

# CRICKET LATROBE VALLEY

## MID-WEEK T20 COMPETITION

### PLAYING CONDITIONS



#### 1. DURATION

- 1.1. All 20/20 matches will be one innings per side and limited to a maximum of 20 overs per innings.
- 1.2. Session times (unless otherwise approved): 5:30pm – 6:50pm    7:00pm – 8:20pm
- 1.3. The duration of a 20 over innings must take no longer than 80 minutes, unless there are interruptions to play.
- 1.4. The interval between batting innings is 10 minutes.
- 1.5. The scheduled finish time is 2 hours and 50 minutes after the scheduled match start time.

#### 2. DELAYED START

- 2.1. If a match is delayed in starting, then the number of overs required to be bowled in each innings shall be reduced as set out in the following table:

Time lost	Overs	Time lost	Overs	Time lost	Overs
1-8	1	33-40	5	65-72	9
9-16	2	41-48	6	73-80	10
17-24	3	49-56	7		
25-32	4	57-64	8		

- 2.2. If the reduction calculation results in fewer than 10 overs per team, than match shall be abandoned.

#### 3. INTERRUPTIONS TO PLAY (DUCKWORTH/LEWIS/STERN CALCULATION)

- 3.1. Where the match has commenced and the total time lost to interruptions is 15 minutes or less the match shall be played until the required number of overs have been bowled.
- 3.2. Where a match has commenced and the total time lost to interruptions is more than 15 minutes the match shall be played with the following variations:
  - 3.2.1. 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 10 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 current Duckworth/Lewis/Stern method calculated by the PlayHQ Electronic Scoring App (eScoring)
  - 3.2.2. Prematurely Terminated Matches: If the innings of the side batting second is suspended (with at least 10 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the target score determined at the instant of the suspension by the Duckworth/Lewis/Stern method. If the score is equal to the par score, the match is a tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the par score.

#### 3.3. INSTRUCTIONS

- 3.3.1. Refer to CLV Rule 3.2
- 3.3.2. This section can only be completed once the electronic scoring for the 2<sup>nd</sup> innings has begun.
- 3.3.3. On the PlayHQ electronic scoring app when completing the 2<sup>nd</sup> inning settings, adjust the **Over Limit** to the number required.
- 3.3.4. Select DLS button.
- 3.3.5. The revised DLS target will automatically update.
- 3.3.6. Click on the **Start Innings** button.
- 3.3.7. Multiple updates to the DLS target are always available during the 2<sup>nd</sup> innings by selecting **Actions** and then **Parameters**.
- 3.3.8. Update the number of overs to be faced.
- 3.3.9. Click on the **Update & Resume** button.
- 3.3.10. The DLS target will automatically update.

- 3.3.11. To end a game early in the PlayHQ eScoring app, select **Actions** and then **End Innings**. If you have toggled the DLS on, it will automatically calculate the result based on the DLS methodology.
- 3.3.12. For the sake of clarity, the team batting second must be above the **Par Score** to win the game. If their score and the Par Score is the same, the match is a tie.
- 3.3.13. Refer to PlayHQ support for further information.
- 3.4. Captains and umpires must complete and record the Duckworth-Lewis calculations at the change of innings and during any suspensions to play in the 2nd innings of a match.
- 3.5. Where results are calculated using the Duckworth/Lewis method, bonus points are still eligible, and are calculated using the revised target score and the revised maximum overs

#### 4. BOWLING CONDITIONS

##### 4.1. LIMIT PER BOWLER

- 4.1.1. A bowler shall not deliver more than one-fifth of the maximum overs permitted in By Law 2. Where overs from a bowler already exceed a reduced limit, the number bowled shall be that bowler's limit.

##### 4.2. LIMIT REACHED OR EXCEEDED

- 4.2.1. No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by that player.

##### 4.3. FRACTIONAL ADJUSTMENTS

- 4.3.1. Where the re-calculation of a bowler's limit results in a fraction, the limit shall be raised to the next whole number for as many bowlers as is necessary to absorb the balance in whole overs.
- 4.3.2. For example, a 13 over match would result in following maximum overs:
  - 2 bowlers x 2 overs each
  - 3 bowlers x 3 overs each

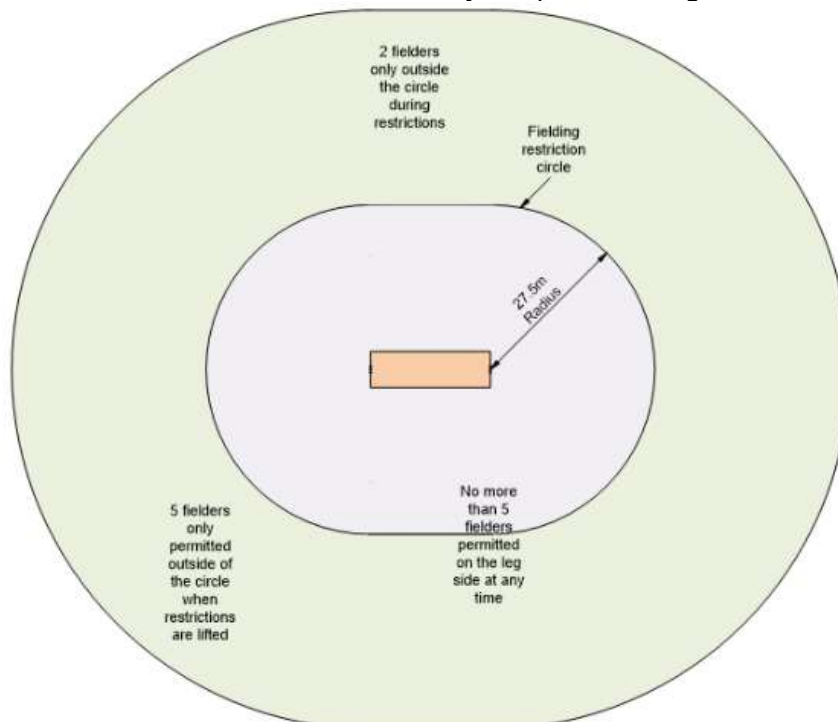
##### 4.4. BOWLING PROCEDURES

- 4.4.1. Overs are to be bowled in 5 over blocks from alternating ends. Batters change ends after the over when the bowling end is not changed.
- 4.4.2. The bowling team will select which end the innings will start from.

#### 5. FIELDING RESTRICTIONS

##### 5.1. Fielding restrictions shall apply in 20/20 games as follows:

- 5.1.1. Two semicircles shall be drawn on the field of play.
- 5.1.2. The semicircles shall have as their centre the middle stump at either end of the pitch.
- 5.1.3. The radius of each of the semicircles shall be 27.5 metres.
- 5.1.4. The semicircles shall be linked by two parallel straight lines drawn on the field.



## 5.2. Fielding Restrictions – Uninterrupted Match

5.2.1. During the first six (6) overs, only two fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery. For the remaining overs, no more than five fieldsmen shall be permitted outside the fielding restriction area.

## 5.3. Fielding Restrictions – Interrupted Match

5.3.1. In circumstances where the number of overs of the batting team is reduced, the fielding restriction overs shall be reduced lost as set out in the following table:

Max overs	Restricted overs	Max overs	Restricted overs
10-11	3	15-17	5
12-14	4	18-19	6

5.4. At the instant of delivery, there may not be more than five fieldsmen on the leg side, with a maximum of two fielders behind square leg.

5.5. In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal no ball.

5.6. If a team fails to start the final over of the innings within 80 mins of play commencing (uninterrupted match), then only 4 players shall be permitted outside the fielding restriction area for the remaining overs to be completed.

5.6.1. Umpires are to take into consideration any delays from the batting team.

## 6. FREE HIT AFTER NO BALL

6.1. Free hits shall apply in 20/20 games to all no balls.

6.1.1. The umpire at the bowler's end will signal a free hit after the no ball is called, by extending one arm upwards and moving it in a circular motion.

6.2. For a free hit, the striker can only be dismissed under the circumstances that apply for a no ball. If the delivery for the free hit is not a legitimate delivery (i.e. wide, no-ball) then the free hit continues to apply until a legitimate ball is bowled.

6.3. Changes to fielding positions for the free hit delivery are not permitted where the same batter is on strike. Fielding positions may be altered for the free hit only where a different batter is on strike for the free hit than for the previous delivery.

## 7. SHORT PITCHED BOWLING

7.1. Any delivery which bounces and passes over the head of the batter in an upright position shall be deemed a wide, and called as such by the umpire. The square leg umpire may assist in adjudicating this rule. If the batter makes contact with a ball above head high, the ball will be deemed a legal delivery and **not** called a wide.

## 8. WIDE DELIVERIES

8.1. Please see the diagram and explanation at the end of these Playing Conditions regarding the interpretation of wides in 20/20 matches. Umpires are instructed to apply a very strict and consistent interpretation regarding this Law in order to prevent negative bowling wide of the wicket. Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide.

8.2. In summary the following applies:

8.2.1. Leg Side: All balls that pass down the leg side and behind the striker shall be interpreted as negative bowling and called "Wide". The delivery is not a Wide if it passes on or inside the "Wide Guideline (Leg Side)" crease marking when the striker moves towards the off side or it passes between the striker and leg stump.

8.2.2. Offside: A delivery shall be called "Wide" if it passes:

8.2.2.1. Outside the "Wide Guideline (Off Side)" with the batter in a "normal" batting stance; or

8.2.2.2. Wide of the return crease, regardless of the striker bringing it within reach; or

8.2.2.3. A bowler bowling around the wicket bowling full pitched yorkers on the off side just within the "Wide Guideline (Off Side)".

8.2.2.4. The delivery is not a Wide if the batter moves to the off side and brings the ball within reach.

8.2.3. The ball passes above the head height of the striker standing upright at the popping crease.

**8.2.4.** Wide - Reverse Sweep or Switch Hit: When a switch hit or reverse sweep is played or attempted the striker is deemed to have brought the ball within reach on both sides of the wicket and the Wide Guideline (Off Side) shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

## **9. TIMED OUT**

**9.1.** Either the incoming batter or their partner, whichever the circumstances of the match require, must be in position to take guard to be ready to receive the next ball within 90 seconds of the fall of the previous wicket.

**9.2.** The incoming batter is expected to be ready near the boundary to make their way to the wicket immediately a wicket falls and is expected to proceed directly to the wicket at a reasonable speed. If this requirement is not met, the incoming batter will be out, (timed out).

## **10. COLOURED SHIRTS**

**10.1.** For all matches, players are required to wear coloured playing shirts and coloured playing pants which represent club colours as approved by the Board of Management. White pants are **not** allowed.

**10.2.** All players in the team must wear the same style and colour of shirt and pants.

**10.3.** All batting pads must be coloured which represent club colours, white batting pads are not allowed.

## **11. THE PLAYERS**

**11.1.** Players must be registered to the club on the PlayHQ management system before the match commences

**11.1.1.** The player must have played for the club in another CLV competition during the current season before they can participate in the mid-week T20 competition.

**11.1.2.** Note: matches played, runs and / or wickets attained in this competition will not count towards other CLV competitions or awards.

**11.2.** Clubs are permitted to play 12 players, however only eleven (11) players shall be permitted to participate as batsmen, and only eleven (11) shall be permitted to bowl. The team sheet must indicate which player will not bat and which player will not bowl before the commencement of the game.

## **12. MATCH BALL**

**12.1.** Only cricket balls approved by the CLV Board of Management shall be used for 20/20 matches in mid-week T20 competition matches. The ball type will be determined prior to the season and advised to all clubs.

## **13. CONCLUSION OF MATCH**

**13.1.** Where the team batting second is dismissed or passes the score of the team batting first then the match concludes immediately after a result has been reached.

## **14. MATCH POINTS**

**14.1.** First innings win 2 points

**14.2.** First innings tie, draw or abandoned games 1 point

## **15. MATCH RESULTS**

**15.1.** Captains and umpires are responsible for the verification and accuracy of scores.

**15.2.** Match results must be entered into the PlayHQ system by the home team within the specified timeframes.

## **16. LADDER POSITIONS**

**16.1.** Ladder positions are to be determined in the following order;

**16.1.1.** Match points.

**16.1.2.** Net Run Rate (runs scored by a team, divided by overs faced by that team, minus runs scored by opposition teams, divided by number of overs faced by opposition teams).

**16.1.3.** Percentage (runs scored by a team, divided by wickets lost by that team, divided by runs scored by opposition teams, divided by number of wickets taken by that team).

## **17. FINALS**

- 17.1.** The CLV board of management will announce the format and details of the finals before the competition begins.
- 17.2.** Players are not required to have played in any preliminary / group matches of the mid-week T20 competition to qualify for the finals, they are only required to qualify as per bylaw 11 (Annexure H).
- 17.3.** Quarter Finals will be hosted by the team that finished first in their group.
- 17.4.** Semi Finals will be hosted by the team that finished the higher on the ladder from the group / preliminary rounds. If both teams finished in the same position, then the team with the highest net run rate from the group / preliminary rounds will host the semi-final.
- 17.5.** In the event of an abandoned or washed out match without a result via D/L/S, the team that finished higher on the ladder will progress. If both teams finished in the same position, the team with the greater net run rate in the group / preliminary matches will advance to the next round of the finals. Exception being 17.4.1
  - 17.5.1.** If this match is the Grand Final, the match will move to the reserve day.
  - 17.5.2.** If the reserve day is also abandoned or washed out, the team with the greater net run rate in the group / preliminary matches will be declared the winning team.
- 17.6.** In the event of a tie in a finals match, the result will be determined by a super over.

## **18. SUPER OVER PROCEDURE**

- 18.1.** Other than where expressly stated in bylaw 18 (Annexure H), all other Playing Conditions for the match shall apply.
  - 18.1.1.** The Super Over will commence 5 mins after the completion of the match, with a 5 minute change over between overs.
- 18.2.** A Super Over involves each team facing an over of six legal deliveries (unless ended earlier as provided for in bylaw 18.3), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
- 18.3.** The loss of two wickets shall end the batting team's one over innings.
- 18.4.** If the Super Over is a tie, subsequent Super Overs shall be played until a winner is determined. Other than in exceptional circumstances, an unlimited number of Super Overs may be played where necessary to determine a result.
- 18.5.** The team batting second in the match shall bat first in the Super Over.
- 18.6.** The fielding side shall choose the end which it is to bowl its one over.
- 18.7.** The Super Over shall be played with the same fielding restrictions as would be applicable for the last over of the match.
  - 18.7.1.** Any fielding restriction penalties from the match will not carry over to the Super Over.