



BALLARAT CRICKET ASSOCIATION

SENIOR

'In-Season' T20 RULES & PLAYING CONDITIONS

SEASON 2025/26



Updated August 28th, 2025

RULES FOR BALLARAT CRICKET T20 COMPETITIONS

The following abbreviations will be found throughout these rules:

BCA – The Ballarat Cricket Association.

RULE 1 PLAYING CONDITIONS

1.1 LAWS OF CRICKET

The MCC Laws of Cricket (2017 Code, updated 3rd edition October 2022) shall apply to all BCA matches, except as hereinafter modified. The following Laws of Cricket will not be adopted by the Ballarat Cricket Association:

Laws: 2.6, 18.6, 42 in respect only to clauses relevant to 5 penalty runs when no official BCUA Umpire is standing and, in all matches, for the mandatory reporting of Captains (Seniors) and Coaches (Juniors).

1.2 The [Senior BCA Rules and Playing Conditions](#) are to be adhered to as relevant unless outlined in this document.

1.3 T20 Cup Scorers

All Clubs are to provide a Scorer for all scheduled T20 Cup Competitions

If a Scorer is not present for the fielding team, at the direction of the Umpire the fielding team will provide a scorer from their listed team. That player can only return to the field when and if a club scorer arrives.

RULE 2 DURATION OF MATCH, NOMINATION OF TEAMS AND PLAYER ELIGIBILITY

2.1 The matches will consist of one innings per side: each innings being limited to a maximum of 20 overs. Teams shall consist of no more than 11 players per team as listed on the official team sheet.

2.1.1 BCA Governing Procedure 2 (Player Points System- 1st XI) and 2A (Player Points System- 2nd XI) will apply, with a maximum team limit of 40 points.

2.2 Prior to the scheduled start of play of any match the two Captains (Home and Away Teams) must complete the joint Team Sheets located within the BCA supplied scorebook and hand them to the Umpire. The team named on the team sheet must match the team named on competition management platform (PlayHQ). The signed (by both Captains) Team Sheets are held by the appointed Umpire/s, if no Umpire is appointed then by the Home Captain.

ALL MATCHES – COLORED APPAREL

[Rule 24.4 in Senior BCA Rules and Playing Conditions](#)

2.3 All players either male or female shall be required to register online via the competition management platform (PlayHQ) prior to the start of the next scheduled match.

2.3.1 Only Players Registered with an affiliated BCA Club can play in a non-premiership scoring T20 match, excepting those outlined in rule 2.3.2

2.3.2 In reference to Senior Playing Condition 9.1.3 PLAYER PERMITS within BCA, permits for non-premiership scoring T20 matches will only be granted to Premier Cricketers returning to their Previous Junior or Senior Club (if the last BCA club is different to their Junior Club, they can only return to the last BCA club they played for). A maximum of 2 permits per game will be granted.

2.3.3 To be eligible for the semi-final or grand-final match, selected players (not including those playing under permit) must have played a game in the BCA competition (T20 or normal) during the season. Players playing under permit must have played a game in the T20 competition prior to the semi-final round.

RULE 3 HOURS OF PLAY AND INTERVALS

- 3.1 Hours of play and scheduled days to be determined by the Pennant Committee or upon agreement by both competing Clubs.
 - 3.1.1. Intervals between innings shall be 10 minutes in duration. No drinks intervals are permitted.
 - 3.1.2 The duration of either innings shall not exceed 80 minutes from the time of commencement.
 - 3.1.3 If the fielding side fails to start the final over by the stipulated time for it to start, the fielding side will only be allowed 3 fielders outside the 27-metre fielding circle for the remainder of the innings.
 - 3.1.4 In both innings, if 20 overs are not completed by the scheduled cessation time, and in the opinion of the Umpires the bowling team is at fault, the team bowling will be penalised 5 runs per over they that have failed to bowl.

RULE 4 LENGTH OF INNINGS

4.1 Uninterrupted matches

Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

4.2 Delayed or Interrupted Matches

4.2.1 Minimum Overs

In the event of a delayed or interrupted match a minimum number of 5 overs per side shall constitute at match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the match.

4.2.2 Reduction of Overs

If the first side's innings is delayed or interrupted the Umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in fewer than 5 overs the match is to be deemed a 'DRAW'.

If time is lost during the second innings, then the overs to be bowled will be reduced by one over for every 4 minutes lost.

4.2.3 Teams receiving equal overs

When there is no interruption after play has commenced and when both sides have had the opportunity to bat for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. The result will be a tie, irrespective of wickets lost, if the same number of runs have been scored.

4.2.4 CALCULATION OF TARGET SCORE – DUCKWORTH-LEWIS CALCULATOR (T20 CUP GAMES ONLY)

(a) Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method calculated by the competition management platform (PlayHQ) Live Score App.

(b) Prematurely Terminated Matches

If the innings of the team batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the target score determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the par score, the match is a tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the par score.

INSTRUCTIONS

1. Refer to BCA Rule 4.2.4
2. Refer to competition management platform (PlayHQ) Live Score App
3. Open the App, and select CONTINUE WITHOUT LOGGING IN
4. Select DL Calculator button
5. Enter the number of overs to be faced by each team at the start of play
6. Select SUSPENSION PERIODS Button. Please skip to step 8 if no interruption occurred in the 1st innings of the match
7. Select the NEW SUSPENSION PERIOD button and enter the match details at the time the interruption to play occurred and select DONE
8. Enter total runs scored by the batting team at the close of their innings
9. Select the 2nd Innings button. (This step is only required if play is interrupted at any stage of the 2nd innings and then resumes, if play does not resume, please refer to step 11)
10. Select the NEW SUSPENSION PERIOD button and enter the match details at the time the interruption occurred then select DONE. (This will provide an updated Target Score).
11. Enter the number of overs and wickets lost to receive the Duckworth-Lewis Par Score.

Refer further to instruction document on BCA website under Info/BCA Rules tab or click [HERE](#)

- (c) Captains and umpires must complete and record the Duckworth-Lewis calculations at the change of innings and during any suspensions to play in the 2nd innings of a match.

RULE 5 Match Point Allocations

- 5.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same number of overs, the team scoring the higher number of runs shall be the winner.

Senior Matches - The match shall cease when a result has been achieved.

A tie is equal runs irrespective of wickets lost and the result determined by a SUPER-OVER.

- 5.1.1 The result of the match shall be recorded on a points system: via:

6 pts	Win
6 pts	Bye where there is an uneven number of byes.
3 pts	Abandoned match or Tie after DLS or Tie at the end of a Super Over
0 pts	Bye in any grade where all teams have the same number of byes

5.2 SUPER OVER

In the event of a tie in a Match, where possible, the result shall be determined by the use of the Super Over.

The following procedure shall apply.

- a. Subject to weather conditions, the super over shall commence 5 minutes after the conclusion of the match
- b. The umpires shall stand at the same end as when they finished the match.
- c. The team batting second in the match shall bat first in the super over.
- d. The fielding team chooses the bowling end for the super over
- e. The loss of two wickets in the over ends the team's one-over innings.
- f. Each team's over is played with the same fielding restrictions as apply for the last over in the Match.
- g. The team that scores the most runs win the super over
- h. If the super over is tied, subsequent super overs shall be played for a reasonable amount of time until there is a winner.
 - i. The team batting second in the super over shall bat first.
 - ii. Bowlers cannot bowl successive overs for their respective teams, and a batsman dismissed in the initial super over is ineligible to bat again.
 - iii. If ground, weather and light do not allow the super over to take place, a tie will be declared for a non-final match and the higher placed team on the ladder will progress in a finals match.
- (i) If the original Match was a tie under the DLS method, the Match will remain a Tie, unless it occurs in a Finals Match, where a Super Over can be actioned.

5.2.1 In regular season (Home and Away) matches: If the super over is a tie in a Home and Away fixture then the match will be declared a tie.

5.2.2 Finals: If the super over is a tie in a Finals Match, then subsequent Super Overs shall be played until there is a winner. There shall be an unlimited amount of Super Overs played to achieve the result. The same conditions will apply to the subsequent Super Overs as applied in the first super over, except the teams will bat in reverse order.

5.2.3 Super Over not possible

(a) If circumstances make a Super Over impossible in the Final the team that finished higher on the points table at the conclusion of the preliminary Matches shall be declared the winner.

5.3 If two or more teams are equal in points, their relative positions shall be determined by averages. For the purpose of ascertaining averages, the Net Run Rate (NRR) as calculated in play HQ will be used to ascertain ladder position.

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

In the event of a team being all 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.

The team having the highest NRR shall be considered to have the better performance.

RULE 6 FIELD RESTRICTIONS

6.1 INNER FIELD RESTRICTIONS

6.1.1 Area of Restriction

The restricted area shall be the area around the pitch within semi-circles, one at each end, and straight lines, one on each side.

6.1.2 Semi-Circles and Line Measurements

The radius of each semi-circle shall be 27.5 metres from the centre stump and the extremities of its base shall meet with the straight lines of pitch length, at points in line with the bowling crease.

6.1.3 Marking of Area Limits

The limits of the restricted area shall be clearly marked by a white line or by discs. The discs shall be 30 in number and be fixed in place approximately 7 metres apart with one disc at each extremity of the bases of the semi-circles.

6.2 Restrictions on the Placement of Fielders

- (a) At the instant of delivery there shall not be more than five fielders on the leg side.
- (b) For the first 5 overs (1-5) of each innings only two fielders, for the next 5 overs (6-10) only 3 fielders, for the next 5 overs (11-15), only 4 fielders and for the next 5 overs (16-20), only 5 fielders are permitted to be outside the field restriction circles.
- (c) In an interrupted match, the field-restrictions will apply as follows:

FIELDERS OUT OF CIRCLE				
	2 Out	3 Out	4 Out	5 Out
MATCH OVERS	OVER NUMBERS			
20	1-5	6-10	11-15	16 - 20
19	1-4	5-9	10-14	15-19
18	1-3	4-8	9-13	14-18
17	1-2	3-7	8-12	13-17
16	1	2-6	7-11	12-16
15	-	1-5	6-10	11-15
14	-	1-4	5-9	10-14
13	-	1-3	4-8	9-13
12	-	1-2	3-7	8-12
11	-	1	2-6	7-11
10	-	1	1-5	6-10
9	-	-	1-4	5-9
8	-	-	1-3	4-8
7	-	-	1-2	3-7
6	-	-	-	2-6
5	-	-	-	1-5

RULE 7 BOWLING

- 7.1 Overs are to be bowled in 5-over blocks alternating between ends, ie. overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end, etc.
- 7.2 At the end of each over, only the two batters change ends. Apart from the normal field position changes, the fielders only change after each five over block. At the end of each 5 over block, the Umpires and batters remain at the same end.
- 7.3 Each bowler will be restricted to a maximum of 4 overs per innings. Umpires will make appropriate adjustments for matches of reduced overs, based on the following table.

Length of Innings	
Overs	Restriction
20	Maximum of 4 overs per bowler
19	Four bowlers can bowl 4 overs each, one bowler bowls 3 overs
18	Three bowlers can bowl 4 overs, two bowlers bowl 3 overs
17	Two bowlers can bowl 4 overs, three bowlers bowl 3 overs
16	One bowler can bowl 4 overs, four bowlers bowl 3 overs
15	Maximum of 3 overs per bowler
14	Four bowlers can bowl 3 overs each, one bowler bowls 2 overs
13	Three bowlers can bowl 3 overs each, two bowlers' bowls 2 overs
12	Two bowlers can bowl 3 overs each, three bowlers' bowls 2 overs
11	One bowler can bowl 3 overs each, four bowlers' bowls 2 overs
10	Maximum of 2 overs per bowler
9	Four bowlers can bowl 2 overs each, one bowler's bowls 1 over
8	Three bowlers can bowl 2 overs each, two bowlers' bowls 1 over
7	Two bowlers can bowl 2 overs each, three bowlers' bowls 1 over
6	One bowler can bowl 2 overs each, four bowlers' bowls 1 over
5	Maximum of 1 over per bowler

RULE 9 FREE HIT AFTER ANY NO BALL

- 9.1 The delivery following any no ball called shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.
- 9.2 For any free hit, the striker can be dismissed only under the circumstance that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 9.3 Field changes will only be permitted for free hit deliveries if a different batter is on strike for the free hit delivery.

RULE 10 LAW 31 - TIMED OUT

Law 31 will apply. The incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batter is expected to be ready near the boundary to make their way to the wicket immediately a wicket falls and is expected to jog to the wicket.

RULE 11 THE BALL

Approved Cricket Balls for T20 matches are as follows:

Exclusively Kookaburra Balls, stamped with BCA Logo

First XI and Second XI games - Four (4) piece **WHITE** balls – Kookaburra Regulation