



CRICKET AUSTRALIA

10. APPENDICIES

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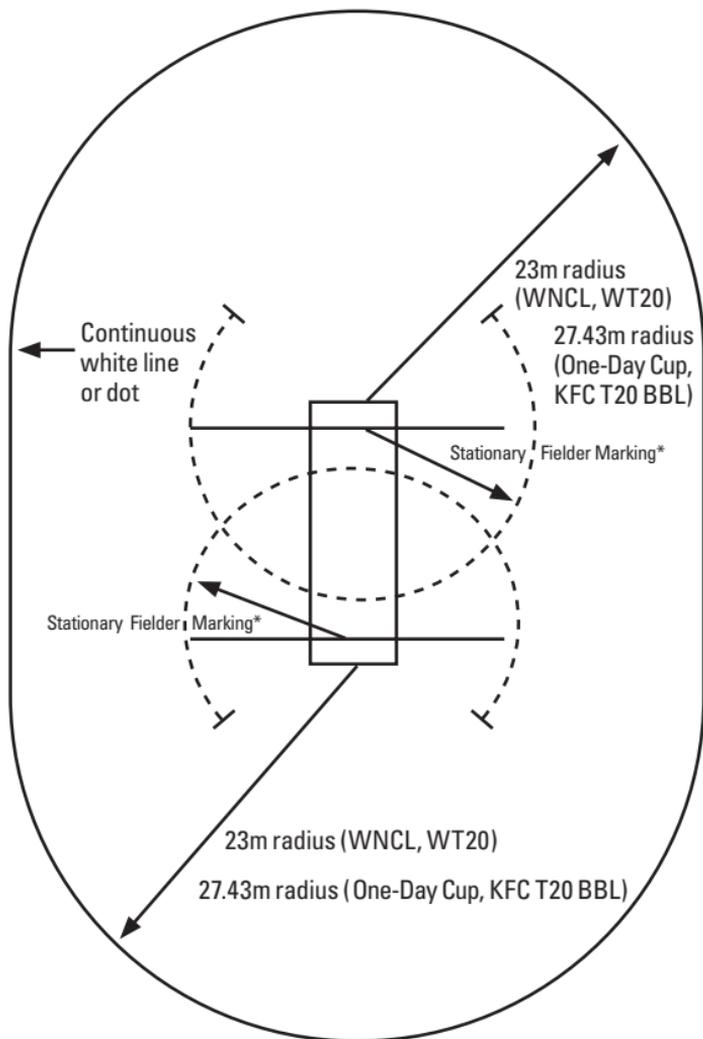
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Appendix 1

Restrictions on the Placement of Fielders



* Stationary fielder markings are 13.72m for One-Day Cup, and 12m for WNCL.

Appendix 2

Bonus Point System

- 1 bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.
- 1. additional bonus point for any team that achieves victory with a run rate 2.00 times that of the opposition; i.e. 2 bonus points are achieved –1 bonus point for victory with a run rate 1.25 times that of the opposition and 1 additional bonus point for victory with a run rate 2.00 times that of the opposition.
- A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.
- Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.
- Where matches are shortened and targets revised through the Duckworth/Lewis system, bonus run rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

NB:

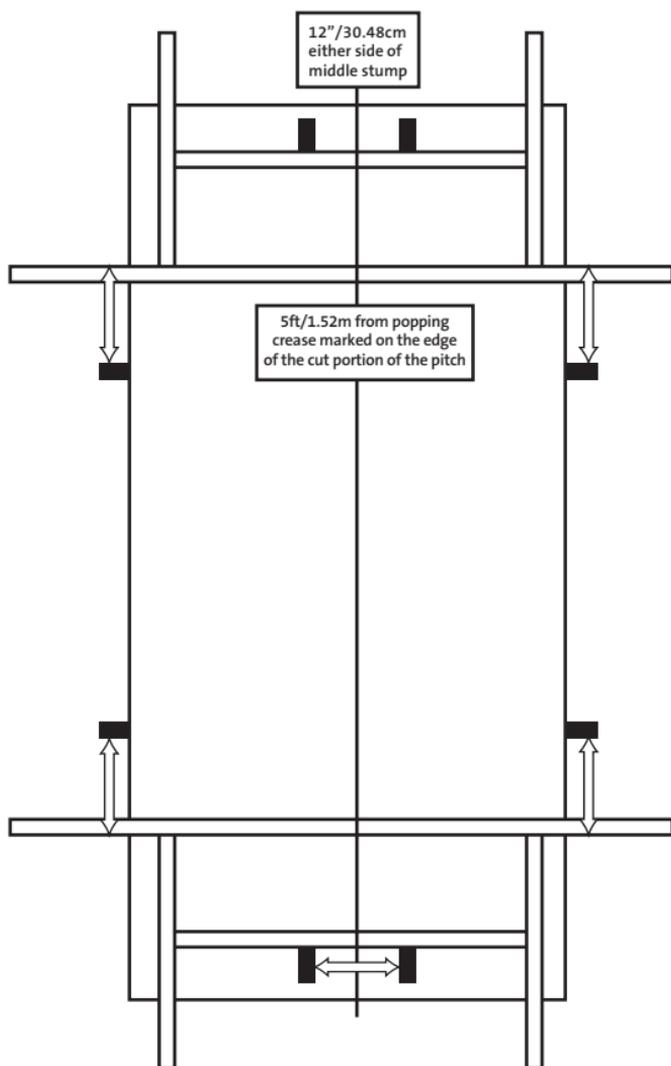
- For the team batting second to gain 1 bonus point the victory must be achieved by the end of the 40th over (or in a reduced overs match the number of balls as set by the calculation of the total number of balls).
- For the team batting second to gain 2 bonus points the victory must be achieved by the end of the 25th over (or in a reduced overs match the number of balls as set by the calculation of the total number of balls).

Team Batting First			Team Batting Second				Team Bowling Second						
Score	Run Rate	1 Bonus Point	Required Run Rate	Overs to win	1 Additional Bonus Point	Required Run Rate	Target Score	1 Bonus Point	Required Run Rate	Target Score	1 Additional Bonus Point	Required Run Rate	Target Score
300	6	7.525	40	12.04	25	4.8	240	4.8	3	150			
275	5.5	6.9	40	11.04	25	4.4	220	4.4	2.74	137			
250	5	6.275	40	10.04	25	4	200	4	2.5	125			
225	4.5	5.65	40	9.04	25	3.6	180	3.6	2.24	112			
200	4	5.025	40	8.04	25	3.2	160	3.2	2	100			
175	3.5	4.4	40	7.04	25	2.8	140	2.8	1.74	87			
150	3	3.775	40	6.04	25	2.4	120	2.4	1.5	75			
125	2.5	3.15	40	5.04	25	2	100	2	1.24	62			
100	2	2.525	40	4.04	25	1.6	80	1.6	1	50			
75	1.5	1.9	40	3.04	25	1.2	60	1.2	0.74	37			

Appendix 3

The Protected Area Markings

Protected Area markings must be the same width as the crease markings.



Appendix 4

One-Day-Cup, KFC T20 BBL, WNCL and WT20 Wide Markings

Wide markings must be the same width as the crease markings.

Off-side wide markings – Wide markings must extend backwards from the popping crease. The distance of 17 inches (43.18cm) shall be measured from the inside of the edge of the wide marking to the inside edge of the return crease.

Leg-side wide markings – The leg side Wide markings will be an extension of the “protected area markings” towards the popping crease, i.e. The inside edge shall be 12” (30.48cm) from either side of middle stump. The lines shall extend 2ft (0.61cm) from the back edge of the bowling crease.

The protected area markings 5ft/1.52m from the popping crease are still required and shall be marked as per Appendix 3.

Appendix 5

Maximum Overs for Medium and Pace Bowlers

a. Definitions

- i. **Bowling Type:** Bowlers of medium pace or faster (as determined by the umpires and broadly defined as one to whom the wicket-keeper would normally stand back, or one who is not considered a slow bowler). The umpires shall immediately notify the captains of both sides of each bowler who they determine should be treated differently to this broad definition.
- ii. **Players Age:** The player's age shall be determined as their age on 31 August preceding each cricket season (ie. Under-19 players will be 17 or 18 on 31 August; Under-17 players will be 15 or 16 on 31 August etc.) and the appropriate bowling limitations shall apply for the entire season.

b. Notification

The team captain must indicate to the umpires on the team sheet each player to whom this playing condition applies and indicate their age.

c. Bowling Limitations

Bowling limitations apply at the following ages:

- i. **Under-19:**
A maximum spell of eight (8) consecutive overs.
A maximum daily allocation of twenty (20) overs.
- ii. **Under-17:**
A maximum spell of six (6) consecutive overs.
A maximum daily allocation of sixteen (16) overs.
- iii. **Under-15:**
A maximum spell of five (5) consecutive overs.
A maximum daily allocation of ten (10) overs.
- iv. **Under-14:**
A maximum spell of four (4) consecutive overs.
A maximum daily allocation of eight (8) overs.

d. Length of Break

- i. The break between spells for a Multi-Day match is to be a minimum of 60 minutes (including the lunch and tea interval and any unscheduled breaks in play).
- ii. The break between spells for a One Day or T20 match is to be a minimum of 30 minutes (including the lunch interval and any unscheduled breaks in play).
- iii. A bowler who has bowled a spell of less than the maximum spell permitted for their age (defined above) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply. Following the completion of the extended spell, the normal break of 30/60 minutes between spells will apply and the break within the spell is disregarded.
- iv. If a change of innings occurs, and a bowler commences bowling in the new innings within 30/60 minutes of bowling in the previous innings, this will be considered an extension of the same spell and the maximum spell limit and daily limits for that age of player shall still apply.
- v. If any interval or interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limits. If this over is completed at the start of a new day's play, the over shall be considered the first over of a new spell for that bowler and the first over of the new daily limits.

e. Change of Bowling Type

Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:

- i. if the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day.
- ii. if the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

f. Management

- i. It is the responsibility of the fielding captain to ensure that this playing condition is upheld.
- ii. If the umpires become aware of a breach of this playing condition in an underage program or competition, when the ball is dead, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.
- iii. Should a dispute or uncertainty regarding the application of this playing condition occur during play, the umpires shall make the final decision on its application based on information available from the scorers or other sources.

g. Eligibility to Participate

Any underage bowler must have his / her bowling loads assessed prior to participating in any Cricket Australia competition. This includes, but is not limited to, all senior men's and women's competitions, Futures League, and Cricket Australia National Championships.

- i. Strict adherence to these guidelines is expected in Cricket Australia underage programs & competitions, and
- ii. It is also recommended that these guidelines are followed for underage players participating in senior competitions, although this will not be officially monitored or enforced.

Appendix 6

Playing Conditions Restrictions Matrix

The following table is to be used as a GUIDE ONLY for uninterrupted limited over matches played under the Playing Conditions in this book. Interrupted matches shall have restrictions adjusted proportionately to the reduction in match length (see relevant competition Playing Conditions).

	ODI Series	One-Day Cup	KFC Twenty20 Int//BBL	WNCL	WT20	Overs per innings	Minimum overs for match	Minimum overs for final match	Maximum overs per bowler	2 fielders inside inner circles	Only 2 fielders outside circle	Maximum fielders outside circle
Overs per innings	50	50	20	50	20							
Minimum overs for match	20	15	5	15	5							
Minimum overs for final match	20	20	5	20	5							
Maximum overs per bowler	10	10	4	10	4							
2 fielders inside inner circles	First 10 Overs	First 10 Overs	N/A	First 10 Overs	N/A							
Only 2 fielders outside circle	First 10 overs only (then 3 players for for Powerplay 2)	First 10 overs only (then 3 players for for Powerplay 2)	First 6 overs	First 10 overs only (then 3 players for for Powerplay 2)	First 6 overs							
Maximum fielders outside circle	4 for non Powerplay Overs	4 for non Powerplay Overs	5 for overs 7 onwards	4 for non Powerplay Overs	5 for overs 7 onwards							

Appendix 7

Procedure for the Super Over (One Over Per Side Tiebreaker) in a BBL match

The following procedure will apply should the provision for a Super Over be adopted in a BBL match.

1. Subject to ground, weather or light conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the Match Referee. In normal circumstances it shall commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.
2. 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the 30 minutes, the Super Over shall be abandoned. See clause 15.
3. The Super Over 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 and the Match Referee.
4. The umpires shall stand at the same end as they stood during the match.
5. In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batsmen or bowlers prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies.

6. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Laws and Playing Conditions for the main match shall apply.
7. Any 'penance' time being served in the main match shall be carried forward to the Super Over.
8. Each team's over is played with the same fielding restrictions as apply for the last over in the match.
9. The team batting second in the match will bat first in the Super Over.
10. Each team shall use a new ball selected by the umpires to bowl their over in the Super Over. If the ball needs to be changed during the Super Over, then the Playing Conditions for the main match shall apply.
11. Each team shall bat for one over unless all out earlier.
12. In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the D/L method, clause 14 below immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
13. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
14. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses all wickets during its over, then any unbowed deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from a Wide ball, a No ball or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However Team 1 scored two runs from its 4th ball while Team 2 scored one run, so Team 1 is the winner.

15. Clause 2 example:

Hours of Play

7.00pm - 8.20pm Session 1

8.20pm - 8.35pm Interval

8.35pm – 9.55pm Session2

30 minutes extra time available for Super Over.

- (a) The main match finishes at 9.55pm. The Super Over is scheduled to start at 10:00pm with 30 minutes extra time available. It starts on time but is interrupted at 10.10pm. Play must resume by 10.40pm otherwise the Super Over is abandoned.

Appendix 8

Procedure for the Super Over (One Over Per Side Tiebreaker) in a WT20 Match

The following procedure will apply should the provision for a Super Over be adopted in a WT20 match.

1. Subject to ground, weather or light conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the Match Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
2. 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the 30 minutes, the Super Over shall be abandoned. See clause 15.
3. The Super Over 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 and the Match Referee.
4. The umpires shall stand at the same end as they stood during the match.
5. In both innings of the Super Over, the fielding side shall choose which end to bowl from.
6. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Laws and Playing Conditions for the main match shall apply.
7. Any 'penance' time being served in the main match shall be carried forward to the Super Over.
8. Each team's over is played with the same fielding restrictions as apply for the last over in the match.
9. The team batting second in the match will bat first in the Super Over.

10. The fielding captain or their nominee shall select the ball with which they wish to bowl their over in the Super Over from the box of spare balls provided by the umpires. Such box is to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then the Playing Conditions for the main match shall apply.
11. The loss of two wickets in the over ends the team's one over innings.
12. In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the D/L method, clause 14 below immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
13. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
14. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowed deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from a Wide ball, a No ball or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However Team 1 scored 2 runs from its 4th ball while Team 2 scored one run, so Team 1 is the winner.

15. Clause 2 example:

Hours of Play

7.00pm - 8.20pm Session 1

8.20pm - 8.35pm Interval

8.35pm – 9.55pm Session2

30 minutes extra time available for Super Over.

- a. The main match finishes at 9.55pm. The Super Over is scheduled to start at 10.05pm with 30 minutes extra time available. It starts on time but is interrupted at 10.10pm. Play must resume by 10.40pm otherwise the Super Over is abandoned.

Appendix 9

Third Umpire and TV Replays

In relation to Law 3 – The Appointment of Umpires, the following specifically explains the role of the Third Umpire for all Cricket Australia televised matches.

General

Cricket Australia shall appoint a third umpire from its panel of umpires who shall act as the emergency umpire and officiate in regard to TV replays in all televised matches where the technology is available.

Run Out, Stumping and Hit Wicket Decisions

- a. The on-field umpire shall be entitled to refer an appeal for arun-out, stumping or hit wicket to the third umpire.
- b. An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his hands.
- c. If the third umpire decides the batsman is out a red light is displayed; a green light means Not-out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to signify to the on-field umpires that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (As an alternative to the red/green light system and where available, the big replay screen may be used for the purpose of conveying the third umpire's decision.)
- d. When reviewing the TV replay(s), if the third umpire finds the batsman has been bowled rather than hit wicket or stumped, he shall indicate that the batsman was dismissed.

Caught Decisions

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

- a. Clean Catches
 - i. Should the bowler's end umpire be unable to decide whether or not a catch was taken cleanly, he shall first consult with the square leg umpire.
 - ii. Once forming an initial view, should they remain uncertain, they may consult by two-way radio with the third umpire. Following such consultation, the final decision will be made and given by the bowler's end umpire, who will take into account the on-field umpires' initial views and any other advice received from the third umpire.
 - iii. The third umpire has to determine whether the batsman has been caught. However, when reviewing the television replay(s), if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. The final decision shall be indicated in the normal fashion by the bowler's end umpire.
- b. Bump Ball
 - i. Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire
 - ii. Should both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke.
 - iii. The third umpire has to determine whether the ball was a bump ball or not. However, when reviewing the television replay(s), if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. The final decision shall be indicated in the normal fashion by the third umpire.

Boundary Decisions

- a. The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched or crossed the boundary line or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter. Immediately is taken to mean prior to the next delivery. In addition, no changes shall be made after the call of Time.
- b. An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.
- c. The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident as envisaged under this clause.

Obstructing the Field

- d. The on-field umpire shall be entitled to refer to the third umpire for a decision relating to Law 37 – Obstructing the Field and Law 42.14 – Batsman Damaging the Pitch.
- e. An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.

Change of Umpire

- f. Where an injury or illness occurs to an umpire, and he must leave the field for treatment, the third umpire shall officiate in his place.
- g. The match shall continue without a third umpire until the injured/ill umpire is able to take the third umpire's role or the State Association finds a suitable replacement

Appendix 10

Calculation Sheets

The following calculation sheets can be used when delays or interruptions occur in limited overs matches.

1. One-Day Cup

- 1.1 Calculation sheet for use when a delay or interruptions occur in the First Innings

Time

Net playing time available at start of the match 420 minutes (A)

Time innings in progress _____ (B)

Playing time lost _____ (C)

Extra time available _____ (D)

Time made up from reduced interval _____ (E)

Effective playing time lost $[C - (D + E)]$ _____ (F)

Remaining playing time available $[A - F]$ _____ (G)

G divided by 4.2 (to 2 decimal places) _____ (H)

Max overs per team $[H/2]$ (round up fractions) _____ (I)

Maximum overs per bowler $[I / 5]$ _____

Duration of Powerplay Overs (initial, batting side) _____ + _____

Rescheduled Playing Hours

First session to commence or recommence _____ (J)

Length of innings $[I \times 4.2]$ (round up fractions) _____ (K)

Rescheduled first innings cessation time $[J + (K - B)]$ _____ (L)

Length of interval _____ (M)

Secondinningscommencementtime $[L+M]$ _____ (N)

Rescheduled second innings cessation time $[N + K]$ _____ *(O)

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

- 1.2 Calculation sheet to check whether an interruption during the First Innings should terminate the innings
- Proposed re-start time _____ (P)
- Rescheduled cut-off time allowing for full use of any extra time provision _____ (Q)
- Minutes between P and Q _____ (R)
- Potential overs to be bowled [$R / 4.2$]
(round up fractions) _____ (S)
- Number of complete overs faced to date in first innings _____ (T)

If S is greater than T then revert to section 1.1 above

If S is less than or equal to T then the first innings is terminated and go to section 1.3 below

- 1.3 Calculation sheet for the start of the Second Innings
- Maximum overs to be bowled:
(If first innings was terminated, S from section 1.2 above) _____ (A)
- Scheduled length of innings:
[$A \times 4.2$] (round up fractions) _____ (B)
- Start time _____ (C)
- Scheduled cessation time [$C + B$] _____ (D)
- Overs per bowler and Fielding Restrictions
Maximum overs per bowler [$J / 5$] _____ overs
- Duration of Powerplay overs
(initial, batting side) _____ + _____

1.4 Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

Time at start of innings _____ (A)

Time at start of interruption _____ (B)

Time innings in progress _____ (C)

Restart time _____ (D)

Length of interruption [D – B] _____ (E)

Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings) _____ (F)

Total playing time lost [E – F] _____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost [G / 4.2] (rounded down) _____ (I)

Adjusted maximum length of innings [H – I] _____ (J)

Rescheduled length of innings [J x 4.2 rounded up] _____ (K)

Amended cessation time of innings [D + (K – C)] _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5] _____ overs

Duration of Powerplay overs (initial, batting side) _____ + _____

2. KFC T20 Big Bash League

2.1 Calculation sheet for use when a delay or interruptions occur in the First Innings

Time

Net playing time available at start of the match 160 minutes (A)

Time innings in progress _____ (B)

Playing time lost _____ (C)

Extra time available _____ (D)

Time made up from reduced interval _____ (E)

Effective playing time lost $[C - (D + E)]$ _____ (F)

Remaining playing time available $[A - F]$ _____ (G)

G divided by 4 (to 2 decimal places) _____ (H)

Max overs per team $[H/2]$ (round up fractions) _____ (I)

Maximum overs per bowler $[I / 5]$ _____

Number of Powerplay overs _____

Rescheduled Playing Hours

First session to commence or recommence _____ (J)

Length of innings $[I \times 4]$ _____ (K)

Rescheduled first innings cessation time $[J + (K - B)]$ _____ (L)

Length of interval _____ (M)

Second innings commencement time $[L + M]$ _____ (N)

Rescheduled second innings cessation time $[N + K]$ _____ *(O)

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

- 2.2 Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time _____ (P)

Rescheduled cut-off time allowing for full use of any extra time provision _____ (Q)

Minutes between P and Q _____ (R)

Potential overs to be bowled $[R / 4]$ _____ (S)
(round up fractions)

Number of complete overs faced to date in first innings _____ (T)

If S is greater than T then revert to section 2.1 above. If S is less than or equal to T then the first innings is terminated and go to section 2.3 below.

- 2.3 Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from section 2.2 above) _____ (A)

Scheduled length of innings: $[A \times 4]$ _____ (B)

Start time _____ (C)

Scheduled cessation time $[C + B]$ _____ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler $[J / 5]$ _____

Number of Powerplay overs _____

2.4 Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

Time at start of innings _____ (A)

Time at start of interruption _____ (B)

Time innings in progress _____ (C)

Restart time _____ (D)

Length of interruption [D – B] _____ (E)

Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings) _____ (F)

Total playing time lost [E – F] _____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost [G / 4] (rounded down) _____ (I)

Adjusted maximum length of innings [H – I] _____ (J)

Rescheduled length of innings [J x 4] _____ (K)

Amended cessation time of innings [D + (K – C)] _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5] _____

Number of Powerplay overs _____

3. WNCL

3.1 Calculation sheet for use when a delay or interruptions occur in the First Innings

Time

Net playing time available at start of the match 380 minutes (A)

Time innings in progress _____ (B)

Playing time lost Extra time available _____ (C)

Time made up from reduced interval _____ (D)

Effective playing time lost [C – (D + E)] _____ (F)

Remaining playing time available [A - F] _____ (G)

G divided by 3.8 (to 2 decimal places) _____ (H)

Max overs per team [H/2]
(round up fractions) _____ (I)

Maximum overs per bowler [I / 5] _____

Duration of Powerplay Overs
(initial, batting side) _____ + _____

Rescheduled Playing Hours First session
to commence or recommence _____ (J)

Length of innings [I x 3.8]
(round up fractions) _____ (K)

Rescheduled first innings
cessation time [J + (K – B)] _____ (L)

Length of interval _____ (M)

Second innings commencement
time [L + M] _____ (N)

Rescheduled second innings
cessation time [N + K] _____ *(O)

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time.

If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

- 3.2 Calculation sheet to check whether an interruption during the First Innings should terminate the innings
- Proposed re-start time _____ (P)
- Rescheduled cut-off time allowing for full use of any extra time provision _____ (Q)
- Minutes between P and Q _____ (R)
- Potential overs to be bowled
[$R / 3.8$] (round up fractions) _____ (S)
- Number of complete overs faced to date in first innings _____ (T)
- If S is greater than T then revert to section 3.1 above
If S is less than or equal to T then the first innings is terminated and go to section 3.3 below

- 3.3 Calculation sheet for the start of the Second Innings
- Maximum overs to be bowled:
(If first innings was terminated, S from section 3.2 above) _____ (A)
- Scheduled length of innings:
[$A \times 3.8$] (round up fractions) _____ (B)
- Start time _____ (C)
- Scheduled cessation time [$C + B$] _____ (D)
- Overs per bowler and Fielding Restrictions
Maximum overs per bowler [$J / 5$] _____ overs
- Duration of Powerplay overs
(initial, batting side) _____ + _____

3.4 Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

Time at start of innings _____ (A)

Time at start of interruption _____ (B)

Time innings in progress _____ (C)

Restart time _____ (D)

Length of interruption [D – B] _____ (E)

Additional time available:

(Any unused provision for 'Extra Time'
or for earlier than scheduled start of
second innings) _____ (F)

Total playing time lost [E – F] _____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost [G / 3.8] (rounded down) _____ (I)

Adjusted maximum length of innings [H – I] _____ (J)

Rescheduled length of innings
[J x 3.8 rounded up] _____ (K)

Amended cessation time of innings
[D + (K – C)] _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5] _____ overs

Duration of Powerplay overs
(initial, batting side) _____ + _____

4. WT20

4.1 Calculation sheet for use when a delay or interruptions occur in the First Innings

Time

Net playing time available at start of the match 150 minutes (A)

Time innings in progress _____ (B)

Playing time lost Extra time available _____ (C)

Time made up from reduced interval _____ (D)

Effective playing time lost [C – (D + E)] _____ (E)

Remaining playing time available [A - F] _____ (G)

G divided by 3.75 (to 2 decimal places) _____ (H)

Max overs per team [H/2]
(round up fractions) _____ (I)

Maximum overs per bowler [I / 5] _____

Number of Powerplay overs _____

Rescheduled Playing Hours First session to commence or recommence _____ (J)

Length of innings [I x 3.75] _____ (K)

Rescheduled first innings cessation time [J + (K – B)] _____ (L)

Length of interval _____ (M)

Second innings commencement time [L + M] _____ (N)

Rescheduled second innings cessation time [N + K] _____ *(O)

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

- 4.2 Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time _____ (P)

Rescheduled cut-off time allowing for full use of any extra time provision _____ (Q)

Minutes between P and Q _____ (R)

Potential overs to be bowled [$R / 3.75$] (round up fractions) _____ (S)

Number of complete overs faced to date in first innings _____ (T)

If S is greater than T then revert to section 4.1 above If S is less than or equal to T then the first innings is terminated and go to section 4.3 below.

- 4.3 Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from section 4.2 above) _____ (A)

Scheduled length of innings: [$A \times 3.75$] _____ (B)

Start time _____ (C)

Scheduled cessation time [$C + B$] _____ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [$J / 5$] _____

Number of Powerplay overs _____

4.4 Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

Time at start of innings _____ (A)

Time at start of interruption _____ (B)

Time innings in progress _____ (C)

Restart time _____ (D)

Length of interruption [D – B] _____ (E)

Additional time available:

(Any unused provision for 'Extra Time'
or for earlier than scheduled start of
second innings) _____ (F)

Total playing time lost [E – F] _____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost [G / 3.75] (rounded down) _____ (I)

Adjusted maximum length of innings [H – I] _____ (J)

Rescheduled length of innings [J x 3.75] _____ (K)

Amended cessation time of
innings [D + (K – C)] _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5] _____

Number of Powerplay overs _____

