

8 PLACEMAKERS TWENTY20 MATCHES

1 The competition

- a. These playing conditions should be read in conjunction with **Sections 4 & 6**.
- b. This competition stands alone and is open to players from all clubs & schools; players can only play for one team in this competition.

2 The draw

- a. The board shall determine the draw and scheduling of matches.
- b. The board may re-schedule any match or competitions whenever necessary.

3 Nomination and toss

- a. **Prior to the toss**, each captain shall nominate his playing XII in writing to the umpires, noting his batting XI and his fielding XI. Once nominated, a player cannot be changed for any reason.
- b. The captains shall toss for innings no later than 10 minutes before the start of the match on the field-of-play in the presence of at least one umpire.
- c. The winning captain shall immediately advise the other captain, the umpire/s, scorer/s and the public address announcer of his decision to bat or to bowl. This decision cannot be changed.

4 Playing conditions

- a. Each team shall have available 20 overs. In an uninterrupted match the last over must start within 75 minutes of the start of the innings.
- b. If the team bowling first fails to bowl the allocated overs by the scheduled time, they will continue to bowl until they have completed the allocation or the batting innings ends; however they will only face the number of overs they bowled (complete overs) in their allocated time and to reach the score their opponents scored in their innings.
- c. A change of innings of 10 minutes shall apply; No drinks breaks are permitted. **On exceptionally hot days**, the umpires shall permit one drinks break after 10 overs have been bowled in an innings and shall extend the playing time up to a maximum of 5 minutes.
- d. If Team 1 (the team batting first) are All-out before the completion of their allocated overs, Team 2 (the team batting second) may still use their full allocation.
- e. No bowler may bowl more than 4 overs.
- f. If an innings is reduced due to **unreasonable or dangerous conditions**, the number of overs shall be proportionally reduced. No bowler shall bowl more than $\frac{1}{5}$ of the allocated overs, unless that limit is exceeded before an interruption.
- g. One over may be added to a minimum number of bowlers if the overs are not exactly divisible by 5.
- h. An incoming batsman must be at the crease and ready to play within 90 seconds of a dismissal. If he fails to do so, on Appeal, he may be dismissed; *Timed-out*.
- i. A free-hit applies for a Foot-fault (either foot); NO-BALL (with official umpires only). **See Section 6: 6**
 - A free-hit is not applicable in matches without official umpires.
 - The field must remain unchanged for the Free-hit delivery unless there is a change of striker.
 - A batsman can only be dismissed off a Free-hit delivery: Run-out; Handled the ball; Hit the ball twice; Obstructing the field; (the bowler cannot be credited with these dismissals).

5 Interruptions

- a. If match times are affected for any reason, the umpires shall adjust the times, overs, bowling restrictions etc in an endeavour to have a full match.
- b. A match must comprise a **minimum** of 5 overs to each team; otherwise it is a **No-result**.
- c. If the total number of overs in a match are reduced, each team shall have available the same number of overs. Overs lost shall be calculated at $3\frac{3}{4}$ minutes per over.



6 Fielding restrictions – Power Play overs

- a. For the duration of each innings, no more than five players may field on the On-side
- b. For the first 6 **Power Play** overs of each innings, no more than 2 fielders are permitted outside the fielding circle as shown in **Section 11**.
- c. For the remaining overs of each inning, at the instant of delivery, only 5 fielders are permitted outside the circle. These shall be reduced pro-rata if an innings is shortened, as follows:
 - Innings reduced to: 19 – 17 overs **Power Plays** 5 overs
 - 16 – 14 overs 4 overs
 - 13 – 10 overs 3 overs
 - 9 – 7 overs 2 overs
 - 6 – 5 overs 1 over

7 The Result

- a. If conditions prevent a complete 20-over per team match being played, the ‘**Simple AVERAGE method**’ shall be used. **See Section 9**.
- b. The winner of any match shall be determined by runs scored; no account shall be taken of any wickets lost.
- c. If any match is a No-result or a Tie, the Result shall be determined as in **Section 9**.
- e. Points shall be allocated as in **Section 6: 4**

8 The Final

- a. If two or more teams are Tied at the end of the competition, the eligibility to play in the **Final** shall be decided by the outcome of the respective match/s between the tied teams.
- b. If not applicable the finalists shall be decided on the total runs scored throughout the competition, divided by their number of innings played.
 - If two or teams are still equal on points, the team with the best Runs-Per-Over shall apply.
- c. **The Final** shall be played at Aorangi Oval or elsewhere as scheduled by the Board.
 - The Board shall supply two red balls for the **Final**.
 - If the **Final** match is a No-result or a Tie, the Result shall be determined as in **Sections 9 & 10**.

9 Placemakers Twenty20 draw

Date	Team 1	Team 2	Venue	Time
4 Nov	Waimate	Star	Aorangi Oval	5:30 pm
11 Nov	Temuka	Roncalli	Aorangi Oval	5:30 pm
18 Nov	Timaru	Celtic	Aorangi Oval	5:30 pm
25 Nov	Waimate	Roncalli	Aorangi Oval	5:30 pm
2 Dec	Celtic	Star	Aorangi Oval	5:30 pm
9 Dec	Timaru	Temuka	TBA	5:30 pm
16 Dec	Waimate	Timaru	Aorangi Oval	5:30 pm
7 Jan	Waimate	Temuka	Aorangi Oval	12 pm
7 Jan	Celtic	Roncalli	Ashbury 1	12 pm
7 Jan	Timaru	Star	MVHS 1	12 pm
7 Jan	Waimate	Celtic	Aorangi Oval	3:30 pm
7 Jan	Roncalli	Timaru	Ashbury 1	3:30 pm
7 Jan	Star	Temuka	MVHS 1	3:30 pm
13 Jan	Star	Roncalli	Aorangi Oval	5:30 pm
20 Jan	Celtic	Temuka	Aorangi Oval	5:30 pm
27 Jan	Final		Aorangi Oval	5:30 pm



9 WEATHER AFFECTED MATCHES; SIMPLE AVERAGE METHOD

- a. The following only applies to Limited-over matches shortened by adverse weather conditions
 - i.e. Fortyfive45 matches and Twenty20 matches.
- b. If a match is weather affected, the ‘**Simple AVERAGE method**’ shall be used, as follows:
 - The runs made by Team 1 (the side batting first) shall be divided by the overs faced in their allocated time. (A part over is counted as a complete over).
 - The full number of allocated overs shall be used in calculations if they are All-out sooner.
 - That number shall then be multiplied by the number of overs available to Team 2 (the side batting second).
- c. The target winning score for Team 2 shall be rounded up to the next full number.
 - i.e. 93.5 becomes 94 to **Win**.
- d. If Team 2 fails to reach the target score it is a **Win** to Team 1.
- e. A **Tie** can be achieved if:
 - Both teams’ scorers are equal at the end of the match.
 - The side batting second scores the non-rounded up figure required to win – i.e. as above, 93 to **Tie**.
 - The number of wickets lost by either Team in their respective innings’ shall be ignored.
- f. If a minimum of 5 overs are not available to both Teams, it is a **No-Result**.

10 DETERMINING THE WINNER OF A LIMITED-OVER FINAL MATCH

- a. The following applies only to a Limited-over **FINAL** match i.e. Forty45 & Twenty20 matches.
- b. If a Limited-over match has been delayed or interrupted by adverse conditions, the ‘Simple AVERAGE method’ shall be used. **See Section 9 above**
- c. If the match has not been so affected and the winner remains undecided (the scores are equal), the match winner shall be decided as follows:
 - In normal circumstances the following shall take place no later than 5 minutes after the conclusion of the match provided conditions permit.
- d. **One Over Per Side Eliminator – A Super-over**
 - Each captain must nominate in writing to one of the umpires, 3 batsmen and 1 bowler.
 - The umpires shall stand at the same end they were at the conclusion of the match and shall decide which end the **Super-overs** shall be bowled. This end shall apply to both teams.
 - The team batting second in the match shall bat first in the **Super-over** innings.
 - The field restrictions shall be as applicable at the last over played in the match.
 - The ball used in the match (or a ball of similar usage if the original is out of shape) shall be used.
 - The loss of two wickets ends that team’s innings.
 - In the event of both teams having the same score after the **Super-overs** the team with the most number of sixes scored in both of their innings shall be declared the winner.
 - If still equal, the team whose batsmen **HIT** the most number of **BOUNDARIES** (fours & sixes) in both of their innings shall be declared the winner. (This is **NOT** the number of runs scored from boundaries or any runs scored as extras).
 - If a winner is still not been found, or if for any reason **Super-overs** cannot be played a **Bowl-out** shall be used as follows:
- e. **A Bowl-out**
 - Each captain will nominate 5 bowlers who will bowl 1 ball each alternatively, to the same undefended wicket (3 stumps & bails), using a ball selected by the umpires (preferably one of the match balls).
 - The wicket-keeper shall stand well back from the wicket (no other fielders are involved).
 - A No-ball or a Wide-ball shall be counted as a ball bowled.
 - If a No-ball hits the wickets, it is not counted towards the score.
 - If a winner is not found at the conclusion of the initial **Bowl-out**, 1 ball will be delivered by each team alternatively on a sudden death basis until a result has been achieved.
- f. **The toss of a coin**
 - If for any reason a **Bowl-out** cannot be held, the winner shall be determined on **The toss of a coin** conducted in an open environment in the presence of at least one umpire.