

## CJCL - Ten10 Cup Competition Rules

CJCL normal playing rules will apply,

except where this Appendix specifies otherwise:

### 1. **Competition structure**

- a. The Ten10 Competition will be organised on a knockout basis, and in all rounds (including the final), the competing teams will play all others at their venue once on the same day.
- b. In each round of the Ten10 competition (including the final), the **winning team** from any days play in any one venue will be the team with the highest number of points awarded in that round at that venue - such points being awarded as specified in rule no 5. Where no clear winner is determined by this criteria, average runs scored per game played in that round at that venue will then be used to determine the winning team.
- c. The **“Best runner(s) up”** in any individual round of the competition (including the semi final) will be determined by comparing the average runs scored per game played in that round (for each team competing in that round - irrespective of where they have competed). The team(s) with the highest average will be awarded the best runner up position(s) available.
- d. Round one will be organised geographically, and an appropriate number of venues will be organised to allow for 3 or 4 teams to compete in each location.
- e. The round one winner from each venue, plus the relevant number of “best runner up team(s)” to make a total of 8 teams, will then progress to the semi finals. These semi finals games will be held in two locations, and the draw for who competes at each venue will be made “out of a hat”
- f. The semi final winner from each venue, plus the 2 “best runner up” teams will progress to the Ten10 finals day, where they will compete at one venue on a round robin basis.
- g. The Ten10 Champion team and runner up will both be determined on finals day as per rule 1b.
- h. ***Note - In order to provide for equality of run scoring opportunities between venues, all Ten10 pitches should have approx 35 yard boundaries.***

### 2. **Duration / length of innings**

- a. Matches will consist of one innings per team.
- b. Each innings will be limited to a maximum of 10 overs, and each team shall bat for 10 overs unless all out earlier.
- c. All teams are expected to be in position to bowl the first ball of the last of their 10 overs within 45 minutes playing time.
- d. There will normally be two sessions of play of 45 minutes each, separated by an interval of 10 minutes.
- e. If the team fielding first fails to act in accordance with rule 2c), play shall continue until the required number of overs has been bowled and Rule number 3 shall apply.
- f. If the team batting first is dismissed in less than 10 overs, the team batting second shall be entitled to bat for 10 overs.
- g. If the team fielding second fails to act in accordance with rule 2c), the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Rule number 3 shall apply.
- h. Matches which cannot be started or concluded due to bad weather will be rescheduled for another date.

### 3. **Over rate penalties**

- a. In the event of any team failing to achieve the requirement of rule 2c), the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed on the 1<sup>st</sup> occasion where the ball becomes dead after the 45 minute timeframe has been reached.

4. **The Match Ball**

- a. One new ball shall be used per match.

5. **The Result & Points awarded**

- a. The team scoring the higher number of runs shall be the match winner. In the event of a tie, the following shall apply:
- i. The team losing the lesser number of wickets shall be the winner.
  - ii. If the result cannot be decided by 5a) or 5a i), the winner shall be the team with the higher score after 9 overs, or if still equal after 8 overs, or if still equal after 7 overs etc.
- b. The match winning team shall be awarded 10 points. The losing team shall be awarded no points.

6. **Number of Overs per Bowler**

- a. No bowler may bowl more than two overs.
- b. In the event of a bowler breaking down and being unable to complete an over, the remaining balls may be bowled by any other bowler, but rule 6a) must not be breached as a result.

7. **Declarations (Law 14)**

- a. Law 14 will not apply. No declarations are permitted.

8. **No Ball penalty (Law 24.12)**

- a. Law 24.12 will apply except that the penalty for all No balls will be 2 runs.

9. **Foot Fault No Balls (Law 24.5)**

- a. In addition to rule 8a) as stated above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batter is facing it. Rule number 11 shall apply.

10. **Wide Balls (Law 25)**

- a. In addition to Law 25, the following will apply: Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. A penalty of two runs shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.
- b. In addition to rule 10a), the delivery following a wide ball called shall be a free hit for whichever batter is facing it. Rule number 11 shall apply.

11. **Free hits**

- a.** 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.
- b.** For any free hit, the striker can be dismissed only by being “Run Out” or “Stumped”, even if the delivery for the free hit is called as a wide ball or a no ball.
- c.** Field changes are permitted for free hit deliveries.

12. **Timed out (Law 31)**

- α. Law 31 will apply except that 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 of the fall of the previous wicket. The incoming batter is expected to be ready to make their way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

13. **Retirements**

- a. Batters will retire on 25 plus a scoring shot
- b. Retired batters may not return