



T20 Cricket



COMPETITION MANUAL

Updated: August 2025



GUIDING BODIES

World Police and Fire Games Federation (WPFGF)

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The event will be guided by the Laws of Cricket 2017 Code (3rd Edition - 2022).

[CLICK HERE FOR GOVERNING BODY FULL RULES](#)

International rules will be followed unless specified in WPFG Guidelines

Entry Deadline: 1/22/2027

EVENT

Men; 18+

Women; 18+

EVENT FORMAT

Teams will be assigned into groups and play round robin fixtures. Qualifying teams will progress to the knockout stage of the tournament. Semi-final winners will progress to the final (gold medal match), with the semi-final losers playing off for the bronze medal.

THE PLAYERS

A match is played between two sides, each of eleven players, one of whom shall be captain, plus a maximum of four substitute fielders. Each captain shall nominate their players in writing to one of the umpires before the toss. Any replacement player shall be considered the same player as the nominated player they replaced, however is not eligible to bat, bowl or perform the role of wicket-keeper.

EQUIPMENT

Event organisers will supply the cricket balls, stumps, bails and scoreboards at each match. One new ball shall be used at the start of each innings. Ball weight and size for men's and women's matches shall comply with Law 4 of the Code.



Teams must supply all other equipment, inclusive of bats and protective equipment. Players must wear a helmet in the following circumstances where:

- Batting at all times when facing a delivery,
- Wicket keepers are standing up to the stumps, and
- Fielding close to the batter in front of the wicket. Close to the batter being determined to be half the distance of the pitch.

ATTIRE

Players shall wear appropriate cricketing attire including footwear and socks. Clothing may be colored or predominantly white/cream, however, must be uniform across the team. The wearing of shorts and/or singlets is not permitted when batting or fielding.

RULES FOR COMPETITION

Based on ICC Men's Twenty20 International Playing Conditions (December 2023) and guided by the Laws of Cricket 2017 Code (3rd Edition - 2022). Amendments to suit World Police and Fire Games (WPFGE) competition are provided below.

GENERAL SPORT RULES for CRICKET

1. MATCH DURATION

Matches shall consist of one innings per side, each innings limited to a maximum of twenty overs. A minimum of five overs per team shall constitute a match.

2. HOURS OF PLAY AND INTERVALS

- 2.1. The scheduled time for a 20 over innings is 1 hour 20 minutes. Where matches are reduced, the scheduled time for an innings is based on 4 minutes per over.
- 2.2. In all matches there will be a 15-minute interval between innings.
- 2.3. Where the first innings is completed before the scheduled finishing time, the 15-minute interval shall take place immediately and the second innings shall start correspondingly earlier.
- 2.4. There will be no allocated drinks break except under conditions of extreme heat, whereby an interval of 2 minutes 30 seconds may be taken at the midpoint of each innings. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted.

3. LENGTH OF INNINGS

3.1. Uninterrupted Matches

- 3.1.1. Each team shall bat for 20 overs unless all out earlier.
- 3.1.2. If the team fielding first fails to bowl the required number of overs by the scheduled time for the end of the innings, play shall continue until



the required number of overs has been bowled, or the innings is complete, and over-rate penalties shall apply.

3.1.3. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

3.1.4. If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved and over-rate penalties shall apply.

3.2. Delayed or Interrupted Matches

3.2.1. Matches can be reduced to a minimum of 5 overs per side. If this cannot be achieved then the match will be determined in accordance with Clause 8 – The Result.

3.2.2. When overs are reduced, umpires will calculate a new scheduled time for the end of the innings at a rate of 4 minutes per over.

4. OVER-RATE PENALTIES

4.1. The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings.

4.2. Where this requirement is not met, no more than 2 fielders shall be permitted outside the fielding restriction area.

4.3. Over-rate penalties shall not apply where a side’s innings is reduced to less than 10 overs.

5. RESTRICTIONS ON PLACEMENT OF FIELDERS

5.1. For **uninterrupted matches** fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).

5.2. During the Powerplay overs only two fielders shall be permitted outside the fielding restriction area at the instant of delivery.

5.3. During the non-Powerplay overs, no more than 5 fielders shall be permitted outside the fielding restriction area.

5.4. For **delayed or interrupted matches** when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the table below. The table shall apply to both the 1st and 2nd innings of the match.

Total overs in innings	Number of overs for which fielding restrictions apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

5.5. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No ball. Free hit rules will then apply to the next scheduled delivery.



6. NO BALL – FREE HIT

- 6.1. Where any No Ball is called, the immediate proceeding delivery will be deemed a “Free Hit”. In these circumstances;
- 6.1.1. The delivery after a No Ball shall be a free hit for whichever batter is facing it.
- 6.1.2. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide Ball) then the next delivery will become a free hit for whichever batter is facing it.
- 6.1.3. For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called Wide Ball.
- 6.1.4. Field changes are not permitted for free hit deliveries unless there is a change of striker. Note, however, any fielder positioned within 15 yards of the striker, is permitted to move back on their existing line to a limit of 15 yards from the striker.
- 6.1.5. The bowler’s end umpire will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

7. NUMBER OF OVERS PER BOWLER

- 7.1. No bowler shall bowl more than 4 overs in an innings.
- 7.2. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;
- 7.2.1. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 7.2.2. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

8. DECLARATION

The captain of the batting side shall not declare their team’s innings closed.

9. SUPER OVER PROCEDURE

The following procedure shall apply where a Super Over is required to determine the winner of a tied match.

- 9.1. The Super Over shall commence 5 minutes after the conclusion of the match.
- 9.2. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the Ground Authority.
- 9.3. The umpires shall choose from which end bowling will take place and both teams will bowl from this end.
- 9.4. Prior to the commencement of the Super Over each team will nominate three batters and one bowler to the umpires.
- 9.5. The team batting second in the match shall bat first in the Super Over.



- 9.6. Each team shall face a maximum of six legitimate balls, and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
- 9.7. The loss of two wickets shall end the batting team's Super Over innings.
- 9.8. The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in an uninterrupted match, however any over-rate penalty imposed on the fielding side at the conclusion of their innings shall be carried forward to the Super Over.
- 9.9. The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used.
- 9.10. The interval between the two overs in the Super Over shall be 5 minutes.

10. THE RESULT

10.1. Group stage matches;

- 10.1.1. Points for matches shall be awarded as follows; Win (2 points), Loss (0 points), No Result (1 point).
- 10.1.2. All matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared a No Result and one point shall be awarded to each team.

10.2. Group stage and Finals matches;

- 10.2.1. Where both batting teams faced the same number of overs; The team scoring the higher number of runs shall be the winner.
- 10.2.2. If the scores are tied the winner shall be determined by a Super Over.
- 10.2.3. If the Super Over is a tie, another Super Over will take place. This process will be repeated until such time a result is obtained.
- 10.2.4. Where both batting teams did not face the same number of overs.
 - 10.2.4.1. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the Duckworth/Lewis/Stern (DLS) method.
 - 10.2.4.2. If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension using DLS.

AWARDING OF MEDALS TO ATHLETES AND COACHES

One Non-playing coaches can **ONLY** receive a medal if they are eligible to participate in the games. This means that the coach would have to pass the same



requirements of an athlete to receive a medal. This coach will receive an Athlete's Credential when they register at the Accreditation Center and should do so at the Special Handling booth to receive the Athlete's Credential.

Coaches who do not meet the requirements to participate in the Games **will not** receive a medal. **Technical Support Personnel SHALL NOT** receive medals.

During the medal presentation, only athletes and eligible coaches are allowed to participate in this ceremony. Each athlete and one eligible coach **SHALL** wear their Athlete's Credential. If the athlete or coach does not present their Athlete's Credential, they **SHALL NOT** receive a medal. This is a mandatory requirement to receive a medal.

Technical Support Personnel and children are not allowed on the podium with the teams during the medal presentation.

The sport coordinator **SHALL** have in their possession a copy of the CSE Report and the team's final roster that was submitted at the team captains meeting to verify the athletes being awarded medals.