



WNSWJCCC

T20 PLAYING CONDITIONS

These T20 Playing Conditions are only for use in Western NSW Junior Cricket Carnivals matches NOT including the T20 Invitational.

The MCC Laws of Cricket (2017 Code 3rd Edition – 2022) shall apply except as varied here. The Governing Body is the Carnival Committee and / or

ODJCA

Team

A team shall consist of up to 13 players. Two players in each team shall not be permitted to bat. These players do not need to be nominated prior to the commencement of the match. 11 players are allowed to field whilst the opposition team is batting. All 13 players may bowl. Fielders within the nominated 13 may rotate without any restrictions. No restrictions apply to where a player can bat if they have been off the field for any period of time prior to the completion of the first innings.

Players not on the field running drinks etc.

Players not on the field must wear alternative clothing to distinguish them clearly.

Matches With Only One Official Umpire

The officially appointed umpire has jurisdiction to over-rule any decision made by a person acting as square leg umpire in cases of stumpings, hit wicket or run outs.

Maximising Play

At all times all participants will strive to maximise play. Umpires may utilise the provisions of Law 41.9 (Time Wasting) during the innings.

Each team shall bat for 20 (six-ball) overs unless all out earlier or the game is reduced. No team shall be allowed to declare its innings closed.

Teams are required to maintain an over rate of one over each four minutes (15 per hour).

The calculation of the number of overs to be bowled in the event of time reduction 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.

The Change of Innings Break

The interval is 15 minutes, from the end of the innings of the team batting first. The innings break may be reduced to no less than 10 minutes at the discretion of the appointed umpire/s.

Drinks Breaks

There will be no scheduled drinks breaks, however drinks can be given to players at the fall of wickets provided no time is wasted.

In the event of very hot weather both teams may agree in consultation with the umpire to add a drinks break at the end of the TENTH over of each innings.

Hours of Play

Two T20 rounds will be played on the Wednesday of the Carnival. Exact starting times to be advised by the Carnival organisers.



All matches are scheduled to be no longer than 205 minutes or 3 hours and 25 minutes in duration. This is based on each innings lasting no more than 80 minutes plus a 15 minute change of innings plus an additional 30 minutes of "make up" time for delayed starts or weather delays (where required).

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.
- b) A minimum of 5 overs for each team constitute a match (unless a result is achieved earlier).

Delay or Interruption to the Game – Calculating Over Reductions

- c) No overs shall be lost until 30 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 30 minutes described above before overs are reduced.
- d) Once all available make up time as described above has been exhausted overs remaining in the match shall be calculated as follows:
 - (i) The total number of **playing minutes that remain** to the re-scheduled finish time, including change of innings as necessary, shall be divided by four (4) for the maximum number of overs.
 - (ii) Overs remaining shall be proportioned so that both teams are allocated equal overs. The addition of one extra over to make the number equal is permitted.
- e) 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.

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 no bowler may bowl more than one-fifth of the total overs allowed.

Determination of Winner

A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs,

- a) 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.
- b) 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.
- c) A match shall be a "draw" if both teams have not had the opportunity to bat for a minimum of 5 overs.
- d) A match is a Tie if scores are equal.

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 must be reduced then a revised target score (to win) will be calculated using the run rate method for the reduced number of overs for the team batting second.



The following guidelines are applicable to a run rate determined result:

- e) A team's run rate is calculated by dividing its total score by its total number of overs received.
- f) 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.
- g) The game will close if the team batting second passes the revised score. 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 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.

- h) 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.

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.

The bowler may change their mode of delivery but field changes are not permitted for free hit deliveries unless there is a change of striker or the No ball was the result of a fielding restriction breach in which case the breach must be corrected.

Wides

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

Protective Equipment

At all times, when wicket keeping up to the stumps, a wicket-keeper shall wear a compliant helmet with a grill.

Limitation of Close or On Side fielders

No player in front of the wicket shall field closer than ten (10) metres from the batter (for example, short leg, short cover, silly point etc).

At the instant of the bowler's delivery, there may not be more than five (5) fielders on the leg side and no more than two (2) behind square leg.

In the event of infringement by any fielder, either umpire shall call and signal No Ball.

**Fielding Restriction Area**

The fielding restriction area is created by a line, either marked or imaginary, on the field of play. The area will be created by two semi-circles with their centre on the middle stump at either end of the pitch linked by two parallel straight lines. The radius of each of the semi-circles shall be 25 metres. The fielding restriction areas, where marked, will be continuous painted white lines or 'dots' at approximately 5 metre intervals.

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

Two Powerplays shall occur during each innings

Powerplay 1 – No more than two (2) fielders are permitted outside this fielding restriction area.

Powerplay 2 – No more than five (5) fielders are permitted outside this fielding restriction area.

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

Where the number of overs of the batting team is reduced, the number of overs within each Powerplay of both innings shall be reduced in accordance with the table.

Overs in Innings	Powerplay 1: Overs	Powerplay 2: Overs
5 - 8	1 to 2	3 to Close
9 -11	1 to 3	4 to Close
12 -14	1 to 4	5 to Close
15 - 17	1 to 5	6 to Close
18 - 20	1 to 6	7 to Close

Dangerous and Unfair (Short Pitched) Bowling (Law 41.6) or High Full Pitched Balls (Law 41.7)

Law 41.6 applies subject to the following amendments:

- a) A bowler shall be limited to ONE (1) fast short pitched delivery per over. The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled. If the ball passes clearly over the head of the striker it shall be called "Wide". Any other short pitched balls in the over shall be called as no ball.
- b) Law 41.7 regarding the process applicable to adjudicate on high full pitched deliveries shall apply in full.