

Southland Cricket Association



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**Competitions Guidelines
Season 2022/2023**

Directory

SOUTHLAND CRICKET ASSOCIATION

GENERAL MANAGER

Lauren Roney

Mobile 027 2735 552

Email manager@southlandcricket.co.nz

QUEENS PARK PAVILION

Phone 03 218-9608

Fax 03 218 9609

Email office@southlandcricket.co.nz

Southland Cricket Umpires & Scorers Association

Chairman

Michael Potter

Mobile 027 3495615

Email michael.potter@xtra.co.nz

Secretary

Kevin McGechie

Email kevin.mcgechie@gmail.com

Umpire Training Officer

Allan Faithful

Phone 03 216 4327

Mobile 027 304 7772

Email allan@southlandcricket.co.nz

The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.

The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

COMPETITION'S SUMMARY

Season 2022/2023

GENERAL

Rules For Matches

1. All club matches shall be played under the control and management of the Southland Cricket Association (SCA) Board/Manager.
2. All Club matches shall be played in accordance with the Laws of Cricket (2017 Code) MCC plus amendments and the New Zealand Cricket Playing Conditions published for the season except as provided hereunder.
3. The SCA Board/Manager shall settle any questions not specifically provided for in the rules and has the right to amend these Rules during the current season.
4. Players taking part in any club match shall appear in proper cricket attire. Any player not so appearing shall not be allowed to take part in the match.
5. Clubs must accept umpires officially appointed for their matches.
6. The number of overs bowled shall be displayed prominently on the scoreboard at the conclusion of each over from the commencement of an innings.

Cancellations

7. A decision to abandon a match will be made at the ground with consultation between captains and umpires. Not forgetting that the umpires are the sole judges of the fitness of the ground for play, it is ultimately the umpire's decision.
If ground conditions are an issue but overhead conditions are good then a decision to delay or transfer to another venue are options. If the latter is a consideration then alternative ground options should be obtained prior to the weekend.
If it is obvious that play cannot take place due to weather and ground conditions and there is no alternative venue, then as long as both captains agree, they can abandon a match prior to the teams arriving at the ground. The umpires appointed or Allan Faithful should also be notified when the decision is made.

Scoring

8. At least one scorer shall use a standard cricket scorebook. The other may use an electronic system. In the event that both teams wish to use an electronic system, the team winning the toss will decide which team is to score on a scorebook. This does not stop both teams scoring electronically, but there must be a hard copy official scorebook.

Players Arriving Late

9. A player arriving late at the start of a days' play shall be allowed to participate in the match immediately on his/her arrival. **The opposing captain and umpires should be notified at the toss of any player(s) arriving late.**

Team Numbers

10. For each match teams may be composed of twelve players.

Prior to the toss for each match, team captains must provide the opposing captains and the umpires a list of their batting XI and their fielding XI (a player nominated as a designated bowler and a player nominated as a designated batsman).

The player left out of the fielding XI can act as 12th man for the fielding portion of the match (ie. the player may bat in the batting XI but may not bowl)

The wicketkeeper cannot be designated as the non-bowler.

If the 12th man acts as a substitute fielder the captain must advise the umpires when a player is leaving the field of play, and why, and when he is returning.

Eligibility Rulings

11. Southland club competitions controlled by the SCA will observe the following player eligibility rules;
 - a. No player shall take part in any competition match unless he/she has been resident (7) clear days in the Southland District prior to that match, excluding players transferred to the district in continuous employment or a student who is normally a resident of Southland but has been attending University, School, Polytechnic or College in another area.
 - b. Any cricketer selected to play Southland club cricket under this 7 clear days ruling must also first gain clearance from the SCA Board/Manager before being eligible to play.
 - c. First class/Representative players moving to Southland after the commencement of the playing season must receive a written or verbal clearance from SCA Board/Manager and the players previous Association/club. In these situations NZC eligibility rules are to be observed.
 - d. Any player in default with subscriptions or fines owed to any club or association affiliated to NZC may be debarred by the SCA Board/Manager from taking part in any SCA competition including representative fixtures.
 - e. Players need to have played a minimum of 3 matches for the club they have registered with to be eligible to play in the 'finals' series of the Provincial One Day Senior Club Competition. **For the purpose of this rule the match must have started which is defined as one that a ball has been delivered.**
 - f. No player shall play unfairly out of his/her grade.
 - g. Any club failing to observe these eligibility rulings, may at the discretion of the SCA Board/Manager be fined, receive loss of points, or game be defaulted or be debarred by the SCA Board/Manager from taking part in any SCA competition.

Transfers

12. There will be no interclub transfers in any SCA controlled competition after one month of the first competition commencing. The SCA Board/Manager may exercise discretion in a situation of extenuating circumstances.
Dispensation may be applied for via the SCA Board/Manager.

Balls

13. If playing conditions state a particular brand and type they must be used.

The Southland Wide Club competitions must use Kookaburra Balls.

Southland Hawke Cup	Kookaburra Regulation 156g
ILT Senior Competitions	Kookaburra Four Piece 156g Red
ILT Senior Competitions	Kookaburra Four Piece 156g White
PGG Wrightson Championship	Kookaburra Four Piece 156g Red
Representative Under 15/17/19	As per playing conditions
Representative Under 14 & below	As per playing conditions 142g
Women – all ages	As per playing conditions 142g

Replacing Balls

14. If the umpire/s consider that the deterioration in the condition of the ball is such that it is affecting the safety of players or the quality of the game, then if the fielding team has a replacement ball of similar use, then the current ball should be replaced. The umpire/s and batting captain must also agree on the replacement ball. Each innings will be treated separately.

Result Forms

15. It is mandatory that this information is submitted via the **PlayHQ** cricket system by the Home team and to arrive at the SCA no later than **12 noon** the Sunday immediately after the match.

One competition point may be deducted if the Result Card is not received by the SCA by the required time.

Results should also be dispatched to the Local Newspaper by noon on the Sunday following the match.

Captains Reports on Umpires

15. Each team captain is to complete and submit the Report Form **via the PlayHQ/RefAssist cricket systems** to arrive no later than **7pm on the Tuesday** immediately after the match.

One competition point may be deducted if the Captains Report on Umpires is not received by the SCA or SCUSA by the required time.

Code of Conduct

16. The NZC current seasons Code of Conduct with SCA amendments shall apply to all club competitions under the control of the SCA. This document is available on the Southland Cricket website.

Captains

The captains are responsible for the teams conduct and at all times ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Captains should ensure players are familiar with the Spirit of the Game.

Player's

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

Umpires

The Umpire are the sole judges of fair and unfair play and may report any breach of the laws of cricket or the spirit of the game or any incidents of unacceptable behaviour.

Laws & Playing Conditions

Applicable to all matches unless specifically stated.

Penalty Runs

1. In matches without official umpires penalty runs shall not be awarded to either side except for those arising from Laws 28.2 [Fielding the ball] or 28.3 [Protective helmets belonging to the Fielding side].

Scoring Runs

2. Crediting of runs scored
If Byes or Leg byes accrue from a No ball, only the one run penalty for No ball shall be scored as such, and the remainder as Byes or Leg byes as appropriate.
3. When a batter is out Caught, the new batter shall come in at the end the striker was at, i.e. to face the next ball (unless it is the end of an over). This also applies to the obstruction or distraction of a catch.

Dead Ball

4. Either umpire shall call and signal Dead ball
When he/she considers that either side has been disadvantaged by a person, animal or other object within the field of play. However, if both umpires consider the ball would have reached the boundary regardless of the intervention, the boundary should stand. If the umpires consider the ball would not have reached the boundary, then all runs completed by the batters, and the run in progress had they already crossed at the incident or Call of Dead Ball, shall be scored.

No Ball

5. Ball bouncing more than once, rolling along the ground or pitching off the pitch
The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,
 - bounces more than once or rolls along the ground before it reaches the popping crease or
 - pitches wholly or partially off the pitch before it reaches the line of the striker's wicket.When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.
For artificial pitches less than the standard pitch width, the above will apply however a 'free-hit' will not apply to the next delivery.

6. Ball causing the striker to leave the pitch, or ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket or is so far from the pitch that the striker would need to leave the pitch to attempt to play the ball, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

Substitute fielders

7. A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires.

Replacement Players

8. Replacements can only occur after the toss such as a Covid replacement, a Concussion replacement or if a player leaves the game for an acceptable reason eg. Sudden emergency.

Any replacement player shall be considered the same player as the nominated player he/she replaced for the purposes of these Laws.

- A replacement may not bat in an innings in which the nominated player he/she is replacing has completed his/her innings.
- Any unserved Penalty time, warnings or suspensions, that applied to the original nominated player will be inherited by his/her replacement.

Batsman out of his/her ground

9. When out of his/her ground

A batsman shall be considered to be out of his/her ground unless some part of his/her person or bat is grounded behind the popping crease at that end.

However, a batsman shall not be considered to be out of his/her ground if, in running or diving towards his/her ground and beyond, and having grounded some part of his/her person or bat beyond the popping crease, there is subsequent loss of contact

- between the ground and any part of his/her person or bat,
- or between the bat and person,

provided that the batsman has continued movement in the same direction.

Notes - If a bat bounces after making good ground and then the wkt is broken before the bat returns to ground – Not Out. Also if a bat gets stuck in a foothole past the crease line in good ground and then is jolted from the hand then the wkt is broken – Not Out.

Does not apply to a foot raising or lowering in a stumping scenario.

Run Out

10. Non-striker leaving his/her ground early

If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out. In these circumstances, the non-striker will be out Run out if he/she is out of his/her ground when his/her wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

Timed Out

11. After the fall of a wicket, the incoming batter must be ready to receive the ball, or for the other batter to receive the next ball within 3 minutes of the dismissal. If this requirement is not met, the incoming batter, on appeal, will be out, Timed out.

Limitation of Overs for Pace Bowlers

12. Players aged under 19 as at 1 September 2022, will be restricted to a bowling load of six overs in any spell.
 - a) At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs, as the length of that spell are bowled, from the same end.
 - b) In the event bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is of at least one hour duration.
 - c) In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed legal deliveries and whatever eventuates if anything, as a result of these deliveries, the position will stand. Upon notification of this irregularity, the offending bowler will be immediately replaced and the over completed by another bowler.
 - d) Any part over completed will count as a full over only in so far as each bowler's limit is concerned.

Fielders Helmets

13. **Helmets, with a face guard, are strongly recommended** to be worn while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (within 7 metres of the stumps, excluding behind the wicket on the off-side).

The laws now allow for a batter to be caught, run-out and stumped after making contact with a fielders worn helmet.

A batter shall not be out Hit Wicket if his/her helmet or any part of it falls from the batter whilst receiving/playing a shot or setting of for a run.

If the ball lodges in a fielders worn helmet then the striker is out caught.

Unfair Play

14. **Deliberate distraction, deception or obstruction of batsman**

It is unfair for any fielder wilfully to attempt, by word or action, to distract, deceive or obstruct either batsman after the striker has received the ball.

Notes - An increasing practice considered unfair is 'mock fielding', where a fielder feigns to field the ball and/or feigns to throw a non-existent ball in an attempt to prevent the batsmen running.

15. **Batsman damaging the pitch**

It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, he/she must move from it immediately thereafter.

A batsman will be deemed to be causing avoidable damage if either umpire considers that his/her presence on the pitch is without reasonable cause.

16. **Striker in protected area**

The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable.

The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

Wickets with base attachment – primarily used on artificial pitches

17. If the ball comes in contact with the base section of the wickets and dislodges a bail or bails then the wicket is considered broken fairly.

Fitness for play

18. It is solely for the umpires together to decide whether either, conditions of ground, weather or light, or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

The Umpires shall immediately suspend play, or not allow play to start or to recommence, **if either** umpire considers that the conditions of ground, weather or light, or any other circumstances are either dangerous or unreasonable.

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

The fact that the grass and ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowlers of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to continue.

Dangerous and Unfair bowling

19. The 1st Class playing conditions include the following:-

a. The Bowling of fast, short pitched Deliveries

A fast short-pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

In addition, for the purpose of this regulation and subject to Law 41.6.1, a ball that passes above head height of the batsman standing upright at the crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.

For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

In the event of a bowler exceeding the allowance of short pitched deliveries in an over the umpire shall call and signal No-Ball

b. The Bowling of unfair non-pitching deliveries (beamers).

Any delivery which passes or would have passed, without pitching above waist height of the striker standing upright at the popping crease is deemed unfair. Whenever such a delivery is bowled the umpire shall Call and Signal No Ball.

If such a delivery is considered dangerous (at the body) the umpire shall call and signal No-Ball, caution the bowler and issue a first and final warning.

If, in the opinion of the umpire, such a delivery is considered unlikely to inflict physical injury on the batter by its speed and direction, it shall not be considered dangerous, a "no ball" shall be called but no caution shall be issued to the bowler.

Fielder's Absence

20. Bowling and batting restrictions may apply as per the NZ Cricket Playing Conditions.

If a player is absent from the field for longer than 8 minutes –

The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penalty time),

**subject to a maximum cumulative penalty time of -
120 minutes for the 50 & 40 Over competitions,
40 minutes for the T20 competition**

If any unexpired penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penalty time carried forward from the previous innings,

However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

Example – Fielder leaves field for 40 minutes. Returns to field, cannot bowl for 40 minutes. However his team is all out 20 minutes after his return. He cannot bat until 20 minutes has lapsed of his teams batting innings or if his team is 5 wickets down inside his 20 minute stand-down.

The restrictions in the clauses above **shall not** apply if the player has suffered an external blow whilst participating earlier in the match and consequently been forced to leave the field.

Playing time shall comprise the time play is in progress excluding intervals between innings. For clarity, a player's penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

However, in the event of a batsman or a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress and returns at the resumption.

Example – Fielder leaves the field and has been absent for 20 minutes when the players come from the field due to rain. Play resumes 10 minutes later with the absent player re-joining his team at the resumption. He cannot bowl for 10 minutes. As he returned immediately following the unscheduled break he is permitted to count that break as part of his penalty time.

In the same scenario, if the absent player did not return at the resumption and was off for another 15 minutes before returning to the field of play, he cannot bowl for 35 minutes.

Similarly, if a player is on the field but is still using up his 'penalty time' from a previous absence when the players leave the field for rain he shall be allowed to use any such stoppage time as playing time.

Example – A fielder has been off the field for 40 minutes, thus he cannot bowl for that length of time. He returns and has been on the field for 20 minutes when rain stops play, thus he still has 20 minutes of 'penalty time' to expire before he can bowl. Play resumes 20 minutes later, he can bowl immediately.

Wide Ball

Guidelines and Application

21. Judging a Wide

- If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if,
- a) the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.
 - b) the ball passes above the head height of the striker standing upright at the popping crease.
 - c) The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.

Legside

All deliveries directed and bowled down the leg side (behind the body of the striker, standing in his/her normal batting stance) will be interpreted as a form of negative bowling and should be called “wide”.

However, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a “wide”.

Exceptions to this directive:

It is not a “wide” when the batter moves across to the off stump from his/her original stance and the ball just misses the leg stump. Had the batter not moved onto the off stump but remained in his/her normal batting stance the ball would have struck him/her, thereby negating any wide call.

If the batter plays or aborts playing a reverse sweep or a switch hit, he/she is deemed to bring the ball sufficiently within reach on the leg side as well which negates the leg side wide interpretation.

Offside

Any delivery that passes outside the wide guideline, with the batter in a “normal” batting stance, should be called “wide”. For clarity:

- i. If the batter brings the ball sufficiently within reach and the ball passes outside the “wide guideline” then it is not a “wide”. For example, a batter moving to the off side as the bowler bowls, could bring the ball within his/her reach and even if the striker fails to make contact with the ball though the ball passes outside the “wide guideline”, the delivery will not be called a wide.
- ii. In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if he/she brings the ball within reach, if he/she makes no contact with the ball, then this delivery shall be called “wide”.

Covid-19 Guidelines

- Apply personal hygiene practices at all times.
- Reducing the occurrence of saliva on the ball is the responsibility of the umpires, captains and players in the first instance.
Using saliva to clean the ball is now deemed as altering the condition of the ball and could incur penalty runs. This will only be implemented by official umpires (refer Clause 1 of this section)
- Umpires are to clean the ball with alcohol-based sanitiser after any incident of a player using saliva to clean or polish the ball

Super Over Procedure

The following procedure will apply should the provision for a Super Over be required in any match.

- a. Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the Umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
If the umpires consider the weather/light conditions are not appropriate then a Bowl Out will decide the result.
- b. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the Umpires in consultation with the ground authority.
- c. The Umpires shall stand at the same end as that in which they finished the match.
- d. In both innings of the Super Over, the fielding team shall choose from which end to bowl.
- e. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match, shall also apply in the Super Over.
- f. Any penalty time being served in the main match shall be carried forward to the Super Over.
- g. Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal match.
- h. The team batting second in the match will bat first in the Super Over.
- i. The Umpires will select a ball from the two balls used by each team in the main match. This ball will be used by both teams and for the Bowl-Out if required. If the original match balls are not of appropriate condition as deemed by the umpires then another ball of appropriate condition as agreed by the umpires shall be used.
- j. The loss of two (2) wickets in the over ends the team's one over innings.
- k. If the Super Over is a tie, then a Bowl-Out will determine the result.

Bowl Out Procedure

If the Super Over is a tie or in the event that bad light prohibits the application of the Super Over, then a Bowl Out shall take place as follows.

- a. Five players, from each team (selected from the players nominated for the match) will bowl, over arm, two deliveries each at a wicket from a similar wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases.
- b. The first bowler from team 1 will bowl two deliveries, then the first bowler from team 2 will bowl two deliveries, then the second bowler from team 1 will bowl two deliveries and so on. The team which bowls down the wicket most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a "sudden death" basis. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.
- c. The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires approval.
- d. If a bowler bowls a No ball it will count as one of his two deliveries but will not count towards the score of the team.
- e. Each team will appoint a wicketkeeper to stand behind the wicket but out of reach of the wicket.

ILT Provincial Limited Over Competition
Season 2022/2023

1. Competition

- a. The ILT Provincial One Day Senior Club Competition will comprise of the 6 competing teams playing 15 rounds of Limited Over matches (preliminary rounds), followed by preliminary finals, semi-final and a final.
The preliminary rounds will be split into 5 rounds of 40 Overs per-side matches (first 5 rounds) and the remaining 10 rounds of 50 Overs per side matches.
- b. The competition will be played on 29 October 2022 to 17 December 2022 (excluding 10 Dec) recommencing on 14 January 2023 to 4 March 2023. The preliminary finals will be held on 11 March 2023. The semi-final will be held on 18 March 2023 with the final on 25 March 2023 at Queens Park. There will be Reserve Days for the semi-finals and final only and will be on 19 & 26 March 2023 respectively.
- c. On completion of the preliminary 15 rounds all teams will be placed from first to sixth.
- d. In the event of teams finishing on equal points, placings will be determined as follows:
- the team with the most number of wins
 - the team with the most number of wins over the other team(s)
 - the team with the highest net run rate
- In a match declared as no result, run rate is not applicable.
Run rates shall be calculated as per clause 5 – Generic PC's
- e. From the placings derived from (c) above, the finals competitions will be as follows
- | | | |
|--------------------|---|----------------------------------|
| Preliminary Finals | - | (A) 1 v 2
(B) 3 v 4 |
| Semi-Final | - | (C) Loser of (A) v Winner of (B) |
| Competition Final | - | Winner of (A) v Winner of (C) |
- f. In the event of neither side winning the Preliminary Finals and Semi-Finals (ie abandoned or a tie) the highest placed team from the preliminary 15 rounds (in c above) will be awarded the game.
- g. In the event of the Final being abandoned then the Competition Title will be shared. If the Final is a tie then a Super Over shall apply to achieve a result. If the scores are tied at the end of the Super Over then a Bowl Out will decide the result.
Refer Super Over and Bowl Out procedures in the Playing Conditions section of these rules.

2. Competition Points

Result Points shall be awarded as follows:

Win	4
Tie	2
No Result/Abandoned	2

3. Loss of Competition Points

Failure to provide the SCA with the Result Cards no later than 12 noon on Sunday following match and the Captains Report on Umpires no later than 7pm on the Tuesday immediately following the match may result in the loss of competition points.

ILT 40 OVER PER-SIDE ROUNDS

Hours of play

1. Matches shall commence at 11.30am and for the purposes of calculation shall be completed by **5.40pm**.
2. An interval of 20 minutes shall be taken at the conclusion of the innings of the team batting first, irrespective of the time the innings closes and the length of the innings. Where the start of play is delayed or play is interrupted the Umpires will vary the length of the break between the innings as follows:

Time lost	Interval between innings
Over 20 minutes	10 minutes

Length of Innings

3. In an uninterrupted match each side shall bat for 40 overs unless all out.
4. The desired minimum over-rate of 15 overs per hour or 4 minutes per over allows each team **2 hours & 40 minutes per innings**. In an uninterrupted match, commencing on time and lasting the complete 80 overs -
 - Team A's innings should be from **11.30am - 2.10pm**
 - Team B's innings should be from **2.30pm - 5.10pm**.Every endeavour should be made by teams to bowl the required number of overs by the scheduled time. When umpires are appointed, they will ensure teams are up with the required over-rate.
5. If Team B's innings starts later than **2.30pm** due to a slow over-rate during the previous innings, then for calculation purposes the cessation time for the match should be extended by the amount of time Team B's innings was delayed.
6. In the event of a delayed start or an interruption during the first innings of a match only the **5.40pm** cessation time (**30 minute extension**) will apply for calculation purposes.
 - As a guide 170 minutes of time remaining would be needed to constitute a match
 - i.e. 20 overs each side plus a 10 minute interval.
 - i.e. Play can start no later than **5.40pm less 2hr 50 min = 2.50pm**

Fielding Restrictions

7. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
8. In addition, the following fielding restrictions shall apply in the Power Play Overs as described – At the instant of delivery:

Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside the 30 yard (27.5m) fielding restriction area. **In an innings of 40 overs, these are overs 1 to 8 inclusive.**

Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside the 30 yard (27.5m) fielding restriction area. **In an innings of 40 overs, these are overs 9 to 32 inclusive**

Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside the 30 yard (27.5m) fielding restriction area. **In an innings of 40 overs, these are overs 33 to 40 inclusive.**

9. In circumstance when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

10. If play is interrupted during an innings and the table below applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. Examples -

A 40 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. The middle phase takes immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase restrictions apply for the remaining 3.1 overs.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8

11. At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
12. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

Number of Overs Per Bowler

13. **No bowler may bowl more than 8 overs**, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
14. When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the uncompleted over.
15. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

Example

Bowler 1 – Bowled 3 overs, then after 2 balls of his 4th over gets injured and cannot bowl. Total overs bowled 4.

Bowler 2 - Bowls remaining 4 balls of bowler 1's over = 1 over. He can only bowl 7 more overs.

ILT 50 OVER PER-SIDE ROUNDS

Hours of play

1. Matches shall commence at 11.30am and for the purposes of calculation shall be completed by **6.30pm**.
2. An interval of 20 minutes shall be taken at the conclusion of the innings of the team batting first, irrespective of the time the innings closes and the length of the innings. Where the start of play is delayed or play is interrupted the Umpires will vary the length of the break between the innings as follows:

Time lost	Interval between innings
Over 20 minutes	10 minutes

Length of Innings

3. In an uninterrupted match each side shall bat for 50 overs unless all out.
4. The desired minimum over-rate of 15 overs per hour or 4 minutes per over allows each team **3 hours & 20 minutes per innings**. In an uninterrupted match, commencing on time and lasting the complete 100 overs -
Team A's innings should be from **11.30am - 2.50pm**
Team B's innings should be from **3.10pm - 6.30pm**.
Every endeavour should be made by teams to bowl the required number of overs by the scheduled time. When umpires are appointed they will ensure teams are up with the required over-rate.
5. If Team B's innings starts later than **3.10pm** due to a slow over-rate during the previous innings then for calculation purposes the cessation time for the match should be extended by the amount of time Team B's innings was delayed.
6. In the event of a delayed start or an interruption during the first innings of a match only the **6.30pm** cessation time will apply for calculation purposes.
As a guide 170 minutes of time remaining would be needed to constitute a match
i.e. 20 overs each side plus a 10 minute interval.
i.e. Play can start no later than **6.30pm less 2hr 50 min = 3.40pm**

Fielding Restrictions

7. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
8. In addition, the following fielding restrictions shall apply in the Power Play Overs as described – At the instant of delivery:

Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside the 30 yard (27.5m) fielding restriction area. **In an innings of 50 overs, these are overs 1 to 10 inclusive.**

Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside the 30 yard (27.5m) fielding restriction area. **In an innings of 50 overs, these are overs 11 to 40 inclusive**

Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside the 30 yard (27.5m) fielding restriction area. **In an innings of 50 overs, these are overs 41 to 50 inclusive.**

9. In circumstance when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

10. If play is interrupted during an innings and the table below applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 10

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

11. At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3		Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4		35	7	21	7
21	4	13	4		36	7	22	7
22	5	13	4		37	8	22	7
23	5	14	4		38	8	23	7
24	5	14	5		39	8	23	8
25	5	15	5		40	8	24	8
26	5	16	5		41	8	25	8
27	6	16	5		42	9	25	8
28	6	17	5		43	9	26	8
29	6	17	6		44	9	26	9
30	6	18	6		45	9	27	9
31	6	19	6		46	9	28	9
32	7	19	6		47	10	28	9
33	7	20	6		48	10	29	9
34	7	20	7		49	10	29	10

12. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

Number of Overs Per Bowler

13. **No bowler may bowl more than 10 overs**, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
14. When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the uncompleted over.
15. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

Example

Bowler 1 – Bowled 3 overs, then after 2 balls of his 4th over gets injured and cannot bowl. Total overs bowled 4.

Bowler 2 - Bowls remaining 4 balls of bowler 1's over = 1 over. He can only bowl 9 more overs.

Generic Playing Conditions 40 & 50 Over Competitions

Delayed or Interrupted Matches

1. In an interrupted match where the start is delayed or time is lost the revised number of further overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total time remaining for play. See the **Appendix** for examples.
2. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting will continue from the point of the interruption.
3. The revision of the number of overs should ensure, that both teams have the opportunity to bat for the same number of overs, minimum of 20 overs per side. (If the revised number of overs calculated results in an odd number of total overs in the match, then one over shall be added and the result divided in half.)
4. The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its innings in less than its allocated overs.

Run Rate

5. A teams run rate shall be calculated by runs scored in an innings divided by overs faced. In the event of a team being all out in less than its full quota of overs, the calculation of its average run rate shall be based on the full quota of overs to which it was allocated. In the event of the team batting first being unable to bat out its allocated overs due to weather then the average run rate shall be based on the overs it has faced.
6. If a team's innings is interrupted by ground, weather or light and it cannot resume its innings due to time remaining and/or the conditions, and the innings concludes part way through an over, the run rate per over shall be calculated by the total runs scored divided by the completed overs and the decimalized part over –

Run rates for part overs –

1 ball of an over	=	0.166
2 balls of an over	=	0.333
3 balls of an over	=	0.500
4 balls of an over	=	0.666
5 balls of an over	=	0.833

Example – If team A is 200/7 when its innings is rained off after 34 overs and 4 balls and, due to recalculation, the time remaining does not allow it to complete its innings, the run rate per over is calculated - 200 runs divided by 34.666 = 5.77 runs per over.

Target Score

7. **If, due 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, then a revised target score (to win) will be set for the number of overs which the team is batting second will have the opportunity of facing – this revised target is calculated by the DLS Par Score. PlayHQ DLS Par score shall be utilised when scoring with the PlayHQ scoring system. If this is not the scoring system being utilised or the PlayHQ system fails for whatever reason and the par score is not attainable, the Target Score will be calculated on the basis below:**

If due to the suspension of play, the number of overs in the innings of the side batting second (Team B) has to be revised to a lesser number than that allotted to the side batting first (Team A) then a target score to win the match must be calculated as follows

- a. Find the run rate of Team A by dividing total runs scored by the number of overs allocated – see also clauses 5 & 6
- b. Then calculate the runs required by Team B by multiplying Team A run rate by the overs available to Team B
- c. Multiply Team B runs required by 0.01
- d. Finally multiply that answer by the number of overs LOST to Team B in the match to that point and add this answer to answer (b) and round up

Example

First side (Team A) batted for 40 overs and scored 159 runs.

Owing to time lost, the time remaining is 146 minutes which allows the second side (Team B) to face only 37 overs. ie. 146 divided by 4 = 36.5 rounded up 37 overs.

Step (a) 159 runs divided by 40 overs = 3.98 runs per over

Step (b) 37 overs x 3.98 = 147.26runs

Step (c) 147.26 runs x 0.01 = 1.472

Step (d) Overs lost 40-37 = 3

1.472 x 3 = 4.42

147.26 + 4.42 = 151.68

Target score rounded up = 152

If after calculating the target score a fraction is involved, a tie is impossible.

Further examples in the Appendix

Result

8. A result can only be achieved if both sides have batted for at least 20 overs, unless one team has been all out in less than 20 overs or the team batting second scores enough runs to win in less than 20 overs.
9. In a match in which both teams have had the opportunity of batting the agreed number of overs, the team scoring the higher number of runs will be the winner.
10. If a match is abandoned before the side batting second has achieved its allotted number of overs and is not all out, the result shall be decided on the target score method explained in clause 5,6 & 7, provided that the side batting second has received not less than 20 overs.
11. If fewer than 20 overs have been faced by the side batting second when play is abandoned, a no result will be declared.
12. If all play is abandoned for the day a no result will be declared.
13. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

Short Pitched Bowling

14. Bowlers will be limited to **TWO** short pitched deliveries per over. (As defined in the local Playing conditions).

No Ball – Penalty

15. Law 21.15 will apply ie 1 run in addition to any other runs scored or awarded.

No-Ball

16. Law 21.1 - Mode of delivery
Law 21.2 - Underarm bowling shall not be permitted. If a bowler bowls a ball underarm the umpire shall call and signal no ball, warn the bowler, and the ball is to be re-bowled overarm.

Free Hit

17. In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. 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 batsman is facing it.
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.
Law 21.18 - Out from a No-ball - Run out, Obstructing the field, Hit the ball twice.

The fielder and the fielding position must remain unchanged for free hit deliveries unless:

- a) *There is a change of striker, or*
- b) *The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.*

18. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

Wide bowling – see also Guidelines PC's Summary

19. 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.

20. The above provisions do not apply if the striker makes contact with the ball.

21. A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a Wide ball which is not a No-ball shall be scored as Wides.

Declarations

22. The Captain of the batting side may not declare his innings closed at any time during the course of the match.

ILT T20 Competition
Season 2022/23

1. Competition

- a. The ILT Region wide T20 Competition will comprise teams in 3 Pools with each Pool playing a full round robin format. The two teams with the most point in Pool One will progress to the competition semi-finals. In Pools Two & Three the top teams in each Pool will progress to the competition semi-finals.
Any alteration to the competition format is at the discretion of the SCA Manager.

Finals Format

Semi-final One	Winner Pool 1	v	Winner Pool 3
Semi-final Two	Winner Pool 2	v	Runner-up Pool 1
Final	Winner Semi-final One	v	Winner Semi-final Two

- b. In the event of teams finishing on equal points, placings will be determined as follows:
- the team with the most number of wins
 - the team with the most number of wins over the other team(s)
 - the team with the highest net run rate
In a match declared as no result, run rate is not applicable.
Run rates shall be calculated as per clause 16
- c. In the event of a Semi-Final being abandoned the team with the most wins or if equal, the highest net run-rate (as per b above) from pool play, of the two semi-finalists, will be awarded the game.
- d. If any of the Finals Series matches end in a tie then a Super Over shall apply to achieve a result. If the scores are tied at the end of the Super Over then a Bowl Out will decide the result. Refer Super Over and Bowl Out procedures in the Playing Conditions section of these rules.
- e. In the event of the Final being abandoned then the Competition Title will be shared.

Competition Points

2. Result Points shall be awarded as follows:

Win	4
Tie	2
No Result/Abandoned	2

Duration

3. Matches are of one innings per side, each innings being limited to a maximum of 20 overs.

Hours of Play and Intervals

4. A fixed time will be specified for the commencement of the interval, and also the close of play for the match. These times will be important if time is lost. It is important to make note of the start and end of session times at ALL games because if time is lost during an innings there needs to be a completion time noted to allow for calculation.

- a. The scheduled starting time may be altered with the mutual consent of both captains and the umpires. Total time 175 minutes (2hrs 55 minutes)

Session 1 - 1 hour 20 minutes (80 minutes)

Interval - 15 minutes

Session 2 - 1 hour 20 minutes (80 minutes)

- b. Friday evening matches have a scheduled start time of 5.30pm.

Extra time of 30 minutes is allowed where the start of play is delayed, or play is suspended up until 6pm. Matches must be completed by 8.55pm for calculation purposes. (6pm + 2 hrs 55 minutes)

If play has not started by 6pm, or time is lost during a game that has started at 6pm then overs will be reduced relative to time lost.

- c. Saturday matches only

	Game 1	Game 2
First session	12.00pm – 1.20pm	3.30pm – 4.50pm
Interval	1.20pm – 1.35pm	4.50pm – 5.05pm
Second Session	1.35pm – 2.55pm	5.05pm – 6.25pm

The extra time of 30 minutes, as above (b) will NOT apply to double header fixtures, however Overtime as stated in 5 below is applicable.

- d. When only one fixture is scheduled for the Saturday then 'Game 1 - Hours of Play' above are applicable unless there is agreement by the SCA manager and both captains.

If the start time is altered, session times as stated in 4 (a) will apply and start times can only be delayed due to weather or ground conditions by 30 minutes from the scheduled start time before the overs will be reduced relative to time lost.

Overtime (all fixtures)

5. This will allow teams to play a full 20 over per innings regardless of the time it takes, but teams will be expected to keep as close to the session times and this will be enforced when umpires are appointed.

Example – if team A finishes its 20 overs at 1.30pm = 90 minutes = 10 minutes over time, then the whole game moves forward by 10 minutes and the completion time for the purposes of calculation will be 3.05pm + 10 minutes of overtime = 3.15pm = 90 minutes as per Team A.

If the number of overs of the side batting first is reduced, overtime is not applicable, and the agreed session times apply when determining the reduction of overs.

There will be no reduction of interval times.

For Saturday fixtures, if overtime from Game 1 influences when Game 2 can start, session times stated in 4 (a) apply from the agreed start time.

Interval between Innings

6. The interval shall take place immediately after the end of the first team's innings and be of a 15 minute duration.

Interval for Drinks

7. No drinks intervals are permitted.

Length of Innings

8. In an uninterrupted match (ie. matches which are neither delayed nor interrupted) each team will bat for 20 overs unless all out in less than 20 overs.

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

10. If a team batting second commences its innings prior to the scheduled start time for its innings, due to the first team's innings being completed prior to the scheduled interval, or the rescheduled interval, and time is lost during the second innings, a reduction in overs will only occur once the time has elapsed between the actual start time and the scheduled start time of the second session and basing calculations on the scheduled completion time.

Example

Team 1 is bowled out in 17 overs at 6.30pm.

Team 2 commences its innings at 6.45pm ie 20 mins prior to the scheduled start (7.05pm)

At 7.15pm it rains and play is stopped – a reduction in overs will only occur if the time lost exceeds 20 minutes.

Delayed or Interrupted Matches

11. When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 4 minutes per over (15 overs per hour) in the total time remaining for play.
12. Should calculations regarding number of overs, result in a fraction of an over, the fraction shall be ignored.
13. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting will continue from the point of the interruption.
14. The revision of the number of overs should ensure, that both teams have the opportunity to bat for the same number of overs, minimum of 5 overs per side. (If the revised number of overs calculated results in an odd number of total overs in the match, then one over shall be added and the result divided in half.)
15. The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, subject to the innings not being completed earlier.

Run Rate

16. A team's run rate shall be calculated by runs scored in an innings divided by overs faced. In the event of a team being all out in less than its full quota of overs, the calculation of its average run rate shall be based on the full quota of overs to which it was allocated. In the event of the team batting first being unable to bat out its allocated overs due to weather then the average run rate shall be based on the overs it has faced.
17. If a team's innings is interrupted by ground, weather or light and it cannot resume its innings due to time remaining and/or the conditions, and the innings concludes part way through an over, the run rate per over shall be calculated by the total runs scored divided by the completed overs and the decimalized part over –

Run rates for part overs –

1 ball of an over	=	0.166
2 balls of an over	=	0.333
3 balls of an over	=	0.500
4 balls of an over	=	0.666
5 balls of an over	=	0.833

Example page 30

Example – If team A is 150/7 when its innings is rained off after 14 overs and 4 balls and, due to recalculation, the time remaining does not allow it to complete its innings, the run rate per over is calculated - 150 runs divided by 14.666 = 10.23 runs per over.

Target Score

18. If, due 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, then a revised target score (to win) will be set for the number of overs which the team is batting second will have the opportunity of facing – this revised target is calculated by the DLS Par Score. PlayHQ DLS Par score shall be utilised when scoring with the PlayHQ scoring system. If this is not the scoring system being utilised or the PlayHQ system fails for whatever reason and the par score is not attainable, the Target Score will be calculated on the basis below:

If due to the suspension of play, the number of overs in the innings of the side batting second (Team B) has to be revised to a lesser number than that allotted to the side batting first (Team A) then a target score to win the match must be calculated as follows

- a. Find the run rate of Team A by dividing total runs scored by the number of overs allocated – see also clauses 16 & 17.
- b. Then calculate the runs required by Team B by multiplying Team A run rate by the overs available to Team B
- c. Multiply Team B runs required by 0.01
- d. Finally multiply that answer by the number of overs LOST to Team B in the match to that point and add this answer to answer (b) and round up

Example

First side (Team A) batted for 20 overs and scored 159 runs.

Owing to time lost, the time remaining is 48 minutes which allows the second side (Team B) to face only 12 overs. ie. 48 divided by 4 = 12 overs.

Step (a)	159 runs divided by 20 overs	= 7.95 runs per over
Step (b)	12 overs x 7.95	= 95.4 runs
Step (c)	95.4 runs x 0.01	= 0.954
Step (d)	Overs lost 20-12	= 8
	0.954 x 8	= 7.63
	95.4 + 7.63	= 103.03
Target score rounded up		= 104

If after calculating the target score a fraction is involved, a tie is impossible.

19. In an interrupted match where the start is delayed or time is lost during the match it will be necessary to rearrange the number of overs in the time remaining based on the agreed scheduled completion time. Allow for any extra time (30 minutes maximum).

Examples

Match 1. Scheduled start 5.30pm. Scheduled match completion 8.25pm
 Play is delayed and will not start until 5.50pm
 Time lost 5.30pm – 5.50pm 20 minutes
 Time lost less than 30 minutes. Make up the lost time only - rescheduled completion time 8.45pm (8.25pm + 20 minutes)

Match 2. Scheduled start 5.30pm. Scheduled match completion 8.25pm
 Play is delayed and will not start until 6.10pm
 Time lost 5.30pm – 6.10pm 40 minutes
 Time Remaining 6.10pm – 8.25pm 135 minutes
 Plus 30 minutes extra time to 8.55pm 165 minutes
 Less Interval 15 minutes
 Playing time remaining 150 minutes

150 divided by 4 min per over 37 overs **

** Add one – refer clause 15

Overs per side 38 divided by 2 19 overs per side

Match 3. Scheduled start 5.30pm. By agreement match starts at 5.45pm. Scheduled match completion 8.40pm. Any extra time available reduced to 15 minutes.

Team 1 completes its innings and scores 161 off its 20 overs

Team 2 commences its innings at 7.20pm and is 51 at the end of the 7th over, when the players leave the field after 27 minutes play at 7.47pm.

Play recommences at 8.15pm.

Time lost 7.47pm – 8.15pm 28 minutes

Time remaining 8.15pm – 8.40pm 25 minutes

Plus 15 minutes extra time to 8.55pm 40 minutes

40 divided by 4 min per over 10 overs remaining

Innings total overs 7 completed plus 10 = 17 overs

Target Score

Team 1 scored at 8.05 runs per over (161 divided by 20)

Team 2 has now a revised target:

17 overs at 8.05 runs per over = 136.85

(136.85 x 0.01) x 3 over lost = 4.10

136.85 + 4.10 = 140.95 rounded up = 141 to win

The Result

- 20. A result can only be achieved if both sides have batted for at least 5 overs, unless one team has been all out in less than 5 overs or the team batting second scores enough runs to win in less than 5 overs.
- 21. When there is no interruptions after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- 22. If a match is abandoned before the side batting second has achieved its allotted number of overs and it is not all out, the result shall be decided on the target score method explained in clauses 16,17 & 18, provided that the side batting second has received not less than 5 overs.
- 23. If fewer than 5 overs have been faced by the side batting second when play is abandoned, a no result will be declared.
- 24. If all play is abandoned for the day a no result will be declared.
- 25. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

Restrictions on the Placement of Fieldsmen.

- 26. At the instant of delivery there shall be no more than five fieldsmen on the leg side.
- 27. For the first six overs only of each innings, only two fieldsmen are permitted to be outside the 30 yard (27.5m) fielding circle at the instant of delivery.
- 28. For the remaining overs of each innings only five fieldsmen are permitted to be outside the 30 yard (27.5m) fielding circle at the instant of delivery.

29. Fielding Restriction Adjustments

In circumstances where the number of overs for the batting team is reduced, the number of overs in regard to the restrictions in clauses 28 & 29 above, shall be reduced in accordance with the table below

Total overs in Innings	No. of overs for fielding Restrictions will apply.
5-8.....	2
9-11.....	3
12-14.....	4
15-18.....	5
19-20.....	6

30. If an innings is interrupted during an over, and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the previous fielding restrictions.
31. In the event of an infringement of any of the above fielding restrictions, the Umpire shall call and signal 'No Ball'.

Number of Overs Per Bowler

32. No bowler may bowl more than **four overs**, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

Example

After 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. The opening bowlers count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

33. When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the uncompleted over.
34. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

Example

Bowler 1 – Bowled 3 overs, then after 2 balls of his 4th over gets injured and cannot bowl.

Total overs bowled 4.

Bowler 2 - Bowls remaining 4 balls of bowler 1's over = 1 over. He can only bowl 3 more overs.

Short Pitched Bowling

35. Bowlers will be limited to **ONE** short pitched delivery per over. (As defined in the local Playing conditions).

No Ball – Penalty

36. Law 21.15 will apply ie 1 run in addition to any other runs scored or awarded.

No Ball

37. Law 21.1 - Mode of delivery

Law 21.2 - Underarm bowling shall not be permitted. If a bowler bowls a ball underarm the umpire shall call and signal no ball, warn the bowler, and the ball is to be re-bowled overarm.

Free Hit

38. In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. 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 batsman is facing it.

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.

Law 21.18 - Out from a No-ball - Run out, Obstructing the field, Hit the ball twice.

The fielder and the fielding position must remain unchanged for free hit deliveries unless:

- a) *There is a change of striker, or*
- b) *The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.*

39. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

Timed Out

40. Law 40 will apply. The incoming batsman is expected to be ready to make his way to the pitch immediately a wicket falls.

Wide bowling – see also Guidelines PC's Summary

41. 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.

42. The above provisions do not apply if the striker makes contact with the ball.

43. A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a Wide ball which is not a No-ball shall be scored as Wides.

Declarations

44. The Captain of the batting side may not declare his innings closed at any time during the course of the match.

Balls

45. **Kookaburra Four Piece 156g White balls to be used.**

Time Loss Procedures – example continued

Side B commences its innings at 3.50pm

After 10 overs a further 30 mins is lost

Time remaining	$5.00 - 6.30 = 1 \text{ hr } 30 \text{ mins}$	90 mins
90 mins divided by 4 mins per over		22.5 overs
Round overs up – overs remaining		23 overs

Target score 23 overs remaining plus 10 overs completed	33 overs
33 overs x 4.5 runs/over	148.5 runs
148.5×0.01	1.485
Overs lost 40 overs allocated – 33	7 overs
$1.485 \times 7 = 10.39$ $148.50 + 10.39$	158.89 runs
Round up for winning score	159 runs

Fielding restrictions as per guide for 33 over innings PP1-7, PP2-20, PP3-6
 10 overs completed so at recommencement PP2-17, PP3-6

Overs per bowler 33 divided by 5 = 6	3 x 7 overs = 21
	2 x 6 overs = 12
	Total 33

Two bowlers have bowled 5 each, they have a max of 2 overs each

At the end of 30 overs rain stops play at 6.15 pm

Side B are 143 for 7

If there was no more play Side A would win as Side B needs to be 149 at 30 overs.

$30 \times 4.5 \text{ runs/over} =$	135 runs
$135 \times 0.01 = 1.35 \times 10 \text{ overs lost } (40 - 30) = 13.5 + 135 =$	149 runs

However play commences at 6.25pm

Time remaining 6.25 – 6.30	5 mins
5 mins divided by 4 mins per over	1.25 overs
Round up – overs remaining	2 overs

Target score 30 overs completed plus 2 remaining	
32 overs x 4.5 runs per over	144 runs
$144 \times 0.01 = 1.44 \times 8 \text{ overs lost } (40-32) = 11.52 + 144$	155.52 runs
Rounded up for winning score	156 runs
Side B needs 13 runs off 2 overs	

Note – Side B must not bat more overs than Side A even if time will allow due to fast over rates.

Target Score Procedure – examples

Example One

Team 1 scores 211/9 in the allocated 50 Overs	4.22 rpo
Team 2 scores 74/2 in 21.3 overs when rain stops play (current rpo 3.47)	
Play resumes permitting 14.3 overs to be bowled	
Total overs 21.3 + 14.3	36 overs
Base Score 36 overs x 4.22 rpo	151.92 runs
Reduced overs component 50 allocated – 36 available = 14 overs lost (151.92 x 0.01) x 14	21.26 runs
Target Score 151.92 + 21.26	173.18 runs Rounded up
Team 2 requires 100 runs from 14.3 overs (rpo 6.99)	174 runs to win

Example Two

Team 1 scores 203/9 in 50 overs	4.06 rpo
Team 2 scores 120/6 in 31 overs when play is abandoned	
Base Score 31overs x 4.06 rpo	125.86 runs
Reduced Overs component 50 allocated – 31 completed = 19 overs lost (125.86 x 0.01) x 19	23.91 runs
Target Score 125.86 + 23.91	149.77 Rounded up
Team 1 wins as Team 2 needed to be at 150 runs at the end of the 31st over	150 runs to win

Example Three

Team 1 scores 178 all out in 38 overs (allocated 50 overs)	
Runs per Over = 178 divided by 50	3.56 rpo
Team 2 scores 97/8 in 27 overs when play is interrupted (current rpo 3.59)	
Play resumes with 5 overs to be bowled	
Base Score 27 + 5 overs = 32 overs available x 3.56 rpo	113.92 runs
Reduced Overs component 50 allocated – 32 available = 18 overs lost (113.92 x 0.01) x 18	20.50 runs
Target Score 113.92 + 20.50	134.42 Rounded up
Team 2 requires 38 runs from the remaining 5 overs (rpo reqd 7.6)	135 runs to win

Example Four

Team 1 scores 162/3 in 45 overs when it rains	3.60 rpo
Team 2 only has available 23 overs when play resumes	
Base Score 23 overs x 3.60	82.80 runs
Reduced Overs component 45 allocated (cannot bat more than Team1) 45 – 23 available = 22 overs lost (82.8 x 0.01) x 22	18.21 runs
Target Score 82.8 + 18.21	101.01 Rounded up
	102 runs to win

TARGET SCORE CALCULATION									
TEAM ONE									
1. Run Rate									
Total runs	_____	divided by Overs (A)	_____	= Run rate	_____	(B)			
TEAM TWO									
2. Remaining Overs to be bowled									
Playing time remaining	_____	minutes, divided by 4 mins/over = Overs remaining	_____	(C)					
3. Team Two Total Overs									
Overs remaining (C)	_____	plus any of Team Two Overs completed	_____						
				= Total Overs of innings	_____	(D)			
4. Base Score									
Total Overs (D)	_____	x Team One run rate (B)	_____	= Base Score	_____	(E)			
5. Reduced Overs Component									
Team One overs (A)	_____	minus Team Two overs available (D)	_____						
				= Overs lost to Team Two (F)	_____				
6. Reduced Overs Runs Component									
Base Score (E)	_____	x 0.01 =	_____	x Reduced Over component (F)	_____				
				= Reduced Overs Runs Component (G)	_____				
7. Target Score									
Base Score (E)	_____	plus Reduced Overs Runs Component (G)	_____						
				= Target Score	_____				
TARGET SCORE CALCULATION									
TEAM ONE									
1. Run Rate									
Total runs	_____	divided by Overs (A)	_____	= Run rate	_____	(B)			
TEAM TWO									
2. Remaining Overs to be bowled									
Playing time remaining	_____	minutes, divided by 4 mins/over = Overs remaining	_____	(C)					
3. Team Two Total Overs									
Overs remaining (C)	_____	plus any of Team Two Overs completed	_____						
				= Total Overs of innings	_____	(D)			
4. Base Score									
Total Overs (D)	_____	x Team One run rate (B)	_____	= Base Score	_____	(E)			
5. Reduced Overs Component									
Team One overs (A)	_____	minus Team Two overs available (D)	_____						
				= Overs lost to Team Two (F)	_____				
6. Reduced Overs Runs Component									
Base Score (E)	_____	x 0.01 =	_____	x Reduced Over component (F)	_____				
				= Reduced Overs Runs Component (G)	_____				
7. Target Score									
Base Score (E)	_____	plus Reduced Overs Runs Component (G)	_____						
				= Target Score	_____				