

Great Barrier Reef Masters Games 20/20 Cricket Competition – Rules



These Playing Conditions apply for all Twenty20 matches

PLAYING CONDITIONS

1. ADDITIONAL FIELDING AND TEAM COMPOSITION

- 1.1. Minimum of 12 and maximum of 15 players named.
- 1.2. 11 players on the field at any one time.
- 1.3. Up to Two (2) specialist bowlers can be named
- 1.4 Two (2) fielding substitutes may be used, these do not bat or bowl and are named on the team list.
- 1.5. No restrictions on a bowler who leaves the field.
- 1.6. 11 batsman who must be nominated before play (refer team list attached)

2. DURATION OF MATCH

- (a) Matches will consist of one innings per side, each innings being limited to 20 overs.
- (b) A minimum of 10 overs per team shall constitute a match.

3. HOURS OF PLAY AND INTERVALS

Match 1

8.30am - 9.50am Session 1
9.50am - 10:05am Interval
10:05am – 11.25am Session 2

Match 2

11.40am – 1.00pm *Session 1*
1:00pm – 1.15pm *Interval*
1.15pm – 2.35pm *Session 2*

Match 3

2.50pm – 4.10pm Session 1
4.10pm – 4.25pm Interval
4.25pm – 5.45pm Session 2

3.1 Hours of Play – Finals Matches

The hours of play for Semi-Finals and Finals shall be determined by the competition Committee.

3.2 Interval between Innings

(a) 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.

(b) 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.

(c) On all occasions where play is delayed or interrupted the umpires will reduce the length of the interval to 10 minutes.

3.3 Intervals for Drinks

No drinks intervals are permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

4. LENGTH OF INNINGS

4.1 In an 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 11 shall apply. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for cessation of the first innings.

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 batting second passes the required score inside the 20 overs the match will be concluded at that time.

4.1.5 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 10 shall apply.

4.2 In a 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 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 as per Playing Condition 3.2 [c].

(b) 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.

(c) 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. 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. 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.

(d) To constitute a match, a minimum of 10 overs has to be bowled to the side batting second, subject to the innings not being completed earlier.

(e) 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.

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

(g) 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.

(h) 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 10 shall apply.

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. Should the calculations result in a fraction of an over the fraction shall be ignored.

(b) In addition, 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.

(c) 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.

(d) 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. If required the original time shall be extended to allow for one extra over for the team batting second.

(e) To constitute a match, a minimum of 10 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.

(f) 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 10 shall apply.

Note: For any match interrupted after the start of play, see the provisions of Playing Condition 11.3 [Calculation of Target Score]

6. NO BALLS AND WIDE BALLS

6.1 Free Hit After a No Ball

(a) The delivery following a No Ball called (Law 24) 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 Wide), then the next delivery will become a free hit for whichever batsman is facing it.

(b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery.

(c) The bowler's end umpire will indicate the free hit delivery by (after the No Ball signal) extending one arm straight upwards and moving it in a circular motion.

6.2 Short Pitched Deliveries

A bowler shall be allowed to bowl one fast short pitched delivery per over.

(a) A fast short-pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head

(b) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

(c) In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, other than a fast short pitched ball as defined in 6.2 (a) above, that prevents the batsman from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide and will also count as an allowable ball above shoulder height for that over (subject to 6.2(d), (e) and (f) below).

(d) In the event of a bowler bowling more than one fast short pitched deliveries in an over as defined in 6.2 (a) and 6.2 (c) above, the umpire at the bowlers end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand. In addition when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsmen at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

(e) If there is a second instance of the bowler being No Balled for bowling more than one fast short pitched deliveries in an over, the umpire shall repeat the procedure in 6.2 (d) above and advise the bowler that this is his final warning for the innings.

(f) 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.

(g) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

(h) The umpires will then report the matter to organising committee which shall take whatever action is considered appropriate against the captain and bowler concerned.

(i) This regulation is not a substitute for Dangerous and Unfair Bowling that umpires may apply at any time.

Note: Regulation 28 [a] (underarm bowling not permitted) shall apply.

6.3 Wide Bowling – Judging a Wide

(a) Umpires are instructed to apply a strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

(b) Any off side or leg side delivery that in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a Wide.

(c) As a guide, a delivery passing the striker on the leg side, more than 1ft (30.48cm), from the middle stump without any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps. Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 1ft (30.48cm) from the middle stump on both sides of the wicket.

(d) As a guide, a ball passing the batsman on the off side more than 75cm Wide of the off stump shall be called a Wide. Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18 cm) from the return crease on both sides of the wicket.

7. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

7.1 At the instant of delivery there shall not be more than five fielders on the leg side.

7.2 For the first 6 overs only of each innings, only two fielders are permitted to be outside the fielding restriction circle.

7.3 For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.

7.4 In circumstances where the number of overs for the team batting first are reduced, the number of overs in regard to the restrictions in 7.2 above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below for both the first and second innings. 5

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 7.2 above will apply
10-13	3
14-16	4
17-19	5
20	6

8. NUMBER OF OVERS PER BOWLER & BOWLERS TO BE USED

(a) No bowler may bowl more than 4 overs in an innings.

(b) Only 2 players per team may bowl the maximum of 4 overs. Teams must use at least 8 bowlers (eg 2 players x 4 overs and 6 players by 2 overs. If match is reduced to 10 overs 2 bowlers can bowl 2 overs and 6 bowl 1 over.)

(c) In a delayed 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. Each other bowler used may only bowl 1 over..

(d) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incompleting over.

(e) 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.

9. LAW 31 - TIMED OUT

Law 31 will apply except that the incoming batsman must be in position to take guard or for their 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.

10. OVER-RATE PENALTIES

(a) All sides are expected to have completed their overs within 1 hr 20 minutes playing time. In the event of a side failing to do so, the batting side will be credited with 6 runs for every over that has not been bowled by the scheduled or rescheduled cessation time. 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 at the end of the innings.

(b) If the innings is terminated before the scheduled or re-scheduled 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.

(c) 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. In addition, in all delayed or interrupted matches (as per Playing Condition 4.2), the fielding team will be given one over's leeway.

(d) 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 this Playing Condition only - they do not influence the recalculated number of overs or the scheduled close of either innings.

11. THE RESULT

11.1 Overs

(a) A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs subject to the provisions of Playing Conditions 4.2.1 and 4.2.2, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs.

(b) All matches in which both teams have not had an opportunity of batting for a minimum of 10 overs shall be declared No Result. (b) All matches in which both teams have not had an opportunity of batting for a minimum of 10 overs shall be declared No Result.

11.2 Tie

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Playing Conditions 4.2.1 and 4.2.2, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be determined by a “**SUPER**” or “**One1 Eliminator**” over. See rule 11.4 .

11.3 Delayed or Interrupted Matches - Calculation of 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, 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. The target score shall be calculated by the two scorers (or player scorers as the case may be) using the **Duckworth/Lewis** calculation method. The target score shall be confirmed by the umpires and communicated and agreed to by both captains prior to the recommencement of the match. The target score will always be a whole number and one run less will constitute a Tie.

Note: Where possible Club Officials should assist scorers with the calculation of target scores.

Duckworth/Lewis apps are available for smartphones.

11.4 Procedure for One1 Eliminator

In Semi Finals and Finals in which the scores are equal (ie. either the number of runs scored or as a result of the Duckworth Lewis calculation), the result shall be determined through a tiebreaker based on the ICC One Over Per Side Eliminator “One1 Eliminator”.

The “One1 Eliminator” shall occur as follows:

- (a) Subject to weather conditions the One1 Eliminator shall commence 5 minutes after the conclusion of the match.
- (b) The One1 Eliminator will take place on the pitch allocated for the match with the sides batting in the same order. The umpires shall not change ends. The fielding side shall choose which end to bowl from.
- (c) Prior to the commencement of the One1 Eliminator each team shall select three batsmen and one bowler.
- (d) The selected players are given in writing to the umpires.
- (e) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a Twenty20 match.
- (f) The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the “extra” over.
- (g) The loss of two wickets in the over ends the team's one over innings.
- (h) In the event that the result is still a Tie after the One1 Eliminator above have been applied, the One1

Eliminator (clauses a-g) shall be repeated until a winner is obtained.

“One1 Eliminator” not possible

(i) If a “One1 Eliminator” cannot be completed due to circumstances in accordance with the Laws of Cricket the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.

12 POINTS

12.1 Preliminary Matches

Win – 4 points

No result – 2 points

12.2 Net Run Rate

(a) 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.

(b) 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.

(c) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis or the “Calculation of Target Score” table, for net run rate purposes Team 1 will be accredited with Team 2’s Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis or the ‘Calculation of Target Score’ table having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

12.3 Qualifying for Semi Finals and the Final

(a) Format of Semi Finals and Final

The team with highest number of points at the completion of the preliminary matches shall play each other in a Semi Final as drawn below to determine which teams shall play in a Final:

No. 1 Team v No. 4 Team

No. 2 Team v No. 3 Team

The two highest Clubs after the preliminary Twenty20 rounds shall play a Final

(b) Equal Points

In the event of the teams finishing on equal points, the right to play in the Semi Final match will be determined by the **most wins in the preliminary matches** or, if still equal, the higher net run rate in the preliminary matches (see Playing Condition 12.2). Net run rate is not applicable for a forfeit or in the event that a match is declared no result.

(c) No Result

If no result is achieved in a Semi Final on the scheduled day of play, the highest placed team at the conclusion of the preliminary matches shall proceed to the Final.

13. FINAL

13.1 Venue

The venue for the Final shall be determined by the Committee

13.2 Tie

(a) If there is a tie in a Semi-Final or Final, the teams shall compete in a One1 Eliminator to determine the winner.

13.3 No result

(a) If no result is achieved in the Final on the scheduled day of play, the team finishing with the higher points or if still equal, the most wins in the preliminary matches, or if still equal the best net run rate at the end of the preliminary matches shall be declared the winner.

