

T20 Playing Conditions.

Each innings will be limited to twenty (20) six-ball overs. A minimum of five (5) overs per team shall constitute a fixture.

Hours of Play

Each innings of the match is to be completed within eighty (80) minutes of its commencement.

The last over of the innings must commence prior to the conclusion of the 80th minute.

e.g. If a scheduled start time is 1:00 pm then the last over must be commenced by 2:20pm.

Penalties may apply.

Intervals

An interval of ten (10) minutes duration is to be taken at the conclusion of the innings of the team batting first.

Intervals for Drinks

No drinks intervals shall be permitted, except in extreme conditions, as directed by the Umpires (or the Captains where Umpires are not appointed)

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.

No other drinks shall be taken onto the field without the permission of the Umpires.

Length of Innings - Uninterrupted Fixtures

Each team shall bat for twenty (20) overs unless all out earlier.

A team shall not be permitted to declare its innings closed.

If the team fielding 1st fails to bowl the required number of overs by the scheduled time for cessation of the 1st session, play shall continue until the allocated number of overs has been bowled.

Unless otherwise determined by the Umpires, the innings of the team batting 2nd shall be limited to the same number of overs bowled by that Team at the scheduled time for cessation of the 1st session.

The over in progress at the scheduled cessation time shall count as a completed over.

The interval between innings shall be reduced if the team fielding 1st fails to bowl the required number of overs in the scheduled time.

The Umpires may increase the number of overs to be bowled by the team bowling 2nd if they believe the events that prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting 1st are beyond the control of the bowling Team.

If the team batting 1st is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting 2nd shall be limited to the same number of overs

bowled to the team batting 1st at the scheduled time for the cessation of the innings batting 1st (Note - the over in which the last wicket falls to count as a complete over).

If the team batting 1st is dismissed in less than twenty (20) overs, the team batting 2nd shall be entitled to bat for twenty (20) overs.

If the team bowling 2nd fails to bowl twenty (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 achieved.

If the team bowling 2nd fails to bowl the required number of overs by the scheduled time for cessation of the 2nd innings, play shall continue until the required number of overs has been bowled or a result achieved. Unless determined otherwise by the Umpires (eg reasons outside of the fielding team's control)

A penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number of overs to be bowled at the scheduled cessation time.

Length of Innings - Delayed or Interrupted Fixtures

The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

NB: Each Team shall receive a minimum five (5) overs each.

The calculation of the number of overs to be bowled shall be based on an average over rate of fifteen (15) overs per hour.

Restrictions on the Placement of Fielders

At the instant of delivery, a maximum of five (5) fielders on the leg side is permitted.

For the first six (6) overs only two (2) fielders are permitted to be outside the fielding circle at the instant of delivery.

For the remaining 14 overs, only (5) five fielders are permitted to be outside the fielding circle at the instant of delivery.

Where the number of overs is reduced use the table set out in below.

Overs in the innings	Number of overs for the 1 st field restrictions
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

Number of Overs per Bowler

No bowler shall bowl more than four (4) overs in an innings. In a delayed or interrupted fixture where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs are not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

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.

No Ball - Dangerous/ Unfair Bowling (Laws of Cricket 41.6 and 41.7)

A bowler shall be allowed to bowl one (1) fast, short pitched delivery per over.

A fast, short pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease but not clearly above their head.

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

In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short pitched ball as defined above, that prevents the batter from being able to hit it with their bat by means of a normal cricket stroke shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.

In the event of a bowler bowling more than one (1) fast short pitched delivery in an over as defined in above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler and inform the captain of the fielding side, the batter at the wicket and the other umpire of that No Ball ruling. This caution shall apply throughout the innings.

If there is a second instance of the bowler being no balled for bowling more than one (1) fast short pitched delivery in an over, the umpire shall repeat the procedure above and advise the bowler that this is their final warning. This final warning shall apply throughout the innings.

Should there be any further instance by the same bowler bowling more than one (1) fast short pitched delivery in an over in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith and the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Laws of Cricket - Law 21).

Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.

If the umpire, in their judgement, deemed that the delivery was likely to inflict physical injury to the batter (law 41.7.2) then the umpire shall issue the bowler a first & final warning and inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

Should there be any further instance of dangerous bowling by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith.

The bowler thus suspended shall not be allowed to bowl again in that innings.

The over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

If the umpire considers the bowler deliberately bowled a non-pitching delivery deemed to be unfair the offending bowler is immediately suspended from bowling (without warning). The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings.

The over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

Free Hit

The delivery following any no ball shall be a free hit for whichever batter 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 batter is facing it.

For any free hit, the batter facing it 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.

Field changes are not permitted for free hit deliveries unless there is a change of striker.

Wide Bowling - Judging a Wide

Umpires are instructed to apply a strict and consistent interpretation regarding adjudging a wide delivery, this is to prevent negative bowling.

Umpires are to call leg side wides in 1st and 2nd Grade when a delivery that passes outside the leg stump without making any contact with the striker's bat or person shall be called and signalled Wide ball unless the ball passes between the striker and the stumps.

In 3rd, 4th, 5th, and women competitions a delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:

- i). the ball passes between the striker and the stumps
- ii). the striker moves toward the off-side, and in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
- iii). the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off-Side Wide

Note - Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.

The Result

A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs.

A fixture shall be a draw if both teams have not had the opportunity to bat for a minimum five (5) overs.

A fixture shall be a draw if play has not commenced within 150 minutes of the scheduled start time.

It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the captains to confirm the Duckworth Lewis Stern calculation.

In the event of a Tie the following will apply:

A one (1) over per side eliminator will take place, commencing five (5) minutes after the conclusion of the original match.

The one (1) over per side eliminator will take place on the same pitch allocated for the original match.

Prior to the commencement of the one (1) over per side eliminator, each team shall elect three batters and one bowler from the nominated participating players in original match.

The names of the nominated players are to be provided in writing by the Captain to the officiating umpires and opposing captain.

The umpires shall stand at the same end as that in which they finished the original match.

The teams shall bat in the same order as they did for the original match.

The fielding team shall choose which end to bowl from.

Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 fixture.

The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings in the original match shall be used for the 1 "extra" over.

The loss of two (2) wickets in the 1 extra over ends the team's one over innings.

In the event of the teams having the same score after the one (1) over per side eliminator has been completed, the winner will be determined in the following order:

The team losing the least number of wickets in the original match

OR

If the same number of wickets has been lost, the team bowling the greatest number of maidens in the original match

OR

If the number of maidens is equal, the team that hit the greatest number of boundary sixes combined from its two innings, i.e.; both the main match and the one over per side eliminator

OR

If the number of boundary sixes hit by both teams is equal, the team whose batters hit the greatest number of boundary fours from its two innings i.e.; both the main match and the one over per side eliminator.

Pitch and ground marking

A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules. Instructions below:

Two (2) semi circles shall be drawn on the field of play.

The semi circles have as their centre the middle stump at either end of the pitch.

The radius of each of the semi circles is 30 yards (27.5m).

The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.

Continuous painted white lines or 'dots' at five-yard (4.5m) intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc.

Pitch markings

Popping/ Bowling and Return Creases, Protected Area 5ft and 1ft markings, wide ball markings (75 cm from the outside of off & leg stump).

Substitute Fielders

Substitute fielders shall only be permitted in cases of injury, illness, or other wholly acceptable reasons.

Fall of Wicket

The incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.