



Darwin and Districts Cricket Competition

Twenty/20 – Playing Conditions

1. Playing Conditions

The Laws of Cricket (2000 Code 2nd edition – 2003) and the Darwin and Districts Cricket Competition Rules shall apply, with the following exceptions:

2. Duration

The match will consist of one innings per side, each innings being limited to a maximum of 20 overs.

The overs to be bowled in the match shall be based on a rate of 4 mins per over.

A minimum of 5 overs per team shall constitute a match.

3.1 Interval Between Innings

The interval between innings shall be 20 minutes.

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.

In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes.

On all occasions where play is delayed or interrupted the Umpires will reduce the length of the Interval to 10 minutes.

3.2 Intervals for Drinks

No drinks intervals are permitted.

3.3 Extra Time

No extra time shall be permitted to make up for any time lost.

4. Length of Innings

4.1 In uninterrupted match (ie. The match is neither delayed nor interrupted):

4.1.1 Each team shall bat for 20 overs unless all out earlier.

4.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Playing Condition 12 shall apply.

4.1.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

4.1.4 If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 11 shall apply.

4.2 In Delayed or Interrupted Match:

4.2.1 Delay or interruptions to the innings of the team batting first.

- (a) When playing time has been lost (see above) the revised number of further overs to be bowled in the match shall be based on a rate of 4 mins per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match the duration of the interval between innings will be taken into account.

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. 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 first will continue from the point of the interruption.

The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).

- (b) 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 has to be bowled to the side batting second, subject to the innings not being completed earlier.

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 4 mins per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.

If this calculation produces a close of play time that is earlier than the original time for cessation of play on the final scheduled day for play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.

If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

- (c) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and Playing Condition 11 shall apply. In all reduced overs matches both teams will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 11 only - they do not influence the recalculated number of overs or the scheduled close of either inning

4.2.2 Delay or interruptions to the innings of the team batting second

- (a) When playing time has been lost (see above) 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 4 mins per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

- (b) A rescheduled time for the close of play will be fixed by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation must not cause the match to finish earlier than the original time for 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 the team batting second.

To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier. 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.

- (c) 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 subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and Playing Condition 11 shall apply. In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 11 only - they do not influence the recalculated number of overs or the scheduled close of play.

5. The Ball

Only white balls as approved by the Darwin and Districts Cricket Competition will be used.

6. Restrictions on the Placement of Fieldsmen

- 6.1** At the instant of delivery there shall not be more than five fieldsmen on the leg side.
- 6.2** For the first 6 overs only of each innings, only two fieldsmen are permitted to be outside the fielding restriction circle.
- 6.3** For the remaining overs of each innings only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

6.4 For the first 6 overs only of each innings there must be a minimum of two stationary fieldsmen (excluding the wicket-keeper) within 15 yards fielding restrictions of the striker at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (in the un-demarcated area) provided only that they are standing in slip, leg slip and gully positions.

6.5 Team Batting First

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 6.2 and 6.4 above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below **for that innings only**.

Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately)

Total overs in innings	No. of overs for which fielding restrictions in 6.2 and 6.4 above will apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 6.2 and 6.4 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

6.6 Team Batting Second

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 6.2 and 6.4 for the **same proportion** of the second innings that they were maintained for the first innings (fractions to be ignored).

7. Number of Overs Per Bowler

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. - e.g. 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. They 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.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incompleated over.

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 only in so far as each bowler's limit is concerned.

The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of an innings.

8.1 Laws 24.12 - No Ball - Penalty

Law 24.12 will apply except that the penalty for a No ball will be 2 runs.

8.2 Fast Short-pitched Delivery

The provisions outlined at 20.8 of the Competition Rules shall apply, ie. a bowler shall be allowed to bowl one, fast short-pitched delivery per over.

9. Free Hit after a Foot Fault No Ball

The delivery following a no ball called for a foot fault (Law 24.5) 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.

Field changes are permitted for free hit deliveries.

10. Law 31 - Timed Out

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

11. Over-Rate Penalties

Each side is expected to have completed their 20th over within 1 hr 20 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for each over or part thereof that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

If the innings is terminated before the scheduled or rescheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).

Over-rate penalties apply only to innings of 10 overs or more duration. In innings of less than 10 overs duration, Umpires shall apply the penalty run Laws for time wasting especially strictly. This is the only penalty for a slow over-rate.

12. Points System – Preliminary Matches

12.1 A match shall be won by the side having the highest score at the completion of the game. The match concludes when the target is reached, or when the nominated number of overs is completed, or when the team batting second is dismissed within the nominated number of overs.

12.2 In matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. 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.

Preliminary matches:	Win	2 points
	Tie or No Result	1 point

Loss

0 points

13. Final

- 13.1 The top two teams following the preliminary matches shall play in the final. The runner-up in each group shall play off for 3rd position.
- 13.2 In the event of the teams finishing on equal points, the right to play in the final match or series will be decided by the most wins in the preliminary matches, or when teams have both equal wins and equal points, the team which was the winner of all the preliminary matches(s) (played between them) will be placed in the higher position or, if still equal, the higher net run rate in the preliminary matches. In a match declared no result, run rate is not applicable.
- 13.3 A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition, that is, calculation of net run rate = Team run rate per over less opponent run rate per over.
- 13.4 In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

14. Determining Result of Final

In the event of play being unable to commence, or does not constitute a match under Condition 2, the winner will be the team which has the higher net run rate in the preliminary matches. A team's net run rate is calculated as follows:

- (i) By deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition, that is, calculation of net run rate = Team run rate per over less opponent run rate per over.
- (ii) In a match declared no result, run rate is not applicable.
- (iii) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.