

## Playing Conditions: Limited (45) Overs Competition

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:

- The hours of play shall be:  
10:00 to 13:05 One 5-minute drinks break after 23 overs  
13:05 to 13:45 Luncheon Interval  
13:45 to 16:50 One 5-minute drinks break after 23 overs

**Ball: Only a 4-piece Platypus Special Turf ball will be allowed in this competition.**

### 2. Fielding restrictions:

- 1<sup>st</sup> 15 Overs: 2 players in catching positions.

In the event of a reduced innings, the restrictions shall apply as follows:

<u>Innings</u>	<u>Restriction</u>	<u>Innings</u>	<u>Restriction</u>
45 – 44	15 overs	31 – 29	10 overs
43 – 41	14 overs	28 – 26	9 overs
40 – 38	13 overs	25 – 23	8 overs
37 – 35	12 overs	22 – 20	7 overs
34 – 32	11 overs		

- Remaining overs: Maximum of 5 players outside circle.
- No more than 5 players on the leg side.

Two circles:

- Inner circle: 13.72 meters from middle of popping crease.
- Outer circle: 27.50 meters from middle stump.

**Note:** above circles are marked either by a white line, painted dots or by the use of discs.

### 3. Bowling restrictions:

- No bowler to bowl more than 9 overs
- In the event of a reduced innings, no bowler to bowl more than 1/5<sup>th</sup> of the available overs. If the remaining overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler to make up the balance.

### 4. Wide Deliveries:

- 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.
- Umpires are instructed to apply very strict and consistent interpretation in this regard in order to prevent negative bowling wide of the wicket. Any 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. For a spin bowler the length of the delivery must be taken into consideration.
- 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. Short-Pitched Deliveries:

- 1 short-pitched delivery shall be allowed per over, adjudged as having passed over the batsman's shoulder standing upright at the crease.
- 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.
- 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.

## 6. Length of innings:

- In the event of the side bowling first not completing its required number of overs by the scheduled (or rescheduled) close, they shall be required to face the number of overs bowled at the schedule (or rescheduled) close of the first innings;
  - *E.g. 43 overs bowled at the scheduled close they shall continue to bowl the remaining overs, but shall only face 43 overs when batting.*

## 7. Luncheon Interval:

- Shall be taken between innings, and shall be for 40 minutes duration.
- In the event of the innings of the side batting first finishing 30 minutes, or earlier, than the scheduled time for lunch, the second innings shall commence (after a 10 minute change of innings), and shall continue until the scheduled time for lunch.

## 8. Drinks Break:

There shall be one drinks break allowed per innings, taken on the field of play, after 23 overs have been bowled. In the event of a reduced innings the umpires shall use their discretion as to the timing of the drinks interval. The drinks break shall not exceed 5 minutes. An allowance will be made in respect of the drinks break for calculating the over rate of an innings.

## 9. Interruptions:

- A minimum of twenty over per side is required for a fixture to take place.
- In an interrupted match:
  - No overs shall be deducted for the first hour's play that is lost.
  - After an hours play has been lost, then the innings of each side shall be reduced by 1over for every 4 minutes or part thereof that are lost. (See Scenario 1)
  - In the event of the team batting first not being able to bat for their full 45 overs, they shall be credited with 5 runs for every wicket remaining at the end of their innings.
  - This shall only apply once, in the event of multiple interruptions.
 

*E.g. 160 for 5 at the end of the innings reduced to 41 overs, 25 runs added to their total, bringing it up to 185. (average runs/over = 4.51)*
  - *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 33 overs would be: 33 overs x 4.51 = 148.8, rounded up to 149 runs.*
  - 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 13 overs side B are 42 for 3 wickets. Their run rate is 3.23 runs per over. 5 overs are lost and the target is reduced by 5 x 3.23 = 16.2, rounded up to 17 runs. The revised target is now 33 – 5 = 28 overs, 149 runs – 17 runs = 132 runs. There are 15 overs remaining to score 90 runs.*
  - 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).

## 10. Interruptions:

- Apart from the above, the normal laws of cricket 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.

## 11. Scoring System:

### 11.1 Points Awarded:

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

### 11.2 Bonus Points

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 overs faced.

### Bonus Point System

- 1 bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.
- A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.
- 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.
- Whenever a target, or revised target, is set, the exact number of overs within which the side batting second must achieve this target in order to gain the bonus point should be announced. Once these overs 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.

#### (a) Examples of criteria for the award of bonus points.

Team Batting First		Team Batting Second		Team Bowling Second	
Score	Run Rate	Required Run Rate	Overs to Win	Required Run Rate	Target Score
300	6,67	8,333	36	5,336	240
275	6,11	7,639	36	4,888	220
250	5,56	6,944	36	4,448	200
225	5,00	6,250	36	4,000	180
200	4,44	5,555	36	3,552	160
175	3,89	4,861	36	3,112	140
150	3,33	4,167	36	2,664	120
125	2,78	3,472	36	2,224	100
100	2,22	2,778	36	1,776	80
75	1,67	2,083	36	1,336	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.

### 11.3 In the event of two teams finishing on equal points in a league, the right to play in the final will be determined in the following order of priority (if relevant)

The team with the most number of wins

If still equal, the team with the least number of losses.

If still equal, the team with the most Match points.

If still equal, the team with the most Bonus points

If still equal, the result(s) of the fixture(s) involving the two sides in the league during the season

If still equal, the toss of a coin



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## Scenarios

### **Scenario 1: Innings of side A batting first reduced before it has commenced.**

Time lost divided into two equal amounts, both innings reduced accordingly.  
E.g. 40 minutes lost in total = 20 minutes per innings.  
20 minutes divided by 4 minutes (per over) = 5 overs lost per innings  
Match reduced to 40 overs.

### **Scenario 2: Innings of side A batting first reduced after it has commenced.**

Time lost 30 minutes (equals 14 overs in total), therefore innings reduced by 7 overs to 38 overs

At end of innings side A has scored 171 runs for 6 wickets.

As side A has 4 wickets remaining they are credited with additional 20 runs

Increasing their score to 191 (rate of 5.03 runs per over).

Side B's target for 38 overs would be 191 runs

### **Scenario 3: Innings of side B reduced before they commence**

Overs reduced according to time lost.

E.g. 5 overs lost before commencement of innings, reduces overs available from revised target of 38 down to 33 overs.

Revised target would be 33 overs x run rate of 5.03 = 166 runs

### **Scenario 4: Innings of side B reduced after they have commenced**

Side B starts with target of 166 runs off 33 overs.

After 17 overs they are 76 for 3 wickets (4.47 runs per over) (current achieved run rate)

Stoppage (1)

They lose 5 overs.

Revised overs would be 33 overs – 5 = 28 overs.

**28 overs – 17 overs faced = 11 overs remain,**

Revised target is reduced by 5 overs x 4.47 = 22.4 runs.

166 runs – 23 runs = 143 runs.

**143 runs – 76 runs scored = 67 runs target.**

After 21 overs they are 103 for 6 wickets (4.90 runs per over) (current achieved run rate)

Stoppage (2)

They lose further 4 overs

Revised overs would 28 overs – 4 = 24 overs.

**24 overs – 21 overs faced = 3 overs remain**

Revised target is reduced by 4 overs x 4.90 = 19.6 runs

143 runs – 20 runs = 123 runs

**123 runs – 103 runs = 20 runs target**