



## Secondary Schools Cricket 1B Twenty20 Overs Playing Conditions

These playing conditions are to be read and applied in conjunction with the Secondary Schools Cricket General Playing Conditions 2019.

### **1. THE COMPETITION**

- 1.1 The competition will be played in two pools of 4 teams with all 1B Limited Overs Competition teams, with the final game being played across pool. If all 1B teams do not enter, opportunities will be made available to other teams to enter this competition.
- 1.2 Each team shall play each other team once in their pool. At the conclusion of these matches there shall be finals as specified below:
  - (a) **Finals:** Pool A 1 vs. Pool B 1, Third Place Pool A 2 vs. Pool B 2, Fifth Place Pool A 3 vs. Pool B 3, Seventh Place Pool A 4 vs. Pool B 4.
- 1.3 **Reserve Days:** Should the final game between the top placed teams in Pool A and B be cancelled or abandoned, the match shall be played on Saturday 30<sup>th</sup> March. If a reserve day is not possible or the reserve day is also cancelled or abandoned, the winner of the match will be determined by finishing positions following pool play.
- 1.4 **Playing Dates:** The Tournament will be played during Summer Tournament week (25-29 March).

Rd 1 & 2	Rd 3 & Final
Wed 27 Mar	Thur 28 Mar

### **2. THE PITCH**

- 2.1 Matches in this competition will be played on artificial wickets.

### **3. HOURS OF PLAY**

- 3.1 All players must be at the ground for the toss and exchange of team lists 15 minutes prior to the start of play. Any team unable to conduct the toss at this time will forfeit the toss.
- 3.2 **Morning games (Rounds 1 and 3)**  
 First Session: 9:40am – 11:00am  
 Interval: 11:00am – 11:10am  
 Second Session: 11:10am – 12:30pm
- 3.3 **Afternoon games (Round 2, Finals)**  
 First Session: 1:30pm – 2:50pm  
 Interval: 2:50pm – 3:00pm  
 Second Session: 3:00pm – 4:20pm
- 3.5 **Drinks breaks:** There shall be no scheduled drinks breaks. Umpires may, at their discretion, allow for a drinks break to be taken on the field of play at the fall of wicket or end of an over.

### **4. LIMITATIONS OF INNINGS**

- 4.1 **Number of Innings:** Each match will consist of two innings on one day.
- 4.2 **Number of Overs:** Each team shall bat for one innings which will consist of a maximum of 20 overs.



## 5. LATE START

- 5.1 **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 complete 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.

## 6. INTERRUPTIONS DUE TO WEATHER

- 6.1 If weather interferes with play, the maximum number of overs in that match shall be reduced 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 14 minutes lost, three overs shall be deducted.
- 6.2 If an interruption occurs in the innings of the team batting first, the number of overs both teams are to play shall be reduced by a deduction equal to half the total number of overs lost. Should an uneven number of overs be lost, each team shall lose half of the next highest even number, for example, if seven overs lost, each team shall lose four overs.
- 6.3 **Second Innings Target:** 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) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target being calculated by the Duckworth Lewis Method.
- (a) Duckworth Lewis software is accessible via the following links;
    - [CricHQ - iOS](#)
    - [CricHQ - Android](#)
  - (b) Where software application and/or Internet unavailability prevents use of Duckworth Lewis at any time during the match the following provisions shall apply:
    - i. The target score to be passed to win the match shall be calculated by multiplying the revised total number of overs for the innings by the average runs per over scored by the team batting first.
    - ii. If the team batting first was dismissed in less than its full entitlement of overs the calculation of the run rate shall be based on the full number of overs to which it was entitled.

## 7. THE RESULT (LAW 16)

- 7.1 **Completion of match:** Each match shall be completed in one day. The team batting second shall bat until it achieves more runs than that scored by the other team or until ten of its players are dismissed or until the maximum number of overs which are to be bowled in that innings is bowled, whichever is sooner.
- 7.2 **No result:** If play has been abandoned in a match and less than 5 overs have been faced by the team batting second, an 'abandoned match' shall be declared. Where the match has been abandoned and the team batting second has faced 5 or more overs (but less than 20 overs) and has not completed its innings, its target score shall be calculated in accordance with clause 6.3.
- 7.3 **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. Where the match is a knockout fixture (such as a final of a competition) the result of the match will be determined as follows:
  - (a) The team who lost the least amount of wickets
  - (b) A 'bowl-out' contest as per the rules outlined in the General Playing Conditions.

## 8. BOWLING RESTRICTIONS

- 8.1 No bowler shall bowl more than one-fifth of the total number of overs available in an innings. In an uninterrupted innings of 20 overs a bowler may bowl a maximum of 4 overs.



## 9. NO BALL (LAW 21)

- 9.1 A bowler shall be allowed to bowl one short pitched delivery per over. A short pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease. In the event of the bowler bowling more than one short pitched delivery in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning as described in clause 7.2 of section: General Playing Conditions.
- 9.2 The delivery following all modes of no-balls shall be a 'free hit' for whichever batsman is facing it. If the delivery of 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' delivery, 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 a wide ball. Field changes are not permitted for 'free hit' deliveries unless there is a change of striker.

## 10. FIELDING RESTRICTIONS

- 10.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 10.2 In addition to the restriction in clause 10.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- (a) Subject to 10.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).
  - (b) 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.
  - (c) During the Powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
  - (d) During the non Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.
- 10.3 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

Total Overs in Innings	Number of overs for which restrictions apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- (a) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- 10.4 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- 10.5 4 piece 156 gm Kookaburra Water Resistant Crown Pink Ball