

BLIND BAT TROPHY

COMPETITION RULES

12/11/2009

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- Five teams play each other once, in a five-round competition.
- Points allocation: TWO (2) points for a win, ONE (1) point each for a draw or a tie, ZERO (0) points for a loss or a BYE.
- If teams finish equal on points, they shall be separated by net run-rate.
- **FINALS SERIES:**
Week One: ‘Final’: 2nd v 3rd
Week Two: Grand Final: 1st v ‘Final’ winner
- A ‘SPARE ROUND’ is set aside (2009/10 season: 31st Jan.) for weather-affected matches. On this day, previous matches uncompleted due to weather may be replayed. If there are several matches to be replayed, rounds where BOTH matches were uncompleted take precedence over single uncompleted matches, and EARLIER matches uncompleted take precedence over LATER matches.
- If a semi-final or final is tied, or unable to be completed due to weather or any other reason, the team who has finished higher on the ladder will be awarded the win. In bad weather, teams are encouraged to be sporting and continue play as long as possible.

MATCHES:

- Players should arrive at 11am, and matches should begin by 11:30am.
- Boundary markers (bottles, cones etc) should be laid out ASAP. This is to ensure there are no disagreements or inconsistencies regarding 4's or 6's.
- Both teams to provide a scorebook for each match. ****Please ensure names and scores are readable so as to allow easy logging of season statistics****
- There must be a minimum of SEVEN (7) players per team. Any team fielding less than 7 players will be ruled to have FORFEITED the match. The match will be deemed to have won by the other team 165 runs (5 runs per over) to 99 runs (3 runs per over).
- Teams must award ‘Darney Medal’ points after each match. These points are awarded to the three most inspirational players from the OPPOSING team as follows: 3 points, 2 points and 1 point.

PAYMENTS:

- Each team is required to pay season ground hire fees up front, which is then recouped from the players at each match. This season, the up front fee is \$336. This covers the five rounds only, the finals series will be pay-as-you-go.
- Players are required to pay a match fee of \$25 each to cover ground hire, equipment, food & drinks. NOTE: the cost of ground hire increases every year.

TROPHY:

- Following the final, the Blind Bat Trophy shall be immediately engraved with the names of the champions and runners-up.

MATCH RULES

25/11/2009

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- Matches are limited overs: maximum 33 overs per team. If there are any delays due to weather etc, this may be shortened at the discretion of both captains. A minimum of 25 overs per team is required for a result.

BOWLING:

- Each player must bowl 3 overs. Bowlers can be selected to bowl in any order, as long as no player bowls more than three overs.
- Any delivery passing the batsman above shoulder height (in full standing position, not batting stance) shall be signalled NO BALL by the umpire.
- Any delivery landing wholly or partly off the pitch shall be called DEAD BALL by the umpire (i.e. no runs shall be scored).
- Wides, No Balls, Byes and Leg-Byes shall be signalled by the umpire. Wides and No Balls must be re-bowled, but shall incur NO EXTRA RUNS.

BATTING:

- "Free-Hit" : A Batsmen can't be dismissed until AFTER he has faced his first legal delivery. (No-Balls /Wides do NOT count as a batsman's free-hit). A non-striker run-out before facing a ball shall be given NOT OUT, but shall lose his right to a 'Free-Hit'. (But a batsman may be run-out attempting a run off his own first ball, as he is deemed to have had his 'Free-Hit').
- Batsmen retire upon reaching/exceeding a score of 25. They may resume their innings later, after all 11 players have batted. (The retirement score of 25 may be altered before the match at the discretion of both captains.)
- The innings will conclude after the fall of the FINAL wicket, OR at the completion of 33 overs, whichever occurs first.
- Any batsman dismissed for a score of EXACTLY 23 is required to do a minimum of ONE (1) LAP of the field with their pants down.

UMPIRING:

- Umpires shall be supplied by the batting team on the day. For finals matches, non-playing teams are encouraged to supply umpires for the matches being played. If these are insufficient, the batting team shall supply the required umpire(s).

TEAMS SHORT OF PLAYERS:

- Batting: If any team has less than 11 players available to bat, no players may bat twice. The team shall bat short (eg. A team with 9 batsmen will conclude their innings at the fall of the 8th wicket).
- Bowling: If any players are unable to bowl through injury, or if the team is short of players, the overs must be spread evenly among the remaining players (i.e. some players will now bowl a 4th over). The captain of the batting team shall nominate three bowlers who may NOT bowl these extra overs, and the bowling captain shall choose from the remaining players.
- Fielding: Teams short of players may use substitutes to field, but they may not bowl or keep wicket.