



District Formats Playing Conditions 2020-21

T20 Playing Conditions for Boys U19 and U17

1. Hours of Play

1.1 Morning Games

First Innings: 10:00am – 11:25am

Interval: 11:25am – 11:35am

Second Innings: 11:35am – 1pm

1.2 Afternoon Games

First Innings: 1:30pm – 2:55pm

Interval: 2:55pm – 3:05pm

Second Innings: 3:05pm – 4:30pm

1.3 **Closing Time:** The closing time for each match shall be; 1pm for 'Morning' games, 4:30pm for 'Afternoon' games, provided that a minimum of 5 overs per team can be completed.

1.4 **First Innings:** If the team fielding in the first innings is not ready to commence the last scheduled over by the scheduled or rescheduled finish time the second innings will be reduced by one over for every full over not bowled and the innings break will be reduced.

1.5 **Second Innings:** If the team fielding in the second innings is not ready to commence their last over by the scheduled or rescheduled finish time, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score at the beginning of the last over. e.g. If innings is in 18th over at the finish time, 12 runs will be added to the score (two complete overs multiplied by six) and if possible, the remaining overs will be completed.

1.6 **Innings Break:** 10 minutes can be taken between innings.

Umpires will communicate with Captains and Coaches to encourage fast play should they feel the team is falling behind. Umpires also have discretion to allow time for injuries or other delays outside of the fielding side's control.

2. **Limitation of Innings:** Each match will consist of one innings per team, each innings will be limited to 20 overs.

3. Late Start

3.1 **Reduction of Overs:** In the event of a late start for any reason, the number of overs to be bowled in respect of the match shall be calculated by allocating one over for each 4 minutes of playing time remaining until the scheduled closing time for the game. Each team shall be entitled to bat for half of the total overs remaining.

3.2 Unless bowled out earlier, a minimum of 5 overs per team will constitute a match.

4. No Extra Time

4.1 If there are weather or other major interruptions to playing time, the finish time of the match will not be extended.



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4.2 The reduction of overs shall be calculated by a deduction of one over for each complete 4 minutes of playing time lost, for example, if eight minutes is lost, two overs shall be deducted, or if 15 minutes lost, three overs shall be deducted.

For further information on wet weather interruptions please refer to the General Playing Conditions.

5. Bowling Restrictions

- 5.1 No bowler shall bowl more than four overs in an innings.
- 5.2 In an interrupted match where less than 20 overs are to be bowled, no bowler may bowl more than a maximum of one fifth of the overs allowed. (E.g. for a 13 over match, 2 can bowl 2 overs, and 3 can bowl 3 overs)
- 5.3 In the event of a bowler breaking down and not being able to complete an over, the remaining balls must be bowled by another bowler. Any part of an over will count as a full over in each bowler’s limit.

6. Fielding Restrictions

- 6.1 At the instant of delivery, no more than five fielders permitted on the legside.
- 6.2 Fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (referred to as the Powerplay Overs) are set out below.
- 6.3 The following fielding restrictions shall apply:
 - (a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.

At the instant of delivery:

- (b) Powerplay 1 – In an innings of 20 overs, these are overs 1 to 5 inclusive - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area.
 - (c) Powerplay 2 - In an innings of 20 overs, these are overs 6 to 15 inclusive - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area.
 - (d) Powerplay 3 – In an innings of 20 overs, these are overs 16 to 20 inclusive - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area..
- 6.4 When the number of overs of the batting team is reduced, the number of overs within each Powerplay shall be reduced in accordance with the table below. For the sake of clarity, note that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	First Powerplay	Second Powerplay	Third Powerplay

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5	0	5	0
6	0	5	0
7	0	6	1
8	1	6	1
9	1	6	2
10	1	7	2
11	2	7	2
12	2	7	3
13	2	8	3
14	3	8	3
15	3	8	4
16	3	9	4
17	4	9	4
18	4	9	5
19	4	10	5
20	5	10	5

6.5 If play is interrupted during an innings and the table in 6.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.



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- 6.6 At the commencement of the second and third Powerplay of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 6.7 In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'.
- 6.8 If the inner fielding circle is not marked, umpires shall use their discretion in applying this rule.
- 6.9 Any fielder standing closer than 10m from the striker's wicket on the on-side or in front of point of the off-side at the instant of delivery must wear the appropriate safety equipment (minimum of a helmet and abdominal protector)

7. No Balls and Wide Balls (See general Conditions 8.1 -- 8.6)

7.1 **Wide Balls:** Umpires, in discussion with the Tournament manager at the pre-Tournament briefing, shall agree on guidelines and the level of judgement to be applied throughout the tournament.

7.2 **No Balls:** Laws 21 (No Ball) and 41.7 (Beamers) of the Laws of Cricket shall apply to the extent that they do not conflict with clauses 7.3 and 7.4.

Law 21.10, (which applies to a ball bouncing over the head height of a striker), shall also apply except that such a ball shall be called a Wide Ball rather than a No Ball.

7.3 A bowler shall be allowed to bowl one short pitched delivery per over. Any subsequent short pitched deliveries shall be called and signaled no-ball and the umpire shall adopt the procedure of cautioning.

A short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the batsman standing upright at the crease.

7.4 Any delivery which passes or would have passed, **on the full above waist height** of the striker standing upright at the crease is deemed unfair and the umpire shall adopt the following procedure detailed in 8.2 - 8.4 of the General Playing Conditions

7.5 **LAW 22 – WIDE BALL**

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 offside or leg side delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a "wide". As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a "wide". As a guide on the offside, a ball passing outside a line drawn between the bowling and popping creases, measured 432mm (17 inches) from the return crease shall be called "wide". The above provisions do not apply if the striker makes contact with the ball.

A penalty of one run shall be scored. This 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 "wides".

Guidelines and Application

Umpires need to ensure a balance between the application of the Law and the Playing Condition.



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Leg side

All deliveries directed and bowled down the leg side (behind the body of the striker, standing in their normal batting stance) will be interpreted as a form of negative bowling and should be called “wide”.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a “wide”.

The only exception to this directive is for a ball that just misses the leg stump. This is not deemed negative bowling and should not be called “wide” when the batter moves across to the off stump from their original stance.

Had the batter not moved onto the off stump but remained in their normal batting stance the ball would have struck the player, thereby negating any “wide” call.

Offside

Any delivery that passes outside the wide guideline, with the batter in a “normal” batting stance, should be called Wide.

For clarity:

- (a) If the batter brings the ball sufficiently within reach and the ball passes outside the wide guideline then it is not a “wide”. For example, a batter moving to the offside as the bowler bowls, could bring the ball within their reach even though the ball passes outside the “wide” guide line, and if they fail to make contact with the ball, the delivery will not be called a “wide”.
- (b) In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if the player brings the ball within reach, if the player makes no contact with the ball, then this delivery shall be called “wide” (unless it has been deemed a “no ball”).
- (c) When a right arm bowler is bowling around the wicket to a right hand batter, or left arm bowler bowling around the wicket to a left hand batter and bowls full yorkers on the off side marked guide line, this is deemed a negative tactic, and the delivery should be called “wide”.

Wide interpretation for the reverse sweep or switch hit

The interpretation to be followed or calling a “wide” when a switch hit or reverse sweep is played or the batter gets in a position to play the shot and then aborts it, is as follows:

- (a) By the batter playing the switch hit or the reverse sweep or getting in a position to play the shot, the player is deemed to bring the ball sufficiently within their reach, on the leg side as well.
- (b) Consequently, in these circumstances, the wider 75cm wide guidelines shall apply on both sides of the stumps.
- (c) Simply, when the batter plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation.

8. The Result



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- 8.1 A result can only be achieved if both teams have had the opportunity to bat for at least five overs (unless bowled out prior).
- 8.2 Where both teams have not had an opportunity to bat for five overs, the match shall be declared as a “no result”.
- 8.3 Tied Matches: If a match ends with both sides tied on the same number of runs scored (irrespective of the number of wickets lost), the match points shall be shared between the two sides (This shall apply to all matches, excluding the finals round, which will go to a Super Over as per the General Playing Conditions).

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