

PLAYING CONDITIONS – PDCA Sunday T20 Cricket

All Laws of Cricket and PDCA Rules will apply unless amended by the following:

LAW 1 - THE PLAYERS

1.1 - A team shall consist of up to 12 players. Only 11 players are allowed to field whilst the opposition team is batting. One player in each team shall not be permitted to bat. These players do not need to be nominated prior to the commencement of the match. Any 11 players may bowl. Fielders within the nominated 12 may rotate without any restrictions. No restrictions shall apply where a player has been off field. No player may play with more than one team in a competition without Board approval.

LAW 12 - START OF PLAY CESSATION OF PLAY

12.4 - Additional Playing Time Due to Late Starts/Weather Delays

- (a) Extra "Make Up" - A total of 40 minutes of extra time per match is available where the start of play is delayed, or play is suspended due to weather or ground conditions. All extra time is to be exhausted before any reduction to the interval or the prescribed number of overs.
- (b) Using Recouped Time (i) - Should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 40 minutes described above before overs are reduced.
- (c) Using Recouped Time (ii) - Where play is suspended after the game has started, upon resumption it will often be possible to lose more than 40 minutes and not lose any overs due to the fact that the bowling team may often be ahead of the required over rate. This due to the fact that overs remaining in the match are calculated based on playing time remaining - Refer Playing Condition 13.
- (d) Late Start Table - All matches that start late will be rescheduled as per the late start table:

T20 Lost Time Schedule

First Innings	Second Innings	Innings Duration	Overs	Minutes Lost
1:00 - 2:20	2:30 - 3:50	80	20	0
1:40 - 3:00	3:10 - 4:30	80	20	0
1:48 - 3:04	3:14 - 4:30	76	19	8
1:56 - 3:08	3:18 - 4:30	72	18	16
2:04 - 3:12	3:22 - 4:30	68	17	24
2:12 - 3:16	3:26 - 4:30	64	16	32
2:20 - 3:20	3:30 - 4:30	60	15	40
2:28 - 3:24	3:34 - 4:30	56	14	48
2:36 - 3:28	3:38 - 4:30	52	13	56
2:44 - 3:32	3:42 - 4:30	48	12	64
2:52 - 3:36	3:46 - 4:30	44	11	72
3:00 - 3:40	3:50 - 4:30	40	10	80
3:08 - 3:44	3:54 - 4:30	36	9	88
3:16 - 3:48	3:58 - 4:30	22	8	96
3:24 - 3:52	4:02 - 4:30	28	7	104
3:32 - 3:56	4:06 - 4:30	24	6	112
3:40 - 4:00	4:10 - 4:30	20	5	120
3.41pm onwards	ABANDON			

LAW 13 - INNINGS

Law 13 shall apply subject to the following:

13.1 Uninterrupted match

- a) Each team shall bat for 20 (six-ball) overs unless all out earlier.
- b) There are no over rate penalties in these competitions. Teams unable to maintain the required over rate of one over each four minutes shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting). Law 41.9 can only be utilised during an innings and not after the innings is completed.

13.2 Delayed or interrupted matches

- a) 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. (Minimum 5 overs each team to constitute a match.)

The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (or one over for each whole 4 minutes) in the total time available for play.

- b) If the team fielding second fails to bowl the required numbers of overs by the scheduled or re-scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.
- c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- d) If an over recalculation comes up with a figure including a fraction, then the calculation shall be rounded up to the nearest over.

13.3 Delay or Interruption to the Game – Calculating Over Reductions

- a) No overs shall be lost until 40 minutes of playing time has been lost. Should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 40 minutes described above before overs are reduced. (Refer 12.4 above)
- b) Once all available make up time as described in clause (a) above has been exhausted overs remaining in the match shall be calculated as follows:
 - (i) Upon resumption of play umpires are to establish the rescheduled finish time and calculate the number of minutes remaining to that time also deducting the appropriate time for the change of innings if the team batting first has not yet completed its innings.
 - (ii) Using the total number of playing minutes that remain to the re-scheduled finish time that number shall be divided by four (4) to come up with the maximum number of overs that remain in the game.
 - (iii) Where the team batting first has not completed its innings, the number of overs that remain shall be proportioned between the two teams so that both teams are allocated equal overs. The addition of one extra over to make the number equal is permitted.
- c) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- d) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

13.4 - Number of Overs Per Bowler

No player shall bowl more than 4 overs in an innings. In a delayed or interrupted match 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 number of overs is not divisible by 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 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.

LAW 16 - THE RESULT

Law 16 shall apply subject to the following:

16.1 - Determination of Winner

A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, subject to the provisions of Playing Conditions 13.2 and 13.3, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. A match shall be a “draw” if both teams have not had the opportunity to bat for a minimum 5 overs

because:

- a) The innings of the team batting first could not commence within 55 minutes of the scheduled or re-scheduled time for the end of the match which would allow 5 overs each (40 mins of playing time) plus 15 minutes for the change of innings.
- b) The innings of the team batting second could not commence within 20 minutes of the scheduled or re-scheduled time for the end of the match which would allow 5 overs (20 mins of playing time).
- c) The innings of the team batting second would be reduced to less than 5 overs, as a result of an interruption to play after its commencement.
- d) In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner.
- e) In any match in which both teams have had the opportunity to bat for a minimum of 5 overs but have not had the opportunity to bat for the same number of overs, the result shall be determined by the run rate method.

16.2 - The Target Score

If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the run rate method. The following guidelines are applicable to a run rate determined result:

- a) A team's run rate is calculated by dividing its total score by its total number of overs received. For the purposes of run rate calculations, each fair delivery bowled counts as one-sixth of an over.
- b) Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that maximum number of overs when calculating its run rate.
- c) Where the team batting second is allotted a revised and reduced target score with a reduced number of overs compared to the team batting first had, and that team batting second passes that

revised and reduced score inside its allotted reduced number of overs then the match is at an end despite there being overs remaining. See Examples 1 and 2 below.

Example 1 - Team A batting first scores 6/90 off 20 overs at a rate of 4.5 runs per over. Team B batting second has a rain delay and on resumption has their overs reduced from 20 to 15. The revised target score is therefore 15×4.5 which equals 67.5. The winning target score therefore must be rounded up to 68. As soon as 68 is scored the match is over and no further play is required even though there are overs not yet bowled.

Example 2 - Team A batting first is bowled out in 15 overs for 68. Because they were bowled out their total score of 68 is divided by 20(not 15) to end up with a run rate of 3.4. Team B batting second has a rain delay and on resumption has their overs reduced from 20 to 14. The revised target score is therefore 14×3.4 which equals 47.6. The winning target score therefore must be rounded up to 48. As soon as 48 is scored the match is over and no further play is required even though there are overs not yet bowled.

d) If the innings of the side batting second is suspended (with at least 5 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by comparing each team's run rate at the instant of the suspension of the match. If each team's run rate is identical the match result is a Tie, otherwise the result is a win to the team with the superior run rate.

16.3 - Tied Scores - Application of The Super Over

- a) If a match is a tie the teams shall contest a Super Over.
- b) Subject to the fitness of ground, weather and light, the Super Over shall commence 10 minutes after the conclusion of the match, at the same ground and using the same pitch.
- c) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batters or bowler prior to each innings, once the opening batting pair enters the field of play, they are not permitted to be changed. Once a determination is made by the bowling team as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends.
- d) Only nominated players in the main match may participate in the Super Over.
- e) Each team's over is played with the same fielding restrictions as apply for the last over in the match.
- f) The team batting second in the match will bat first in the Super Over.
- g) The same ball used at the end of each innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used in the Super Over.
- h) Each team shall bat for one over unless all out earlier. The number of batters is not restricted.
- i) In the event of both teams having the same score in the Super Over, the result shall be a tie, regardless of the number of wickets lost.
- j) In the event that the Super Over is unable to be completed due to the fitness of ground, weather and light, the result shall remain a tie.

16.3 - Competition Points

Points shall be awarded for results gained, as follows:

Result Points

Win 3

Tie 1.5

Draw or no result 1

Loss 0

LAW 21 - NO BALL

Law 21 shall apply subject to the following:

21.1 - Free Hit after a No Ball

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 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.

Field changes are not permitted for free hit deliveries unless:

- a) There is a change of striker (the provisions of clause 28 shall apply), or
- b) The No ball was the result of a fielding restriction breach; in which case the field may be changed only to the extent of correcting the breach.

The bowler may change their mode of delivery for the free hit delivery.

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

LAW 22 - WIDE BALL

Law 22 shall apply with the exception of the following:

Strict One Day Cricket Wides are called in the same way as seen in limited over or T20 matches in international cricket.

- a) A delivery passing the striker on the off side outside the Off Side Wide Guideline (75cm from the outside of off stump – [See Appendix 3]) shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of the Law.
- b) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether they have brought the ball within reach.
- c) 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 attempted switch hit or reverse sweep. In this scenario a delivery passing the striker outside the Off Side Wide Guideline on the leg side shall be a wide.

d) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if the ball passes above the head height of the striker standing upright at the popping crease. This subject to the application of Playing Condition 41.1.

LAW 24 - FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following:

24.1 - Unlimited rotation without restriction shall apply to any person within the nominated 12 players as defined in Playing Condition 1.1.

LAW 28 - THE FIELDER

28.2 - Limitation of On Side fielders

At the instant of the bowler's delivery, there may not be more than 5 fielders on the on side. In the event of infringement by any fielder, either umpire shall call and signal No Ball.

28.3 - Fielding Restriction Circles

(a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at approximately 5 yard (4.57 metres) intervals.

28.4 - Restrictions on the Placement of Fielders - At the Instant of Delivery

Two periods of play shall occur during each innings. These are known as Powerplays.

Powerplay 1 - No more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 1 to 6 inclusive.

Powerplay 2 - No more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 7 to 20 inclusive.

Powerplay Breaches - For any infringement of fielding conditions during any of the three Powerplays, either umpire shall call and signal "No Ball".

28.5 - Reduced Over Matches

In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced such that Powerplay 1 covers the first third of the available overs (rounded up) and Powerplay 2 the remaining two thirds.

LAW 41 - UNFAIR PLAY

Law 41 shall apply subject to the following:

41.1 - (Law 41.6) Dangerous and Unfair (Short Pitched) Bowling

Law 41.6 applies subject to the following amendments;

- a) A bowler shall be limited to two (2) fast short pitched delivery per over.
- b) A fast short-pitched delivery is defined as a ball which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to (f) below, a ball that passes clearly above head height of the batter, that prevents them from being able to hit it with their bat by means of a normal cricket stroke shall call and signal "Wide".
- e) Any fast short pitched delivery that is called a Wide under this playing condition shall also count as one of the two (2) allowable short pitched deliveries in that over.
- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in (b) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.
- g) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall issue a first warning to the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This warning shall apply throughout the innings.
- h) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall repeat the procedure in (f) and (g) above and advise the bowler that this is his second and final warning for the innings.
- i) Should there be any further instance by the same bowler 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. If necessary, 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.
- j) The bowler taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.
- l) The umpires will then report the matter to the PDCA competition manager who shall take disciplinary action as is considered appropriate against the captain and the bowler concerned.