



(Estd. 2005)

# BRITISH TAMILS CRICKET LEAGUE

*Creating a Vibrant Cricketing Community*

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## BTCL The Hundred County Championship – Match Rules

### **MATCH**

- It's 90 balls per innings. Whoever scores the most runs wins.
- The fielding side change ends after 10 balls.
- Bowlers deliver either 5 or 10 consecutive balls. The captain decides.
- 3 bowlers can bowl 20 balls maximum and 2 bowlers can bowl 15 balls maximum.
- Free hit for **all** no balls
- Minimum of 45 balls per innings must be played for the match to be counted or it is a “no result”.
- Minimum of 45 balls must be available to a team arriving late or it is a walk over to the opponent.
- Player(s) arriving after first Power Play can only play as a sub (no batting or bowling allowed).

### **POWERPLAY**

- First 20-balls of the innings will be a powerplay for each team.
- Two fielders are allowed outside of the initial 30-yard circle during the powerplay.
- After Power play, a maximum of 5 fielders allowed outside the 30-yard circle.

No of players	First 25 Balls (Players Outside 30-yard Circle	26-100 Balls (Players Outside 30-yard Circle
11	2	5
10	1	4
9	0	3
8	0	2
7	0	1

### **GAME LENGTH**

- A match of ‘The Hundred’ will last a maximum of two hours and 10 mins including any interruptions.
  - 60 mins per innings.
  - 90s for a new batsman to be at the crease from the time last man was out.
- Delays
  - Reduce 8 balls from the match for each 5-minute delay (due to unforeseen events such as rain, ground issues etc).
  - Team arriving late, deduct 8 balls from their (batting) innings every 5mins of being late
  - Deduct 8 balls from the fielding side (when they bat), if they bowl more than the allotted 60mins.
- Time allowed between innings is 10 minutes maximum

### **Match result and Points**

- 3 points for a win, 1 point for no result and 0 for loss
- In the event of the match being tied, a super over will be played (ICC rules apply).
- In the event of rain interruption in the 2<sup>nd</sup> innings (where the full 100 balls is not possible), the run rate will decide the winner after the minimum 50 balls have been bowled in the 2<sup>nd</sup> innings. Example, team batting first scored 100 in 100balls. Team batting 2<sup>nd</sup> needs average more than run a ball after 50 balls to win the game.

### **Results Submission**

- Results need to be submitted in the “**BTCL 2020 captain&manager**” WhatsApp group as soon as match is finished
- All the results will be consolidated and the points table will be published on the BTCL website.





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## Reference

- <https://www.thehundred.com/info/competition-rules>
- <https://www.ecb.co.uk/news/1058745>



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