# SouthlandCricketAssociation

# ILT new

# Competitions Guidelines

# Season 2018/2019

# Directory

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*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 2018/2019

**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**

1. 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**

1. 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**

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

**Team Numbers**

1. 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)

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**

1. Southland club competitions controlled by the SCA will observe the following player eligibility rules;
2. 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.
3. 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.
4. 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.
5. 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.
6. 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.**
7. No player shall play unfairly out of his/her grade.
8. 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**

1. 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**

1. 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**

1. 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**

1. The winning team is required to complete the result form and dispatch to

Southland Cricket Association, P O Box 927, Invercargill or Fax (0)3 218 9609 or

email office@southlandcricket.co.nz.

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

Two competition points 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**

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

The Report is automatically sent to Allan Faithful - email allan@southlandcricket.co.nz

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**

1. 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**

1. 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.

**No Ball**

1. 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.

**Substitute fielders**

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

**Batsman out of his/her ground**

1. 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.*

**Fielders Helmets**

1. NZC requires that helmets must be worn by keepers standing up or within 5 metres and by close-in fielders within 7 metres of the striker, excluding fielders behind the wkt on the off-side.

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

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

**Unfair Play**

1. **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.*

1. **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.

1. **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**

1. 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**

1. 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**

1. The 1st Class playing conditions include the following:-
2. 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

1. The Bowling of high full pitched deliveries

Any delivery which passes or would have passed, on the full above waist height of the striker standing upright at the crease is deemed unfair.

In the first instance the umpire shall call and signal No-Ball, caution the bowler and issue a first and final warning.

Any such deliveries that are so wide of the striker that are considered unlikely to inflict physical injury will only be subject to the No Ball call with no official caution.

**Player/s Absent**

1. 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 Over competition,**

**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,

**subject to a maximum cumulative penance time of -**

**120 minutes for the 50 Over competition,**

**40 minutes for the T20 competition**

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 lunch and tea intervals and 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 of 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 – 50 Over & T20**

1. Guidelines and Application
2. Leg side

All deliveries directed and bowled down the leg side (behind the body of the striker, standing in his normal batting stance) will be interpreted as a form of negative bowling and should be called “wide”. For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a “wide”. The only exception to this directive is for a ball that just misses the leg stump. This is not deemed negative bowling and should not be called “wide” when the batsman moves across to the off stump from his original stance. Had the batsman not moved onto the off stump but remained in his normal batting stance the ball would have struck him, thereby negating any wide call.

1. Offside

Applying the Playing Condition, any delivery that passes outside the wide guideline, with the batsman in a “normal” batting stance, should be called “wide”.

For clarity:

1. If the batsman brings the ball sufficiently within reach and the ball passes outside the wide “guideline” then it is not a “wide”. For example, a batsman moving to the off side as the bowler bowls, could bring the ball within his reach even though the ball passes outside the “wide” guideline, and if he fails to make contact with the ball, the delivery will not be called a wide.
2. 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 brings the ball within reach, if he makes no contact with the ball, then this delivery shall be called “wide”.
3. When a right arm bowler is bowling around the wicket to a right hand batsman , or left arm bowler bowling around the wicket to a LH batsman and bowls full yorkers on the off side marked “guideline”; this is deemed a negative tactic, and the delivery should be called “wide”.
4. Wide interpretation for the reverse sweep or switch hit

The interpretation to be followed for calling a wide when a switch hit or reverse sweep is played or the batsman gets in a position to play the shot and then aborts it, is as follows.

1. the wide guidelines shall apply on both sides of the stumps. Simply, when the batsman plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation.
2. Over head Wide - any ball that passes above head height of the batsman standing upright, that prevents it being hit with the bat by means of a normal cricket stroke shall be called wide.

ILT Provincial Limited Over Competition

Season 2018/2019

1. **Competition**
2. The ILT Provincial One Day Senior Club Competition will comprise of the 6 competing teams playing 14 rounds of Limited Over matches (preliminary rounds), followed by preliminary finals, semi-final and a final.
3. The competition will be played on 27 October 2018 to 15 December 2018 recommencing on 26 January 2019 to 9 March 2019. The preliminary finals will be held on 16 March 2019. The semi-final will be held on 23 March 2019 with the final on 30 March 2019 at Queens Park. There will be Reserve Days for the semi-finals and final only, and will on 24 & 31 March 2019 respectively.
4. On completion of the preliminary 14 rounds all teams will be placed from first to sixth.
5. 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 14

1. 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)

1. In the event of neither side winning any of the finals (ie abandoned or a tie) the highest placed team from the preliminary 14 rounds (in c above) will be awarded the game.
2. **Competition Points**

Result Points shall be awarded as follows:

Win 4

Tie 2

No Result/Abandoned 2

1. **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.

**Hours of play**

1. Matches shall commence at 12 noon and for the purposes of calculation shall be completed by 7.00pm. Alternative start times can be negotiated between opposing team captains, however notification by 6pm Thursday prior to the match must be made to SCA General Manager and the umpires appointed or to the SCUSA c/- Allan Faithful. .
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**

1. In an uninterrupted match each side shall bat for 50 overs unless all out.
2. 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 12.00pm – 3.20pm

 Team B’s innings should be from 3.40pm – 7.00pm.

 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.

1. If Team B’s innings starts later than 3.40pm 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.
2. In the event of a delayed start or an interruption during the first innings of a match only the 7.00pm cessation time will apply for calculation purposes.

**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.

 Notes:

1. 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 7.00pm less 2hr 50 min = 4.10pm

1. 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.
2. 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.)
3. 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**

1. 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.
2. 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 44 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 44.666 = 4.48 runs per over.

**Target Score**

1. 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. Crichq DLS Par score shall be utilised when scoring with the Crichq scoring system. If this is not the scoring system being utilised or the Crichq 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

1. Find the run rate of Team A by dividing total runs scored by the number of overs allocated – see also clauses 14 & 15
2. Then calculate the runs required by Team B by multiplying Team A run rate by the overs available to Team B
3. Multiply Team B runs required by 0.01
4. 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 50 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 50 overs = 3.18 runs per over

Step (b) 37 overs x 3.18 = 117.66 runs

Step (c) 117.66 runs x 0.01 = 1.176

Step (d) Overs lost 50-37 = 13

 1.176 x 13 = 15.28

 117.66 + 15.28 = 132.94

Target score rounded up = 133

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

Further examples in the Appendix

**Result**

1. 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.
2. 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.
3. 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 14,15 & 16, provided that the side batting second has received not less than 20 overs.
4. If fewer than 20 overs have been faced by the side batting second when play is abandoned, a no result will be declared.
5. If all play is abandoned for the day a no result will be declared.
6. 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.

**Fielding Restrictions**

1. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
2. 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.

1. 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.
2. 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 26*

 *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.*

1. 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** |
| **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** |
| **40** | **8** | **24** | **8** |
| **41** | **8** | **25** | **8** |
| **42** | **9** | **25** | **8** |
| **43** | **9** | **26** | **8** |
| **44** | **9** | **26** | **9** |
| **45** | **9** | **27** | **9** |
| **46** | **9** | **28** | **9** |
| **47** | **10** | **28** | **9** |
| **48** | **10** | **29** | **9** |
| **49** | **10** | **29** | **10** |

1. 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**

1. 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.
2. 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.
3. 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.*

**Short Pitched Bowling**

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

**No Ball – Penalty**

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

**No-Ball**

1. **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

1. 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.*

1. 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**

1. 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.
2. The above provisions do not apply if the striker makes contact with the ball.
3. 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**

1. 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 2018/19

1. **Competition**
2. **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 two teams in each Pool will contest a Pool Final, the winner in each Pool Final progressing to the competition semi-finals.**

 **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

1. 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

1. **In the event of neither side winning the final (ie abandoned or a tie) the team with the most wins or if equal, the highest net run-rate (as per b above) from pool play, of the two finalists, will be awarded the game.**

**Competition Points**

1. Result Points shall be awarded as follows:

 Win 4

 Tie 2

 No Result/Abandoned 2

**Duration**

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

**Hours of Play and Intervals**

1. 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.
2. 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)

1. 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.

1. 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.

1. When only one fixture is scheduled for the Saturday then ‘Game 1 Hours of Play’ 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)**

1. 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**

1. The interval shall take place immediately after the end of the first team’s innings and be of a15 minute duration.

**Interval for Drinks**

1. No drinks intervals are permitted.

**Length of Innings**

1. 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.
2. 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. If a team batting second commences its innings prior to the scheduled start time for its innings, due to the first teams 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 (7.05)

 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**

1. 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.
2. Should calculations regarding number of overs, result in a fraction of an over, the fraction shall be ignored.
3. 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.
4. 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.)
5. 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**

1. 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.
2. 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 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**

1. 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. Crichq DLS Par score shall be utilised when scoring with the Crichq scoring system. If this is not the scoring system being utilised or the Crichq 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

1. Find the run rate of Team A by dividing total runs scored by the number of overs allocated – see also clauses 16 & 17.
2. Then calculate the runs required by Team B by multiplying Team A run rate by the overs available to Team B
3. Multiply Team B runs required by 0.01
4. 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.

1. 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**

1. 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.
2. 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.
3. 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.
4. If fewer than 5 overs have been faced by the side batting second when play is abandoned, a no result will be declared.
5. If all play is abandoned for the day a no result will be declared.
6. 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**.

1. At the instant of delivery there shall be no more than five fieldsmen on the leg side.
2. 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.
3. 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.
4. 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 No. of overs for fielding

in Innings Restrictions will apply.

5-8……………………………………………. 2

9-11……………………………………………3

12-14………………………………………….4

15-18………………………………………….5

19-20………………………………………….6

1. 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.
2. 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**

1. 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.

1. 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.
2. 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**

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

**No Ball – Penalty**

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

**No Ball**

1. **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**

1. 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.*

1. 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**

1. 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**

1. 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.
2. The above provisions do not apply if the striker makes contact with the ball.
3. 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**

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

APPENDIX

**Time Loss Procedures - examples**

If 40 minutes is lost at start of play –

Total time 12.00 – 7.00 = 7hrs 420 mins

Less time lost 12.00 – 12.40 40 mins

Time remaining 12.40 – 7.00 = 6 hrs 20 mins 380 mins

Less – tea interval (more than 20 mins lost) 10 mins

Time remaining 370 mins

370 mins divided by 4 mins per over 92.50 overs

If overs are an odd number always round down 92 overs

Remaining overs for each side 92/2 46 overs

Fielding restrictions as per guide for 46 overs – PP1-9, PP2-28, PP3-9

Overs per bowler 46 divided by 5 = 9 + 1 1 x 10 overs = 10

 4 x 9 overs = 36

 Total 46

After 10 overs of the first innings has been completed a further 50 mins is lost.

When play is started again the time is 2.08pm

Time remaining 2.08 – 7.30 = 4hrs 52 mins 292 mins

Less interval 1 x 10 mins – tea interval 10 mins

Time remaining 282 mins

282 mins divided by 4 mins per over 70.50 overs

Rounded down to an even number 70 overs

**Plus overs completed = 10** 80 overs

Remaining overs for each side 80/2 40 overs

Fielding restrictions as per guide for 40 overs PP1-8, PP2-24, PP3-8

10 overs completed so at recommencement PP2-22, PP3-8

Overs per bowler 40 divided by 5 = 8 5 x 8 overs = 40

Two bowlers have bowled 5 each, they will have a max of 3 overs each

Three other bowlers max of 8 overs each

**Side A completes its 40 overs and scores 180 runs at a run rate of 4.5 runs per over.**

Time Loss Procedures – example continued

Side B commences its innings at 4.20pm

After 10 overs a further 30 mins is lost

Time remaining 5.30 – 7.00 = 1 hr 30 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 x 0.01 1.485

Overs lost 40 overs allocated – 33 7 overs

1.485 x 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 7.15 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 x 4.5 runs/over = 135 runs

135 x 0.01 = 1.35 x 10 overs lost (40 – 30) = 13.5 + 135 = 149 runs

However play commences at 6.55pm

Time remaining 6.55 – 7.00 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 x 0.01 = 1.44 x 8 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 174 runs to win

Team 2 requires 100 runs from 14.3 overs (rpo 6.99)

**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 150 runs to win

Team 1 wins as Team 2 needed to be at 150 runs at the end of the 31st over

**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 135 runs to win

Team 2 requires 38 runs from the remaining 5 overs (rpo reqd 7.6)

**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

