

LCLT20 League Key Playing Condition

Rules - London Cricket League (LCL)

Rules - London Cricket League

1. Matches

Each club to play their matches as arranged by the League. First named club shall be the home club. Any changes in fixtures must be confirmed in writing between the competing clubs and shall be subject to the League Secretary's approval.

Every League match will be of Twenty over's, unless it has been reduced by the umpire due to the bad weather.

2. Results

The method of rewarding points shall be as follows:

POINT SYSTEM	
1. Result Points-	
Win	= 10 Points
Tie or Abandon-	= 05 Points
Loss	= 00 Points
2. Batting Points	
30 Runs	= 01 Point
(150 Runs is 5 points Max)	
Score 180+	= 03 Points
Score 200+	= 05 Points
Chase Target by 10 Overs	= 05 Points
Chase Target by 15 Overs	= 03 Points
3. Bowling Points	
2 wickets	= 01 points
Get a team all out by 10 overs	= 05 points
Get a team all out by 15 overs	= 03 points

A Team Can Get Maximum 25 Points In A Match

3. Duckworth Lewis Rule

Any game played less than 10 Over's is redeemed to abandoned match

20 over's match, if second inning not complete because of bad light or rain or any other reason ,after 10 over's result will be according to Duckworth Lewis method, but if second inning below 10 over's the Match will be abandoned and both teams **will get 05 points each.**

4. Fielding

T20: Only 2 players outside the circle for the first 6 over's, then minimum 4 players inside the circle

16/20 over game 6 over's restriction

10/15 over's game 4 over's restriction

Less than 10 over's no game

SOME KEY PLAYING CONDITIONS

1) Match/Game Timing:

Each innings of 20 overs shall have an allotted time of 90 minutes.

Reporting time 30 minutes and Toss 15 minutes before the scheduled Game start time.

2) **Player Individual Lateness:** Cannot Ball until the same number of over has been bowled after entry. (Ex: If any player (Bowler) join after 2 over then he have to wait another two more over for bowling means from 5th over he can)

3) Slow over rate:

* Due to fielding side caused delay up to 9 minutes there is no penalty. But fielding Captain will get a warning from Umpire. 5 warning in a season will cost 5 points deduction.

*If fielding side make 10 minutes or more delay then batting side will be awarded 5 runs.

*After 10 minutes for every further 5 minutes fielding side will lose 1 over for chasing.

4) A team can register a maximum of 25 players.

5) The last date of registration is before the 3rd Game of the league and after that team needs to apply to the committee for requesting to register a new player.

6) For registering a new player 7 days' notice is required.

7) **TFR of Player:** Player has to take NOC from existing Club and acceptance from the new club. All this process needs to go through email. A player can change the team once in a season.

8) Walk Over:

*Each team have to deposit £50 to the authority. This £50 is refundable if no walkover is given.

*In the occasion where a team give walkover/can't concede a team then they will lose £50 and get 20 points. On the other hand, the opposition will be awarded £50 and 20 points.

*The penalized team have to redeposit/top-up £50 before the next game.

9) Free Hit:

*All no balls will result in a free hit under changes to one-day international and Twenty20 playing conditions.

*The fielding team is not allowed to change the field on the free hit ball, if the same batsman (who received the original no-ball) is on strike. However, for safety reasons, if the wicketkeeper is standing up at the stumps he is allowed to move back to a more traditional position.

***Note:** For more details please see detailed LCL T20 Playing Conditions/Rules.

