

Social Thursday Night Twenty20 competition

1 The Competition

- a. These playing conditions should be read in conjunction with: Playing conditions – all grades –
- b. This competition stands alone and is open to players from all clubs & schools;

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. The captains shall toss for innings no later than 10 minutes before the start of the match.
- b. The winning captain shall immediately advise the other captain of his decision to bat or to bowl. This decision cannot be changed.

4 The Ball

- a. Each team shall provide their own red 156gm ball in reasonable condition for the match.

5 Playing Conditions

- a. Each team shall have available 20 overs. In an uninterrupted match the last over should start within 75 minutes of the start of the innings.
- b. A change of innings of 10 minutes shall apply; No drinks breaks are permitted. On exceptionally hot days, one five minute drinks break after 10 overs may be taken.
- c. 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.
- d. No bowler may bowl more than 4 overs.
- e. 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.
- f. One over may be added to a minimum number of bowlers if the overs are not exactly divisible by 5.
- g. An incoming batsman must be at the crease and ready to play within 90 seconds of a dismissal.
 - No Free Hits in this grade

6 Interruptions & Delays

- a. A match must comprise a minimum of 5 overs to each team; otherwise it is a No-result.
- b. 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 3¾ minutes per over.

7 Fielding Restrictions – Power Play Overs

- a. For the duration of each innings, no more than five players may field on the On-side
- b. During the first 6 overs (Power Play overs) of each innings, no more than 2 fielders are permitted outside the fielding circle (imaginary 30m circle – so best guess)
- 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

Weather affected matches; the Simple AVERAGE method

- a. The following only applies to matches shortened by adverse weather conditions
- 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 the minimum of overs are unavailable to both Teams, it is a No-Result.

8 The Result

- a. The winner of any match shall be determined by runs scored; no account shall be taken of any wickets lost.
- b. If any match is a No-result or a Tie, the Result shall be determined by having a "Super Over".

9 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 matches 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 the home ground of the highest qualifier or if unavailable, elsewhere as determined by the Board.