as a whole.

