

## Pro 20 Overs Competition Playing Conditions.

Subject to the provisions of these conditions, the Laws of Cricket and the By-Laws and General Regulations of the Board shall apply  
Team Sheets are to be completed no later than 15 minutes before the start of the match and the toss may only take place once they have been exchanged.  
The team arriving late will forfeit the toss.

### 1. Hours of Play:

#### 1.1 Start and Cessation times:

There being 2 sessions of 1 hour and 20 minutes each, separated by a 20 minute interval between innings.

#### Morning Matches

First session	10H00-11H20
Interval	11H20-11H40
Second Session	11H40-13H00

#### Afternoon Matches

First session	14H00-15H20
Interval	15H20-15H40
Second Session	15H40-17H00

#### Day/Night Matches

First session	18H00-19H20
Interval	19H20-19H40
Second Session	19H40-21H00

### 2. Fielding restrictions:

- 2.1 No more than 5 players on the leg side
- 2.2 In addition to the restriction contained in 2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs) are set out in the following paragraphs.
- 2.3 1<sup>st</sup> 6 Overs: 2 players in catching positions. Maximum of 2 players outside circle.
- 2.4 For the remaining overs only 5 fielders are permitted to be outside the field restriction marking at the instant of delivery.
- 2.5 Two inner circles shall be drawn on the field of play. The circles have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15yards(13.72metres).The field restriction area should be marked by 'dots' or by the use of discs  
**Outer circle:** 27.50 meters from middle stump.

- 2.6 In the circumstances where the number of overs of the batting side is reduced, the number of overs in regard to the restrictions shall be reduced in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

<u>Innings</u>	<u>Restriction</u>
20	6 overs
17-19	5 overs
14-16	4 overs
10-13	3 overs
7-9	2 overs
5-6	1 over

- 2.7 No overs shall be deducted for the first 30 minutes' play that is lost.

### **3. Bowling restrictions:**

- 3.1 No bowler to bowl more than 4 overs in an innings.
- 3.2 In the event of a reduced innings, no bowler to bowl more than  $1/5^{\text{th}}$  of the available overs. Where the total is not divisible by 5, one additional over shall be allowed to the maximum number per bowler to make up the balance.
- 3.3 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.

### **4. Wide Deliveries:**

- 4.1 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.
- 4.2 A line shall be drawn, 17 ins / 43.18 cm in from the Return Crease, and shall extend 30 cm back from the Popping Crease, and 30 cm forward from the Bowling Crease. This line must be used to adjudge off-side wides only.
- Any offside or leg-side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

A penalty of one run for a wide shall be scored. The 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 wide balls.

### **5. Dangerous and Unfair Bowling: Fast Short Pitched balls and High Full Pitched balls**

- 5.1 1 short-pitched delivery shall be allowed per over, adjudged as having passed over the batsman's shoulder standing upright at the crease.
- 5.2 In the event of a second short pitched delivery in the over, the umpire, after the call and signal of "no ball" and when the ball is dead, shall caution the bowler, and advise the relevant parties. This caution shall remain in force for the duration of the innings.

- 5.3** If there is a further infringement by the same bowler, the umpire, after the call and signal of “no ball”, and when the ball is dead, shall instruct the captain to take the bowler off. He shall not bowl again in the innings. The over shall be completed by another bowler who is eligible to bowl.
- 5.4** Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict injury on the striker.
- 5.5** A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict injury on the striker.
- 5.6** In the event of a bowler bowling a high full pitched ball as defined in clauses 5.4 and 5.5 above (i.e. a beamer), the umpire at the bowler’s end shall, in the first instance call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- 5.7** 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 forthwith. 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.
- 5.8** The bowler thus taken off shall not be allowed to bowl again in that innings.

## **6. Substitutes and runners, batsman or fielder leaving the field:**

- 6.1** If a fielder fails to take the field with his side at the start of the match or at any time later, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and shall not thereafter come on to the field during a session of play without the consent of the umpire.

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

- 6.1.1** the player shall not be permitted to bowl in that innings after his return until he has on the field for at least that length of playing time for which he was absent.
- 6.1.2** The player shall not be permitted to bat unless or until in the aggregate he has returned to the field for at least that length of time for which he was absent or if earlier when his side has lost five wickets.

The restriction in clause 6.1.1 and 6.1.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field.

## **7. Law 12 Innings:**

### **Uninterrupted Matches**

- 7.1 All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration.
- 7.2 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

### **Delayed or Interrupted matches: Team Batting First**

- 7.3 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour in the total remaining time available for play.
- 7.4 The revision of the number of overs should ensure whenever possible, that both teams have the opportunity of batting for the same number of overs. 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. To constitute a match a minimum of 5 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.
- 7.5 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.
- 7.6 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- 7.7 Should calculations regarding number of overs result in a fraction of an over, the fraction shall be ignored.

### **Delayed or Interrupted matches: Team Batting Second**

- 7.8 When playing time has been lost and as a result it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour in respect of the lost playing time.
- 7.9 If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

## **8. Extra Time:**

- 8.1 The participating teams may agree to provide for extra time where the start of play is delayed or play is suspended.

## 9. Intervals:

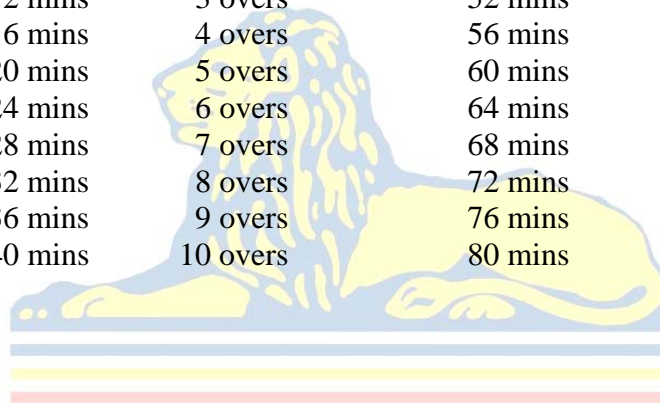
**9.1** If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. The minimum time for the interval will be 10 minutes.

**9.2** No drinks intervals shall be permitted.

### **9.3 Table of Overs**

Overs shall be bowled at the rate of 20 overs in 80 minutes according to the following table

4 mins	1 over	44 mins	11 overs
8 mins	2 overs	48 mins	12 overs
12 mins	3 overs	52 mins	13 overs
16 mins	4 overs	56 mins	14 overs
20 mins	5 overs	60 mins	15 overs
24 mins	6 overs	64 mins	16 overs
28 mins	7 overs	68 mins	17 overs
32 mins	8 overs	72 mins	18 overs
36 mins	9 overs	76 mins	19 overs
40 mins	10 overs	80 mins	20 overs



## 10. No Ball

Law 24 – No Ball shall apply subject to the following:

10.1 Free Hit after a foot-fault no ball shall not apply

## 11. The Result

Law 21 shall apply subject to the following:

11.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play, a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, 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.

11.2 Save for circumstances where a match is awarded to a team as a result of the opposing team's refusal to play, all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared a no result.

11.3 In the event of a tied match the teams shall compete in a bowl out to determine the winner. (Definition of a tie - 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)

11.4 A draw shall not apply.

## 11.5 Interrupted Matches – Calculating 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 score will have to be calculated using the following calculation:

11.5.1 After 30 minutes play has been lost, the innings of each side shall be reduced by 1over for every 4 minutes or part thereof that are lost.

11.5.2 In the event of the team batting first not being able to complete their full 20 overs, or their re-scheduled number of overs, they shall be credited with 8 runs for every wicket remaining at the end of their innings.

**Note:** This shall only apply once, in the event of multiple interruptions.

- *E.g. 128 for 5 at the end of the innings reduced to 17 overs, 40 runs added to their total, bringing it up to 168. (average runs/over = 9.88)*

11.5.3 If overs are lost before the start of the innings of the side batting second, the adjusted target shall then be calculated, using the average runs / over from the first innings.

- *E.g. The adjusted target for the side batting second before commencing their innings, reduced to 13 overs would be: 13 overs x 9.88 = 128.44, rounded up to 129 runs.*

11.5.4 If overs are lost during the innings of the side batting second, the adjusted target shall then be calculated, using the average runs/over scored by side B at the time of the interruption.

- *E.g. After 6 overs side B are 62 for 3 wickets. Their run rate is 10.33 runs per over. 5 overs are lost and the target is reduced by 5 x 10.33 = 51.65, rounded up to 52 runs. The revised target is now 13 – 5 = 8 overs, 129 runs – 52 runs = 77 runs. There are 2 overs remaining to score 15 runs.*

11.5.5 In the event of further interruptions, the overs lost are calculated, and the target adjusted, using the runs per over rate applicable at the time of the subsequent interruption(s).

## 11.6 Points

11.6.1 Preliminary Round points system is as follows:

Win with Bonus Point	6
Win without a bonus point	5
Tie or No Result	3
Loss without conceding a bonus Point	1
Loss with conceding a bonus Point	0

In the event of teams finishing on equal points, the right to play in the Semi-Finals will be determined in the following order of priority:

- The team with the most number of wins,
- If still equal, the team with the most number of wins over the other team(s) who are equal on points or have the same number of wins,
- If still equal, the team with the highest number of bonus points;
- If still equal, the team with the highest net run rate;
- If still equal, the team with the best over rate throughout the competition.

In a match declared as 'No Result' run rate is not applicable.

#### 11.6.2 Bonus points

1. The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced.
2. Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.
3. Whenever a target, or revised target, is set, the exact number of overs/balls within which the side batting second must achieve this target in order to gain the bonus point should be announced. Once these overs/balls have been bowled, if the target has not then been achieved, the bonus point cannot be gained by any subsequent event, e.g. a multiple scoring shot, or extras.

## 12. Semi-Finals

- 12.1 At the conclusion of the Preliminary Round, the four teams finishing with the highest points in each group will compete in the Semi-Finals.
- 12.2 Each semi-final will consist of one leg only and will be played at venues to be determined by the GCB Cricket Committee
- 12.3 The winner of Semi-Final 1 will play winner of Semi-Final 2. In the event of a 'No Result' match the winner will be determined in terms of the order of priority as prescribed in clause 12.4 below.
- 12.4 Semi-Finals and Final Results – If the scores are equal the result will be determined in the following order of priority:
  - The team losing the lesser number of wickets
  - The team that won the match in the Preliminary Round
  - The team with the most number of wins
  - The team with the highest net run rate
  - The team with the best over rate throughout the competition
- 12.5 Final Match – in the event of a 'No Result' match the team with the highest number of points at the conclusion of the Preliminary Round shall be declared the winner.

### 13. General:

Bonus Point System Examples of criteria for the award of bonus points.

TEAM BATTING FIRST		TEAM BATTING SECOND		TEAM BOWLING SECOND	
Score	Run Rate	Required Run Rate	Balls to Win (overs)	Required Run Rate	Target Score
200	10.00	12.50	16	8.00	160
175	8.75	10.94	16	7.00	140
150	7.50	9.38	16	7.00	120
125	6.25	7.81	16	5.00	100
100	5.00	6.25	16	4.00	80
75	3.75	4.69	16	3.00	60

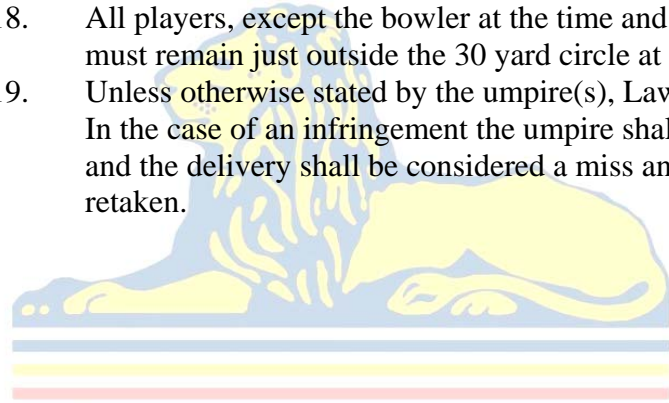
**Note:** The 'target score' shown in the last column is the maximum total that the team batting second can make for the team batting first to qualify for the bonus point.

#### PROCEDURE FOR THE BOWL OUT

The following procedure will apply should the provision for a bowl out be adopted in any match:

1. Subject to weather conditions the bowl out will take place on the scheduled day of the match at a time to be determined by the umpire(s).
2. The bowl out will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority
3. A full set of stumps, including bails, will be pitched at both ends of the designated pitch.
4. The bowlers will all bowl from the same end.
5. The captains of the teams shall be consulted as to which end of the ground the bowlers should bowl from although the final decision will be taken by the umpire(s).
6. The home team will shall ensure there is an adequate supply of dry used balls.
7. The captains shall toss a coin for the right to decide which team bowls first or second in the bowl out. The umpire(s) will supervise the toss in the usual manner.
8. The captains shall nominate their five bowlers to each other and the umpires prior to the toss. In the event of injury during the bowl out, the injured player may be replaced by another bowler.
9. The wicket keeper will not be permitted to stand up to the stumps.
10. No bowler will be allowed a practice delivery.
11. The umpires will stand in their normal positions and will be responsible for officially recording the number of 'hits' on the wicket. Their decision shall be final as to the result.

12. The umpire(s) will be responsible for making sure only the chosen bowlers actually bowl, and that no bowls more than once until permitted to do so.
13. The bowls are taken alternately by the teams.
14. The team with the most number of 'hits' after five bowls shall be declared the winner.
15. If, after both teams have taken five bowls, both have scored the same number of 'hits' on the wicket, or have not scored any hits, bowls continue to be taken in the same order until one team has scored a hit more than the other from the same number of bowls. That team shall be declared the winner.
16. Each bowl is taken by a different player and all 10 eligible players (the wicket keeper shall not bowl) must bowl a delivery before any player can take a second bowl.
17. Only the eligible players and match officials are permitted to remain on the field of play when the bowls are being taken.
18. All players, except the bowler at the time and the wicket keeper must remain just outside the 30 yard circle at mid-wicket.
19. Unless otherwise stated by the umpire(s), Law 24 shall apply. In the case of an infringement the umpire shall call 'no ball' and the delivery shall be considered a miss and will not be retaken.



Gauteng  
Cricket Board