

## 8 TWENTY20 MATCHES

### 1 The competition

These playing conditions should be read in conjunction with **Sections 4 & 6; South Canterbury Cricket Hand-book.**

### 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. **For the Pool matches, at the nomination** each team shall supply one new Red ball to the umpires.
- b. **During the Pool matches**, the team bowling first shall have the choice of ball of those supplied; that ball shall be used in both innings.
- c. **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.
- d. The captains shall toss for innings no later than 10 minutes before the start of the match on the field-of-play; this can be just inside the boundary, not necessarily on the pitch.
- e. The winning captain shall immediately advise the other captain, the umpires, scorers 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.
- d. If Team 1 (the team batting first) are All-out before the completion their allocated overs, Team 2 (the team batting second) may use their full allocation.
- e. No bowler may bowl more than 4 overs.
- f. If an innings is reduced, these shall be proportionally reduced. No bowler shall bowl more than  $\frac{1}{5}$  of the allocated overs, unless that limit is exceeded before the interruption.
- g. 1 over may be added to a **minimum** number of bowlers if the overs available is not exactly divisible by 5.
- h. An incoming batsman must be at the crease **ready to play** within 90 seconds of a dismissal.
- i. If he fails to do so, on Appeal, he may be dismissed; *Timed-out*.
- j. A free-hit applies for a foot-fault (either foot) NO-BALL, **but only in matches with official umpires.**
  - 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 (in a fashion where the bowler would not gain credit)

### 5 Fielding restrictions

- a. For the first 6 overs only of each innings, no more than 2 fielders are permitted outside the fielding circle.
  - For the remaining overs of each inning, at the instant of delivery, only 5 fielders are permitted outside the circle.
- b. These shall be reduced pro-rata reduction if an innings is shortened.

### 6 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.
- d. Overs lost shall be calculated at  $3\frac{3}{4}$  minutes per over.
- e. If an innings is reduced, this maximum number of **Power Plays** shall be reduced as follows:
- f. Innings of    5 - 6 overs..... Power Plays ..... 1 over  
                  7 - 9 overs ..... 2 overs  
                  10-13 overs ..... 3 overs  
                  14-16 overs ..... 4 overs  
                  17-19 overs ..... 5 overs

### 7 The Result

- a. If conditions prevent a complete 20-over per team match being played, the **'Simple AVERAGE method'** shall be used. **See Sections 9 & 10.**
- 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, a Tie, the Result shall be determined as in **Sections 9 & 10** below.

## 8 Semi-finals & Finals

- a. Eligibility to play in the Semi-finals & Final shall be determined as follows:
  - If two teams in the pool matches are Tied, the winner of the respective pool match shall be determined the winner; if not applicable **Sections 9 & 10** below shall apply
  - If a Semi-final match is a No-result, a Tie, the Result shall be determined as in **Sections 9 & 10** below
  - The board shall supply two red balls for each Semi-final
  - The winner of Pool A shall play the second placed team of Pool B in Semi-final 1
  - The winner of Pool B shall play the second placed team of Pool A in Semi-final 2
  - The winners of the two Semi-final winners shall play a Final match
- b. The finals shall be played at Aorangi Oval as scheduled by the board.
  - The board shall supply two red balls for the Final
  - If a Final match is a No-result, a Tie, the Result shall be determined as in **Sections 9 & 10** below

## 9 RAIN AFFECTED MATCHES; SIMPLE AVERAGE METHOD

- a. 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).
- b. The target winning score for Team 2 shall be rounded up to the next full number.
  - i.e. 93.5 becomes 94 to **Win**.
- c. If Team 2 fails to reach the target score it is a **Win** to Team 1.
- d. 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
- e. If a minimum of 5 overs are not available to both Teams, it is a **No-Result**

## 10 DETERMINING THE COMPETITION WINNER

- a. If there is a delayed or interruption in a match, the '**Simple AVERAGE method**' shall be used in the **final**.
- b. If a **final match**, the winner remains undecided, the appropriate trophy 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:
- c. One Over Per Side Eliminator (**OOPSE**):
  - Each captain must nominate in writing to one of the umpires, three (3) batsmen and one (1) bowler
  - The umpires shall stand at the same end they were at the conclusion of the match and shall decide which end the **OOPSE** shall be bowled. This end shall apply to both teams.
  - The team batting second in the match shall bat first in the **OOPSE**
  - 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 **OOPSEs** the team with the most number of sixes scored in both of their innings shall be declared the winner
  - If still equal, the team scoring the most boundaries (fours & sixes) in the **OOPSE** shall be declared the winner
  - If an **OOPSE** cannot be played, if possible a Bowl-out shall be used as follows:
- d. A Bowl-out:
  - Each captain will nominate 5 bowlers who will bowl 1 ball each alternatively, to the same undefended wicket, using a ball selected by the umpires (preferably one used in the match)
  - The wicket-keeper shall stand well back from the wicket
  - A No-ball or 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 until a result has been achieved
- e. 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 one or both umpires