

RULE 17 TWO-DAY MATCHES

17.1 APPLICATION

Two-Day Matches are played by Men's Premier 1st, 2nd, 3rd and 4th XIs only

17.2 HOURS OF PLAY AND INTERVALS

17.2.1 Start of Play:

GRADE	TIME
Men's 1st&2nd XIs	Summer Time 12.00 noon
Men's 3rd&4th XIs	Summer Time: 12.30 pm

17.2.2 Interval Times and Length

Unless varied as in 17.2.3 or 17.2.4 Tea shall be of 30 minutes duration and be taken as follows:

GRADE	TIME
Men's 1st&2nd XIs	Summer Time: 2.45 – 3.15 pm
Men's 3rd&4th XIs	Summer Time: 3.00 – 3.30 pm

17.2.3 Taking of Early Interval

When the time remaining to a scheduled interval time is 30 minutes or less the interval shall be taken immediately if:

- (a) an innings ends;
- (b) the players have cause to leave or be off the field for any reason; or
- (c) nine wickets are down and one of the remaining batsmen is injured and unable to continue within two minutes.

17.2.4 Deferment of Interval: Loss of Play Prior to Tea

If play has been suspended for 30 minutes or more prior to the commencement of the scheduled tea interval, the tea interval shall be delayed for 30 minutes.

17.2.5 Deferment of Interval : Nine Wickets Down

Except as in 17.2.3 and notwithstanding the provisions of Law 16.5(b) for completion of an over, an interval will not be taken until the end of the over in progress 30 minutes after the scheduled time if the ninth wicket

- (a) is already down when two minutes remain to the scheduled time; or
- (b) falls within those two minutes or at any later time up to and including the final ball of the over in progress at the scheduled time.

17.2.6 Cessation of Play

- (a) Play on each day shall cease at 6.00pm for 1st and 2nd XI (5.00pm Standard Time) and 5.55pm for 3rd and 4th XI (4.55pm in Standard Time) unless interrupted by adverse conditions, in which case the cessation time shall be advanced by the aggregate of time lost to a maximum of 30 minutes.
- (b) Play shall continue past the cessation time applying until completion of the minimum overs requirement in 17.3, but if an interruption occurs or continues after 6:30pm for 1st and 2nd XI (5.30pm Standard Time) or (6.25pm for 3rd and 4th XIs (5.25pm in Standard Time)) play shall not be resumed.
- (c) The captains may agree to end a match on the second day at the tea break or any time thereafter for all XIs if a first innings result has been obtained.

17.3 PLAYING CONDITIONS

17.3.1 Ordinary Conditions Applying

Matches in all grades shall be played under ordinary conditions, meaning the playing out of a match with no division of time or overs, but with requirements for the bowling of a minimum of overs.

17.3.2 Minimum Overs Requirements

- (a) On a day when there has been no loss of playing time or change of innings, play shall not end at the cessation time unless a minimum of 90 overs has been bowled in 1st and 2nd XI matches and 80 overs in 3rd and 4th XI matches. An over completed from a prior day shall be additional.
- (b) Where playing time in excess of 30 minutes is lost, the overs in (a) shall be reduced by the number listed on the table in 17.3.3 for the excess time.
- (c) When a side is dismissed or declares its innings closed the minimum of overs to be bowled from the start of a new innings shall be the greater of:
 - (i) the overs in (a) less the number already bowled and/or deducted for lost time and 3 overs for an innings interval not coinciding with another interval; or
 - (ii) the overs listed on the table in 17.3.3 for the batting time remaining.
- (d) If after the due start of the new innings playing time is lost the overs minimum shall be reduced at the same rate as in (b).
- (e) The umpires shall notify both captains of overs adjustments.

17.3.3 Calculation Table

Any calculation of overs, except where otherwise specified, shall be made from this table. Column headings are for Available Batting Time (ABT) and the Overs (OV) required for these times. For times exceeding 458 minutes the overs shall be 125 plus the number listed for the excess minutes.

ABT	OV	ABT	OV	ABT	OV	ABT	OV	ABT	OV
1 - 4	1	93 - 95	26	184 - 187	51	276 - 279	76	368 - 370	101
5 - 7	2	96 - 99	27	188 - 191	52	280 - 283	77	371 - 374	102
8 - 11	3	100 - 103	28	192 - 194	53	284 - 287	78	375 - 378	103
12 - 15	4	104 - 106	29	195 - 198	54	288 - 291	79	379 - 381	104
16 - 18	5	107 - 110	30	199 - 202	55	292 - 295	80	382 - 385	105
19 - 22	6	111 - 114	31	203 - 205	56	296 - 298	81	386 - 389	106
23 - 26	7	115 - 117	32	206 - 209	57	299 - 301	82	390 - 392	107
27 - 29	8	118 - 121	33	210 - 213	58	302 - 304	83	393 - 396	108
30 - 33	9	122 - 125	34	214 - 216	59	305 - 308	84	397 - 400	109
34 - 37	10	126 - 128	35	217 - 220	60	309 - 312	85	401 - 403	110
38 - 40	11	129 - 132	36	221 - 224	61	313 - 315	86	404 - 407	111
41 - 44	12	133 - 136	37	225 - 227	62	316 - 319	87	408 - 411	112
45 - 48	13	137 - 139	38	228 - 231	63	320 - 323	88	412 - 414	113
49 - 51	14	140 - 143	39	232 - 235	64	324 - 326	89	415 - 418	114
52 - 55	15	144 - 147	40	236 - 238	65	327 - 330	90	419 - 422	115
56 - 59	16	148 - 150	41	239 - 242	66	331 - 334	91	423 - 425	116
60 - 62	17	151 - 154	42	243 - 246	67	335 - 337	92	426 - 429	117
63 - 66	18	155 - 158	43	247 - 249	68	338 - 341	93	430 - 433	118
67 - 70	19	159 - 161	44	250 - 253	69	342 - 345	94	434 - 436	119
71 - 73	20	162 - 165	45	254 - 257	70	346 - 348	95	437 - 440	120
74 - 77	21	166 - 169	46	258 - 260	71	349 - 352	96	441 - 444	121
78 - 81	22	170 - 172	47	261 - 264	72	353 - 356	97	445 - 447	122
82 - 84	23	173 - 176	48	265 - 268	73	357 - 359	98	448 - 451	123
85 - 88	24	177 - 180	49	269 - 271	74	360 - 363	99	452 - 455	124
89 - 92	25	181 - 183	50	272 - 275	75	364 - 367	100	456 - 458	125

17.3.4 **The Follow-on**

In a match played under this rule the side which bats first and leads by 100 runs, or by 75 runs if the first day's play is abandoned, shall have the option of requiring the other side to follow-on.

17.3.5 **Declaration of Close of Innings**

An innings may be declared closed at any time except in circumstances which would result in an immediate cessation of a day's play. A declaration before play starts or during an adjournment should be in sufficient time to allow for seven minutes rolling of the pitch.

17.3.6 **Completion of Final Over**

An over shall be started if the scheduled or advanced time for the end of a day's play has not been reached and shall be completed unless weather or light conditions prevent it.

17.4 **RESULTS OF MATCHES**

17.4.1 **Win Outright**

The side scoring an aggregate of runs in excess of the total runs made by the opposite side in its two completed innings shall be an outright winner.

17.4.2 **Tie Outright**

If each side has two completed innings and the aggregate scores are equal the result shall be an outright tie.

17.4.3 **First Innings Results**

Whether a side gains a further points result or not it shall be entitled to points for:

- (a) a first innings lead if its completed or uncompleted first innings score exceeds the completed first innings score of the opposite side; or
- (b) a first innings tie if its completed first innings score is equal to the completed first innings score of the opposite side.

17.4.4 **Drawn Match**

- (a) If the side batting last has not completed its first innings and its score is equal to or less than the score of the opposite side the result shall be a draw.
- (b) If the second innings of the side batting last remains uncompleted a points result shall be determined as in 17.4.3.

17.5 **CANCELLATION OF FIRST DAY'S PLAY**

17.5.1 **All Matches Cancelled**

If no play is possible on the first day in all matches of a grade the matches in that grade shall be played on the second day as One-Day matches under RULE 18 as appropriate to the grade. Such matches shall not form part of the One-Day competition.

17.5.2 **Partial Cancellation**

The following will apply where there is interruption to play on the first day:

- (a) If a points result is obtained by any team or teams in a particular grade on the first day then all matches in that grade will continue under ordinary conditions on the second day.
- (b) If no points result has been obtained in a particular grade on the first day and in five or more matches, fewer than 40 completed overs in 1st and 2nd XI matches and fewer than 32 completed overs in 3rd and 4th XI matches have been bowled, then for that grade the round will be re-scheduled as a One-Day match under RULE 18 as appropriate to the grade. Otherwise the matches in that grade will continue on the second day as matches under ordinary conditions.

- (c) If a match is rescheduled as a One-Day match as prescribed in 17.5.2(b) all individual and team statistics achieved on the first day will be viable as will any effect such team statistics will have on a team's standing on the ladder.
- 17.5.3 Disregard of Toss and Nominations**
Where a match is rescheduled to be played on the second day under RULE 18 any toss for choice of innings or nomination of teams that may have been made on the first day shall be disregarded.
- 17.6 FAST SHORT-PITCHED DELIVERIES LIMIT**
- 17.6.1 Fast Short-Pitched Limit Per Over**
A bowler shall be limited to two fast short-pitched deliveries per over. A fast short-pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the crease. Should a third such delivery be bowled in an over either umpire shall call and signal no ball and caution the bowler in accordance with Law 42.7 (a). If the bowler is no balled for the same offence a second or third time in the innings the final warning and removal procedures of Law 42.7 shall be invoked as applicable.
- 17.6.2 Fast Short-Pitched Limit Delivery Not Within Striker's Reach**
Any fast short-pitched delivery, not being a no ball otherwise, which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled wide by the umpire at the bowler's end. Such a delivery shall be counted in the fast short-pitched limit of two allowed in 17.6.1.
- 17.7 DANGEROUS AND UNFAIR BOWLING**
- 17.7.1 High Full-Pitched Deliveries**
Either umpire shall call and signal no ball for any high full-pitch delivery in breach of Laws 42.6 (b) and 42.8. Any cautionary or other action is to be implemented by the bowler's end umpire as required.
- 17.7.2 Slow High Full-Pitched Deliveries**
The dangerous and unfair bowling provisions of Law 42 shall apply except that a slow high full-pitched delivery above shoulder height of an upright striker, if considered not to have been deliberately so bowled, shall be called and signalled no ball only. No cautionary or other action shall be taken.
- 17.8 MAXIMUM OVERS FOR UNDER-AGE BOWLERS OF MEDIUM AND FAST PACE**
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RULE 18 ONE-DAY MATCHES

18.1 APPLICATION

This Rule applies to all Premier One-Day matches.

18.1 HOURS OF PLAY AND INTERVAL

18.1.1 Start of Play:

GRADE	TIME
Men's 1 st &2 nd XI Women's 1 st XI	Standard Time: 10.00am Summer Time: 11.00am
Men's 3 rd &4 th XI Women's 2 nd XI	Standard Time: 11.00am Summer Time: 12noon

18.1.2 Interval Time and Length

- (a) An interval of 30 minutes shall be taken at the end of the innings of the side batting first.
- (b) If time in excess of 90 minutes is lost, intervals shall be reduced to 15 minutes.

18.2 COMPULSORY CLOSURE: LENGTH OF INNINGS

18.2.1 Uninterrupted Innings

If not delayed, interrupted nor earlier terminated, the innings of each side shall be compulsorily closed after 50 overs for Men's 1st and 2nd XI and Women's 1st XI and 45 overs for Men's 3rd and 4th XI and Women's 2nd XI.

18.2.2 Delayed or Interrupted Innings

- (a) In the event of a delayed or interrupted match a minimum number of 25 overs per side shall constitute at match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the match.
- (b) If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in less than 25 overs the match shall be abandoned.
- (c) Where 25 completed overs or more have been bowled and an interruption is continuing, compulsory closure of the first side's innings shall occur when the reduced overs calculated in (a) equate with the number bowled.
- (d) The side batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number, including any part over, as in (a) or (c).
- (e) The second side's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until 6.20pm (5.20pm Standard Time) to less than that listed on the Table in 18.2.3 for those overs. In such case the overs for the reduced time shall be its entitlement, even if less than 25 overs.
- (f) If play ceases in accordance with 18.3(e) the overs already bowled shall be its entitlement for the purposes of this Rule.

18.2.3 Calculation Table

Calculations of overs, except where otherwise specified, shall be made from this table. Column headings are for Available Batting Time (ABT) and the Overs (OV) required for these times. For times exceeding 231 minutes the overs shall be 60 plus the number listed for the excess minutes.

ABT	OV	ABT	OV	ABT	OV	ABT	OV	ABT	OV
1 - 4	1	49-52	13	95 - 98	25	141-144	37	186-189	49
5 - 8	2	53-56	14	99-102	26	145-148	38	190-193	50
9-12	3	57-60	15	103-106	27	149-151	39	194-197	51
13-16	4	61-64	16	107-110	28	152-155	40	198-201	52
17-20	5	65-68	17	111-113	29	156-159	41	202-205	53
21-24	6	69-72	18	114-117	30	160-163	42	206-208	54
25-28	7	73-75	19	118-121	31	164-166	43	209-212	55
29-32	8	76-79	20	122-125	32	167-169	44	213-216	56
33-36	9	80-83	21	126-129	33	170-173	45	217-220	57
37-40	10	84-87	22	130-132	34	174-177	46	221-224	58
41-44	11	88-91	23	133-136	35	178-181	47	225-227	59
45-48	12	92-94	24	137-140	36	182-185	48	228-231	60

18.3 ENDING OF SECOND SIDE'S INNINGS AND MATCH

Play shall cease immediately one of the following circumstances applies:

- when the score of the opposite side is passed;
- the requirement of overs under 18.2 is completed;
- the innings ends before completion of its required overs;
- the number of overs in (b) is less than 25 and both captains agree a points result is no longer possible; or
- the players are off the field at or leave it after 6.20pm (5.20pm Standard Time in Men's 3rd and 4th XI and Women's 2nd XI games).

18.4 DECLARATIONS

Neither side shall be permitted to declare its innings closed.

18.5 RESULTS OF MATCHES

18.5.1 Win or Tie: Second Side's Overs Entitlement Received

If the second batting side receives its entitlement of overs under 18.2 or is dismissed in fewer overs, the winner shall be the side with the higher actual score and if the scores are equal it shall be a tie.

18.5.2 Win or Tie: Fewer Overs for Second Side

If a win result has not been reached already and the completed overs received or to be received by the second batting side are fewer than its entitlement under 18.2, a number of runs as calculated in 18.5.4 shall be the first side's deciding score which, subject to the provision for a draw in 18.5.3, must be exceeded by the second side for a win or equalled for a tie.

18.5.3 Drawn Match

If the side batting second receives fewer than 25 completed overs and no other result has been obtained, the match shall be drawn.

18.5.4 Calculation of Deciding Score – Men's 1st XI Matches

- 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 (minimum of 25 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 method. The target set will always be a whole number and one run less will constitute a Tie.

- Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 25 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the Par Score determined at the instant of the suspension by the Duckworth/Lewis 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.

18.5.5 Calculation of Deciding Score – Matches Other Than Men's 1st XI

- Where the overs received or to be received by the side batting second are not fewer than 25 completed overs the deciding score, subject to adjustments required by 18.3(b), shall be the aggregate of all runs made from the first batting side's highest scoring overs equivalent in number to the second side's overs less 0.5% runs for each over of the difference between the maximum set for the first side and the overs for the second side. If the first side is dismissed in less than the set number the remainder shall be deemed to have been received as nil scoring overs and included in the calculation as such. A resulting fraction shall be disregarded. The calculation format is outlined in the following tables:

CALCULATION OF DECIDING SCORE

A.	Overs entitlement for first side
B.	Overs - second side - if under 25 calculate on 25 (Refer (b)18.5.5(b))
C.	Excess overs to first side (A - B)
D.	Percentage reduction to E (0.5 x C)%
E.	Runs from highest scoring overs equal to overs in B.
F.	Runs to be deducted from E. (E x D)
G.	Deciding score unless Penalty Runs apply (E - F disregarding final fraction)
H.	Penalty Runs to be added (G&H)
I.	Deciding Score

INSTRUCTIONS

- 1 Refer to CV Rule 18.5.5.
- 2 Record of runs scored in each of the first batting side's overs must include byes, leg-byes, no balls and wides, but not penalty runs - see 7 below.
- 3 An unfinished over in the first batting side's innings is counted as a full over. To win, the second batting side must pass the deciding score. If that score is equalled and 25 full overs or more are received it is a tie. If less than 25 full overs are received and the second batting side has not passed the deciding score, nor equalled it in a completed innings, the match is drawn.
- 4 Details of the first batting side's overs are to be completed at the interval and the form handed to the umpires immediately.
- 5 The form completed as necessary is to be forwarded to CV with the match forms.
- 6 Any penalty runs applied must not be included in the progressive score. They are to be added in the box at the bottom at the conclusion of the innings.
- 7

- (b) Where the overs for the second batting side are fewer than 25 completed overs a minimum deciding score shall be calculated as in (a) on the 25 highest scoring overs of the side batting first.
- (c) When five run penalties have been awarded to the side batting first the deciding score shall be determined by excluding those runs from the calculation and then adding them to the calculated figure. If further five run penalties are awarded against the side batting second the deciding score shall be increased equally.

18.5.6 **Recording of Highest Scoring Overs**

During the first batting side's innings, in addition to normal recording, the scorers shall prepare a list of the separate totals of the runs scored in each over including all extras other than from five run penalties. This list and a further list of the five run penalties shall be made available to the umpires at the end of the innings or on request.

18.5.7 **Bonus Point in Shortened Match**

Where matches are shortened and targets revised using the deciding score as defined in 18.5.4, bonus run-rates and defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

18.6 OVER LIMITS FOR BOWLERS

18.6.1 **Limit Per Bowler**

A bowler shall not deliver more than one-fifth of the maximum of overs permitted in 18.2.1 for an interrupted innings or one-fifth of the number as reduced in 18.2.2(a) for adverse conditions. Where overs from a bowler already exceed a reduced limit the number bowled shall be that bowler's limit.

18.6.2 **Limit Reached or Exceeded**

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 him.

18.6.3 **Fractional Adjustments**

Where the re-calculation of a bowler's limit results in a fraction the limit shall be raised to the next higher number for as many bowlers as is necessary to absorb the balance in whole overs.

18.6.4 **Part-Over Incapacity or Suspension**

A part of an over bowled under the provisions of Law 22.8 shall count as one full over in the limit of each bowler concerned in that over.

18.7 INNER FIELD RESTRICTION AREA

18.7.1 **Area and Marking of Restriction Area**

- Two semicircles shall be drawn on the field of play.
- The semicircles shall have as their centre the middle stump at either end of the pitch.
- The radius of each of the semicircles shall be 27.5 metres for Premier Men's and 23 metres for Premier Women's matches.
- The semicircles shall be linked by two parallel straight lines drawn on the field.
- The fielding restriction areas should be marked by continuous painted white lines or 'dots' at seven-metre intervals, each 'dot' to be covered by white plastic or rubber (but not metal) discs.

18.8 FIELDING RESTRICTIONS AND POWERPLAYS

18.8.1 **On-Side Fieldsmen**

At the instant of delivery, there may not be more than five fieldsmen on the leg side.

18.8.2 Powerplay Overs

In addition to the restriction contained in 18.8.1 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 and table.

18.8.3 Fielding Restrictions – Powerplay Overs

During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery, and during the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

18.8.4 Fielding Restrictions – Non-Powerplay Overs

During the non Powerplay Overs, no more than five fieldsmen shall be permitted outside the fielding restriction area referred to in 18.7.1 above.

18.8.5 Fielding Restrictions – Infringement

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

18.8.6 Powerplay Overs – Uninterrupted Match

Subject to the provisions below, the distribution of Powerplay Overs shall be in accordance with that contained in the table at 18.8.7 and be taken as follows:

- (a) The first block of Powerplay Overs shall be at the commencement of the innings.
- (b) For the second and third blocks of Powerplay Overs, one shall be taken at the discretion of the fielding side and the other at the discretion of the batting side. If an uneven number of overs are required for these discretionary Powerplay Overs, the fielding captain shall have the greater number.
- (c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay at any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay shall determine which side first made the request.
- (d) It shall be the onus of the captain to inform the umpires of their intention to take a Powerplay. The umpires shall not ask or remind either captain regarding their option to take a Powerplay. If in the opinion of the umpires neither captain has advised them of their intention to take a Powerplay it will be assumed that no Powerplay is in effect.
- (e) Once a side has nominated a Powerplay, the decision cannot be reversed.
- (f) Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings.

18.8.7 Powerplay Overs – Distribution

The number of Powerplay Overs shall be in accordance with the table below which shall be applied independently to both innings of the match.

Innings Duration	First PP	Bowling PP	Batting PP	Total PP Overs
25 - 27	5	3	2	10
28 - 29	6	3	2	11
30 - 32	6	3	3	12
33 - 34	7	3	3	13
35 - 37	7	4	3	14
38 - 39	8	4	3	15
40 - 42	8	4	4	16
43 - 44	9	4	4	17
45 - 47	9	5	4	18
48 - 49	10	5	4	19
50	10	5	5	20

18.8.8 Powerplay Overs – Commencement

Each block of Powerplay Overs must commence at the start of an over.

18.8.9 Powerplay Overs – Interrupted Match Recalculation

If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how many remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 18.8.7. Any Powerplay overs already taken prior to the interruption will be deemed to have been in sequence: the initial allocation, the fielding side's allocation then the batting side's allocation. The decision of the batting side, and if applicable of the fielding side, of when to take any remaining Powerplay overs, is made in the usual way.

18.8.10 Powerplay Overs – Interruptions

- (a) If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.
- (b) If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.

- (c) If play is interrupted during a Powerplay and on resumption the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately.
- Note:** This is the only circumstance under which the Powerplay status can be changed during an over.
- (d) If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.
- 18.8.11 Powerplay Overs – Signals**
- (a) At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.
- (b) The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
- 18.8.12 Powerplay Overs – Scoreboard**
- Where possible, a “P” or a light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled.
- 18.9 NO BALL**
- 18.9.1 Free Hit After a Foot Fault No Ball**
- The delivery following a no ball called for a foot fault (Law 24.5) 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. 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. The bowler’s end umpire will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.
- 18.9.2 Fast Short Deliveries Above Shoulder Height of Striker**
- (a) In any one over a bowler shall be permitted to bowl two fast short-pitched deliveries which, having bounced, pass or would have passed above shoulder height of the striker standing upright at the crease. Should there be a further repetition in the same over either umpire shall call and signal “no ball”.
- (b) Any fast short-pitched delivery, not being a no ball under (a), which passes so high that it is not sufficiently within the striker’s reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled wide ball by the umpire at the bowler’s end.
- 18.9.3 Dangerous and Unfair Bowling**
- (a) High Full-Pitched Deliveries
- Either umpire shall call and signal no ball for any high full-pitched delivery in breach of Laws 42.6 (b) and 42.8. Any cautionary or other action is to be implemented by the bowler’s end umpire as required.
- (b) Slow High Full-Pitched Deliveries
- The dangerous and unfair bowling provisions of Law 42 shall apply except that a slow high full-pitched delivery above shoulder height of an upright striker, if considered not to have been deliberately so bowled, shall be called and signalled no ball only. No cautionary or other action shall be taken.
- 18.10 WIDE BALL**
- (a) Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- (b) Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide.
- (c) As a guide, a delivery passing the striker on the leg side of a line 1 ft (30.48 cm) 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 extending forward 2 ft (60.96 cm) from the bowling crease, parallel with the return crease, measured 1 ft (30.48 cm) from the middle stump on both sides of the pitch (see Crease Marking diagram appended to these Rules).
- (d) As a guide, a delivery passing the striker on the off side more than 75cm wide of the off stump without any contact with the striker’s bat or person shall be 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 pitch (see Crease Marking diagram appended to these Rules).
- 18.11 NOTIFICATION TO CAPTAINS**
- After each adjustment of an anticipated batting time the umpires shall inform both captains of the reduced time and the effect on overs to be bowled, limitation for bowlers, fielding restrictions and, where appropriate, deciding score.
- 18.12 MAXIMUM OVERS FOR UNDER-AGE BOWLERS OF MEDIUM AND FAST PACE**
- Directions for limiting the maximum number of overs that under-age medium pace and fast bowlers may bowl consecutively in one spell and in a day’s play, and the responsibilities of captains and umpires in this respect, are set out in **Error! Reference source not found.**
- 18.13 CLOTHING**
- Players shall be permitted to wear coloured clothing and/or equipment as approved in advance by Cricket Victoria. See also **Error! Reference source not found.**
- 18.14 SIGHTSCREENS**
- Sightscreens shall be black or covered by dark shade cloth.
- 18.15 BOUNDARIES – WOMEN’S MATCHES**

The maximum boundary distance for Women's One-Day matches is 64 metres in an arc from the intersection of the centre line and the popping crease and from the centre line between the two popping creases.

RULE 19 CRICKET VICTORIA SHIELD FINALS MATCHES

19.1 HOURS OF PLAY AND INTERVALS

19.1.1 *Start of Play:*

GRADE	TIME
Men's 1 st &2 nd XIs	Standard Time: 10.30am Summer Time: 11.30am
Men's 3 rd &4 th XIs	Standard Time: 11.00am Summer Time: 12.00noon

19.1.2 *Interval Times and Length*

Unless varied as in 17.2.3 or 17.2.4 Tea shall be of 30 minutes duration and it ll be taken as follows:

GRADE	TIME
Men's 1 st &2 nd XIs	Standard Time: 1.15 – 1.45pm Summer Time: 2.15 – 2.45pm
Men's 3 rd &4 th XIs	Standard Time: 1.30- 2.00pm Summer Time: 2.30 – 3.00pm

19.1.3 *Cessation of Play*

- Play on each day shall cease at 5.30pm for 1st and 2nd XI (4.30pm Standard Time) and 5.25pm for 3rd and 4th XI (3.25pm in Standard Time) unless interrupted by adverse conditions, in which case the cessation time shall be advanced by the aggregate of time lost to a maximum of 30 minutes.
- Play shall continue past the cessation time applying until completion of the minimum overs requirement in 17.3, but if an interruption occurs or continues after 6:00 pm for 1st and 2nd XI (5.00 pm Standard Time) (5.55pm for 3rd and 4th XIs (4.55pm in Standard Time) play shall not be resumed.
- If a result is obtained on the final day or a result or further result is not possible within advanced time under (b) the match may cease if both captains agree.

19.2 PLAYING CONDITIONS

Playing conditions shall be as in 17.2 subject to the following variations:

- A daily minimum of 90 overs in 1st and 2nd XI (80 overs 3rd and 4th XI) shall apply and, providing this minimum is not reduced for time lost on the first day and it has not been dismissed, the first batting side may continue its innings until a maximum of 100 overs in 1st and 2nd XI (90 overs in 3rd and 4th XI) has been received. The minimum for the second side's first innings shall be 77 overs for 1st and 2nd XI (67 overs in 3rd and 4th XI) or, if greater, the number to be bowled from the start of a new innings in accordance with 17.2.
- If there is no time loss on the first day and the innings of the side batting first continues on the second day and is interrupted any overs deductions are made proportionately to both sides.
- Where time is lost on the first day or on both days and the side batting first continues its innings on the second day the maximum and minimum of overs in (a) shall be reduced by the same proportion as in (b) in relation to the total net time lost, but if such time exceeds 120 minutes before the innings ends the match shall proceed under ordinary conditions.
- For the 1st XI Two-Day Final the limiting provisions in (a), (b) and (c) above shall not apply.
- A new ball is available after 80 overs in 1st and 2nd XI matches only.

19.3 RESULTS OF MATCHES

The provisions of 17.4 shall apply except that if there is no outright result the winner shall be the side which:

- leads on the first innings as defined in 17.4.3(a); or
 - in the event of a tie, draw or abandonment without play was the better performed as provided in **Error!**
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RULE 20 TWENTY20 MATCHES

20.1 PLAYING CONDITIONS

The Laws of Cricket (2000 Code 4th Edition 2010) and Premier Rules, except as varied hereunder, shall apply.

20.2 DURATION OF MATCH AND NOMINATION OF TEAMS

- The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.
- Teams shall be 11 per side for Men's 1st and 2nd XI and 12 per side for Women's 1st XI and Men's 3rd and 4th XI and Women's 2nd XI matches and shall be nominated in accordance with **Error! Reference source not found..**

20.3 HOURS OF PLAY AND INTERVALS

20.3.1 *Hours of Play*

The following hours of play apply.

Grade	First session	Interval	Second Session
Women's 1 st XI Men's 2 nd &4 th XIs	11.00am-12.15pm	12.15pm-12.25pm	12.25pm-1.40pm

Men's 1st&3rd XIs Women's 2nd XI	2.30pm-3.45pm	3.45pm-3.55pm	3.55pm-5.10pm
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Note: Start times may only be altered with the approval of Cricket Victoria (CV)

20.3.2 **Intervals**

Intervals between innings shall be of 10 minutes duration. No drinks intervals are permitted.

20.4 **LENGTH OF INNINGS**

20.4.1 **Uninterrupted Matches**

Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs.

Strict adherence to **Error! Reference source not found.** (over rates) must be observed.

20.4.2 **Delayed or Interrupted Matches**

- (a) If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in less than 5 overs the match shall be abandoned.
- (b) Where 5 completed overs or more have been bowled and an interruption is continuing, compulsory closure of the first side's innings shall occur when the reduced overs calculated in 18.2.2(a) equate with the number bowled.
- (c) The side batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number, including any part over, as in (a) or 18.2.2(c).
- (d) The second side's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until scheduled cessation time to less than that listed on the Table in 18.2.3 for those overs. In such case the overs for the reduced time shall be its entitlement, even if less than 5 overs.
- (e) If play ceases due to players being off the field or leaving it after the scheduled cessation time the match shall end the overs already bowled shall be the side batting second's entitlement for the purposes of this Rule.
- (f) Calculation of Deciding Score for all XIs shall be in accordance with the procedure in 18.5.5 substituting "25 over" with "5 overs" in 18.5.5(a) and 18.5.5(b).

20.5 **OVER LIMITS FOR BOWLERS**

20.5.1 **Limit Per Bowler**

A bowler shall not deliver more than one-fifth of the maximum of overs permitted in 20.4. Where overs from a bowler already exceed a reduced limit the number bowled shall be that bowler's limit.

20.5.2 **Limit Reached or Exceeded**

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 him.

20.5.3 **Fractional Adjustments**

Where the re-calculation of a bowler's limit results in a fraction the limit shall be raised to the next higher number for as many bowlers as is necessary to absorb the balance in whole overs.

20.5.4 **Part-Over Incapacity or Suspension**

A part of an over bowled under the provisions of Law 22.8 shall count as one full over in the limit of each bowler concerned in that over.

20.6 **THE BALL**

White CV-approved balls will be used as per **Error! Reference source not found.** One new ball shall be used for each innings.

20.7 **THE RESULT**

20.7.1 **Normal Conditions**

When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

20.7.2 **One1 Eliminator (Finals only)**

In the event of a tie in the final the match shall, where possible, be determined by the use of the One 1 Eliminator.

The procedure for the One1 Eliminator is as follows.

- (a) Subject to weather conditions the One1 Eliminator will take place on the scheduled day of the match at a time to be determined by the referee. In normal circumstances it shall commence five minutes after the conclusion of the match.
- (b) The One1 Eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority 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 names of the selected players are to be given to the umpires in writing.
- (e) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal 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 of the teams having the same score after the One1 Eliminator has been completed, the team that hit the most number of sixes combined from its two innings in both the main match and the One1 Eliminator shall be the winner.

- (i) If the number of sixes hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the One1 Eliminator will be declared the winner.
- (j) In the event that the result is still a Tie after the One1 Eliminator and clauses (h) and (i) above have been applied, the One1 Eliminator (clauses (a) to (g)) shall be repeated until a winner is obtained.

20.7.3 One1 Eliminator not possible

- (a) In preliminary matches, if the minimum number of overs has been bowled to constitute a match (five overs per team) and scores are level the match shall be declared a tie.
- (b) If circumstances make a One1 Eliminator impossible in the Final the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.

20.8 FIELDING RESTRICTIONS

The following fielding restrictions apply.

- (a) At the instant of delivery there shall not be more than five fieldsmen on the leg side.
- (b) For the first six overs (1-6) of each innings, only two fieldsmen, for the next 14 overs (7-20), only five fieldsmen are permitted to be outside the field restriction circles as defined in 18.7.
- (c) For the team batting first, in an interrupted match, the field-restrictions will apply as follows:

Total Overs In Innings	No of overs for which restrictions in 20.7.3(b) above apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

- (d) For the team batting second, where the number of overs is reduced, where possible the restrictions determined in 20.8(c) are to be maintained for the same proportion of the innings of the side batting second as for the innings of the side batting first (fractions to be ignored).

20.9 DECLARATIONS

The captain of the batting side may not declare his innings closed at any time during the course of a match.

20.10 NO BALL AND WIDE

The rules specified in 18.9 (No Ball) and 18.10 (Wide) apply, except that only one short-pitched delivery per over may be bowled.

20.11 LAW 31 – TIMED OUT

Law 31 will apply. Either the incoming batsman or his 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. The incoming batsman is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

20.12 CLOTHING

Players shall be permitted to wear coloured clothing and/or equipment as approved in advance by Cricket Victoria. See also **Error! Reference source not found.**

20.13 SIGHTSCREENS

Sightscreens shall be black or covered by dark shade cloth.

20.14 BOUNDARIES – WOMEN'S MATCHES

The maximum boundary distance for Women's Twenty20 matches is 64 metres in an arc from the intersection of the centre line and the popping crease and from the centre line between the two popping creases.