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Referte brief: PB22001

Beker van Vlaanderen

General Rules and Regulations

- All teams must have transferred their registration on time mentioned in the invoice. There will be a no pay no play policy
- Each innings will consist of 10 overs each and a new ball will be provided for each innings
- Unless otherwise specified, all rules and regulations from BCF T20 regulations will apply (including the bye laws). (https://cricket-belgium.com/wp-content/uploads/2020_007-BCF-T20-Match-Rules.pdf)
 - o The rules for noballs/wides/freehit will be the same.
 - o There is only 1 bouncer (above shoulder high) allowed per over
- Players must be registered with BCF (CricHQ) as well as Twizzit, players from one team cannot play for another team
- No players from outside the club are allowed in the squad. The player should be marked as a competitive member of the club under Twizzit
- A squad list of maximum 15 players must be provided to the organizers by at least 2 days before the start of their respective first game.
 - o For teams playing pool games on Saturday (16/9/2023) please provide the squad by Thursday (14/9/2023) before 20u00.
 - o For teams playing pool games on Sunday (17/9/2023) please provide the squad by Friday (15/9/2023) before 20u00.
 - o For finals day on Sunday (24/9/2023), please provide the squad list by Friday (22/9/2023) before 20u00.
- The 15 member squad can be different from between the pool game days and the final day, but within the given day, the 15 member squad cannot change.
- No foreign players are allowed, unless they are officially (via BCF and CV) associated to the club
 - o If a player has played at least one of the previous league game in Belgium, he is considered local player
 - o If a player has played in a league outside Belgium, but has never played any league game in Belgium, he is considered as a foreign player
- Each team should provide 1 dedicated to help the official scorer with the name of the playing members
- Each innings consists of 10 overs, and each over should be played within 4 minutes, except for time lost due to balls going away or injury. There will be no time allowed for drinks in the middle of an innings
- To save time, the game will be played only from one end and the batsmen need to switch sides between the overs.

- The timing will be strict and from the moment the innings goes beyond the dedicate time limit, there can be only a maximum of 4 fielders outside the 30 yard circle.
- Further more penalty runs will be added at the end of the innings to the batting team. For a delay of every 4 minutes, 6 runs will be awarded to the batting team.
- There will be a 10 minute break between 2 innings
- At the start of every innings, there will be 3 overs of power play where only a maximum of 2 fielders are allowed outside the 30 yard circle
- During every innings, a bowler can bowl a maximum of 2 overs. In case of injury, any partially bowled over will be considered as 1 full over for that bowler.
- All teams are expected to be present at least 1 hour before the start of their first game in the day.
- Team sheets should be provided (or will be collected by the officials) at least 30 mins before the 1st game and in case either of the teams does not submit the team sheet on time, the toss will be awarded to the other team.
- In case a team arrives beyond the start of the scheduled time, under no circumstances it is acceptable. Penalty will be awarded to the opposing team based on the delay and there will be reduction of one over in each innings for every 8 minutes delay. For each over reduced a penalty of 6 runs will be awarded to the opposition. In case of no show or if the team arrives later than 15 minutes beyond the scheduled start time, it will be considered as forfeited and the game will be awarded to the opposition.
- The batting team needs to provide spare balls for the pool games in case the ball is lost. If the ball is lost within the first 2 overs, new balls will be used.
- Most importantly in case of any disputes, the decision taken by the official and organization committee will be final and it cannot be disputed

Points systems for the pool games

- For each win, the winning team will be awarded 2 points to the winning team.
- In case of tie (or game being abandoned), 1 point will be awarded to each team.
- No points will be awarded to the losing team
- In case of rain disruption, the DLS will be applied according to the disruptions. A minimum of 5 overs must be played by both teams. In case either of the teams cannot play the minimum stipulated overs, the game will be declared as N/R and each team will be awarded 1 point each
- The teams are ranked based on the number of points accumulated, and in case of same number of points, the ranking will be based on NRR. In the eventual case NRR is also same, the team with the least wickets lost will be ranked higher. In case of tie here as well, the rank will be decided based on toss.
- In case of Pool B (pool with 4 teams), the top 2 teams from the pool will qualify for the playoffs which will be held on 24/9/2023 and the bottom 2 teams will be eliminated from the tournament
- In case of other pools (pools with 3 teams, pools A, C and D), once one set of round robin games are played, the team ending at the 3rd position will play the team ending in the 2nd position in an eliminator and the winner of this game will play the 1st ranked team (qualifier). The team that comes as winner in the qualifier will be ranked 1st and the losing team will be ranked 2nd. In case of tie or in case the game is abandoned due to rain or other disruption,

the ranking after the original round robin games will be applied. Again only the top 2 ranked teams will qualify for the playoffs which will be held on 24/9/2023

Playoff games and finals

- Quarterfinals will be played between top 2 ranked teams of each pool. The winner of the 4 games will qualify for the semifinals and the losing team will be eliminated.
- The winner of the 2 semifinals games will qualify for the finals whereas the 2 losing teams will play for the 3rd place.
- In case of a tie in playoffs, the winner will be decided by Golden ball (<https://wisden.com/stories/what-is-the-golden-ball-tie-breaker-rule-in-the-ecs-t10>).

Appendix

What is the 'Golden ball'?

- If the game ends in a tie, the chasing side will get one additional ball with the team needing a pre-set two or more runs to win the match. The tie-breaker ball will be bowled three minutes after the tied game and the same bowler who bowled the final delivery will have to bowl the Golden ball, unless of course if he is injured.
- It is different for the batting side though, and any batsman who hasn't been dismissed in the game till that point can take strike for the final ball even if they were yet to bat in the game or retired out earlier in the game. If the chasing team is bowled out, the last man not dismissed takes strike and the last man to be dismissed will takes the non-striker's end.

Pools

Pool A (16/9)	Pool B (17/9)	Pool C (16/9)	Pool D (17/9)
Brussels Warriors Cricket Club (BWCC)	Gent Cricket Club (GTCC)	Ostend Exiles Cricket Club (OECC)	Antwerp Cricket Club (ACC)
Ostend Cricket Club (OCC)	Hasselt Cricket Club (HSCC)	Beveren Cricket Club (BVCC)	Mechelen Eagles Cricket Club (MECC)
Arcadians Cricket Club (ARCC)	Kortrijk Warrior Cricket Club (KWCC)	Anderlecht Cricket Club (ALCC)	Masroor Cricket Club (MCCB)
	Leuven Knights Cricket Club (LKCC)		

Fixtures

Pool Games: Date 16/09/2023 (Saturday)						
Ground: ACC1				Ground: ACC2		
Start Time	Team1	Team2		Start Time	Team1	Team2
9u30	BWCC	ARCC		9u30	BVCC	ALCC
11u15	BVCC	OECC		11u15	ARCC	OCC
13u00	OCC	BWCC		13u0	OECC	ALCC
14u45	C2	C3		14u45	A2	A3
16u30	W of A2-A3	A1		16u30	W of C2-C3	C1

Pool Games: Date 17/09/2023 (Sunday)						
Ground: ACC1				Ground: ACC2		
Start Time	Team1	Team2		Start Time	Team1	Team2
9u00	HSCC	LKCC		9u00	ACC	MECC
10u45	MCCB	ACC		10u45	HSCC	GTCC
12u30	KWCC	LKCC		12u30	MECC	MCCB
14u15	D2	D3		14u15	GTCC	LKCC
16u00	KWCC	HSCC		16u00	W of D2-D3	D1
17u45	KWCC	GTCC				

Playoff games: Date 24/09/2023 (Sunday)						
Game	Start Time	Ground	Team1	Team2	Winner	Runner
Quarter Finals						
QF1	9u30	ACC1	TC1	TD2	Winner QF1	
QF2	9u30	ACC2	TD1	TC2	Winner QF2	
QF3	11u15	ACC1	TA1	TB2	Winner QF3	
QF4	11u15	ACC2	TB1	TA2	Winner QF4	
Finals Playoff						
SF1	13u15	ACC1	Winner QF1	Winner QF4	Winner SF1	Runner SF1
SF2	13u15	ACC2	Winner QF3	Winner QF2	Winner SF2	Runner SF2
Playoff Ranking						
3rd place	15u45	ACC2	Runner SF1	Runner SF2	3rd place	4th place

Finals	16u30	ACC1	Winner SF1	Winner SF2	Winner	Runner
Presentation @18u30						