

BEDCL – Playoffs 2011

A) General Notes

1. All Games to be played on Saturday, September 24, 2011.
2. Sunday, September 25, 2011 is reserved as Rain Day.
3. Regular season (50 over) game start times are 12:00noon, unless otherwise advised.
4. Morning league (25 over) game start times are 7:30am.
5. Match times will be adhered to and umpires will be strict on time wasting. (see “B) Match timings”)
6. Elite/Premier/Division1 will be subject to D/L calculations.
7. Division2/3/4 will be subject to run-rate rule:
 - a. If tied, the lesser wickets lost will win.
 - b. If still tied, then bowl out – 3 bowlers, 2 deliveries each. Most hits to stumps wins.
8. **Qualified Players → Should have played 50% of Regular Season Games**
9. If a club has two teams or more, then first we look at the number of players who have played 50% in the team qualified for the play-offs. If that team has 11 qualified players, then those 11 play (or if more, then 11 from those qualified for that team). If due to unavailability from the qualified players, the team is short on players, then the team PLAYS SHORT. If the qualified team has less than 11 players who are eligible for the play-offs, ONLY THEN they can use someone who has played 8 games in all for the club across both the teams.

B) Match Timings:

1. Regular Season (50 overs)
 - Toss = 11:45
 - First innings = 12:00 – 3:30
 - Lunch = 3:30 – 3:50
 - Second innings = 3:50 – 7:20
2. Morning League (25 overs)
 - Toss = 7:15
 - First innings = 7:30 – 9:15
 - Lunch = 9:15 – 9:30
 - Second innings = 9:30 – 11:15

C) Team declaration and Umpire fees:

Game details	Continuation (next day) * See “D) Interruption rules” below	New Game
<u>Regular season:</u> Min 25 overs each side faced constitutes a game <u>Morning League:</u> Min 10 overs constitutes a game	- Same players have to play - Same umpires will officiate	- Team composition can be declared fresh from the qualified players - Umpires can be changed
League will pay the umpire fees (ball to be provided by the teams)	Teams pay umpires: \$50/each – 50 over game	Team pays umpires: \$100/each – 50 over game \$50/each – Morning game

D) Interruption rules

Following scenarios will govern how the match continues, in case of interruptions:

1. Team 1 batting done - Team 2 cannot complete 25 over due to stoppage (no further play is possible).
 - **Team 2 continues to bat from the point the play was stopped.**
2. Team 1 batting done - Team 2 has completed 25 overs at least before stoppage (no further play is possible).
 - **Game is completed, Use D/L for Elite to Division-1, and Run-Rate for the rest.**
3. Team 1 batting done - Team 2 innings is interrupted, but on start, 25 overs can be completed for Team-2 before end-time.
 - **Same as #2. Use D/L for Elite to Division-1, and run-rate to recalculate the target for the rest**
4. Team 1 batting done - Team 2 innings is interrupted, but on start, 25 overs CANNOT be completed for Team-2.
 - **Same as number 1 (Team 2 continues to bat from the point the play was stopped)**
5. Team 1 batting done - Team 2 does not bat at all - same as #1 (no further play is possible).
 - **Same as number 1 (Team 2 continues to bat from the point the play was stopped)**
6. Team 1 batting interrupted, but at restart time, play can continue for both teams to complete 25 overs.
 - **The end result will stand as long as both teams are able to complete 25 overs. Readjust overs and play a reduced game to finish the same day.**
7. Team 1 batting interrupted, but can complete 25 overs or more till end of scheduled close; Team 2 cannot complete 25 overs.
 - **Game continues next day from where it was stopped**
8. Team 1 batting interrupted, and cannot complete 25 overs in the day (no further play is possible).
 - **New game next day.**
9. Complete wash-out on the scheduled day.
 - **New game next day.**