

8. T20 Playing Conditions

The following subsections details the playing conditions for T20 matches. These rules apply to T20 matches conducted under both Hybrid and One Day competitions.

8.1 T20 Matches

8.1.1 Hours of Play

Matches will commence promptly as per the following table and will conclude once a result has been determined.

Grade	Scheduled Start of Play	Scheduled End of Match
All Grades	1:00pm	4:00pm

Every effort should be made to ensure that the first innings is completed by 2.20pm. At the end of the first innings there will be a 15-minute Innings Break.

Please note that the above Innings Break and Scheduled End of Match are NOT hard cut off times for the innings/match to be completed.

If the innings and/or match have not been completed by the preferred time noted above, the Official Umpire, or in their absence, the respective Team Captains are required to advise the NCU Secretary in writing of the cause/s of any delay in the completion of the innings and/or match.

If the match is impacted by Adverse Weather in the first innings, the expected time that the innings break occurs will be adjusted to reflect the remaining overs to be bowled in that innings (see 8.1.2).

Drinks breaks should not exceed 3 ½ minutes in the middle of each innings and are not to be taken if the duration of the innings has been reduced to 15 overs or less due to Adverse Weather, except for additional drinks break requirements associated with Extreme Heat.

8.1.2 Maximum Overs

A T20 match consists of an innings to each team with a limited number of overs as per the following table:

Grade	Maximum Overs in an Innings	Maximum Overs per Bowler
All Grades	20 Overs	4 Overs per Bowler

Where there is an interruption to play due to adverse weather or conditions, the first thirty minutes of any interruption(s) shall not incur a loss of overs. Instead, the times of the scheduled break and/or end of play shall be extended by up to thirty minutes, equal to the length of the interruption.

After the initial thirty minutes of interruption to play due to adverse weather or conditions, playing time will be lost as per below.

If playing time is lost due to weather or conditions prior to the conclusion of the first innings, then one over shall be deducted from each innings for every seven minutes lost.

If playing time is lost due to weather or conditions after the conclusion of the first innings, then one over shall be deducted from the remaining innings for every three-and-a-half minutes lost.

Any team failing to bowl the required number of overs may be liable for penalty at the discretion of the NCU Executive.

8.1.3 Loss of Playing Time – Maximum Overs per Bowler

Where playing time is lost due to adverse weather or other conditions, the Maximum Overs per Bowler shall be reduced as per the table below:

Total Overs	Bowling Restrictions
20 overs	Maximum 4 overs per bowler
19 Overs	Maximum 4 over per bowler for 4 bowlers, maximum 3 overs per bowler for all other bowlers
18 Overs	Maximum 4 over per bowler for 3 bowlers, maximum 3 overs per bowler for all other bowlers
17 Overs	Maximum 4 over per bowler for 2 bowlers, maximum 3 overs per bowler for all other bowlers
16 Overs	Maximum 4 over per bowler for 1 bowler, maximum 3 overs per bowler for all other bowlers
15 Overs	Maximum 3 overs per bowler
14 Overs	Maximum 3 over per bowler for 4 bowlers, maximum 2 overs per bowler for all other bowlers
13 Overs	Maximum 3 over per bowler for 3 bowlers, maximum 2 overs per bowler for all other bowlers
12 Overs	Maximum 3 over per bowler for 2 bowlers, maximum 2 overs per bowler for all other bowlers
11 Overs	Maximum 3 over per bowler for 1 bowler, maximum 2 overs per bowler for all other bowlers
10 Overs	Maximum 2 overs per bowler

Where the maximum overs of an innings in progress is reduced, any bowler that has bowled the maximum or more than the maximum number of overs for the reduced innings shall be considered to have bowled their maximum numbers of overs and shall not be permitted to bowl again. If an over is in progress during an interruption in play, the bowler may complete that over.

8.1.4 Minimum Overs to Constitute a Match

Where Adverse Weather or other conditions prevents both sides to receive the maximum overs, a minimum of ten (10) overs must be received by each side, unless first dismissed or a result obtained, to constitute a match. If the minimum over requirement is not met, then the match result will be determined as a No Result.

8.1.5 Wide Ball

The following wide ball restriction shall apply ONLY for 1st and 2nd Grade T20 matches – the ball will be considered a wide if it passes behind the striker on the leg side.

The conventional consideration of a wide ball (per MCC Law 22.1 – Judging a Wide) shall be used for all other Grades.

8.1.6 Free Hit

This rule shall only apply for a No ball applied under the following Laws and Rules:

- **Law 21.5 Fair delivery – the feet**
 - For a delivery to be fair in respect of the feet, in the delivery stride
 - 21.5.1 the bowler's back foot must land within and not touching the return crease appertaining to his/her stated mode of delivery.
 - 21.5.2 the bowler's front foot must land with some part of the foot, whether grounded or raised
 - on the same side of the imaginary line joining the two middle stumps as the return crease described in 21.5.1, and
 - behind the popping crease.
- **Law 21.10 Ball bouncing over head height of striker**
 - The umpire shall call and signal No ball for any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease.
- **Law 41.7 Bowling of dangerous and unfair non-pitching deliveries**
 - 41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball.
- **Law 28.4 Limitation of on side fielders**
 - At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line.
In the event of infringement of this Law by any fielder, the striker's end umpire shall call and signal No ball.
- **Rule 8.1.10 Fielding Restrictions – Leg Side**
 - At the instant of the bowler's delivery there shall not be more than five fielders, other than the wicket-keeper and the bowler, on the leg side of the wickets.
In the event of infringement of this Rule by any fielder, either umpire shall call and signal No ball.

If a bowler delivers a ball that is deemed a No ball as per one of the above Laws or Rules, the batting team shall get one run for the No ball, plus any byes, penalty runs, or runs scored off the bat.

In addition, the next legal delivery is deemed as a Free Hit for the batting team. If the same batsman is on strike for the Free Hit, as they were for the previous No ball delivery, then the positions of the fielding team must remain in the same as it was for the delivery that was called a No ball.

The positions of fielding team may be changed if the batsmen have swapped ends during the course of scoring runs off the previous No ball delivery.

The batsman, when presented with a "Free Hit" delivery, cannot be dismissed in any mode, other than those applicable for a No Ball, namely Run Out, Hit the Ball Twice or Obstructing the Field. For clarity, the batsman cannot be out Stumped off a Free Hit.

Any delivery that is called a No ball for any reason other than those stated above shall not result in a Free Hit.

8.1.7 Incoming Batsman

At the fall of a wicket, the incoming batsman must reach the crease within 120 seconds of the dismissal of the previous batsman, and be ready to face the next delivery, otherwise they will be regarded as dismissed, Timed Out (Law 40 of the MCC Laws of Cricket).

8.1.8 Fielding Restrictions – Inner Ring

On fields that do not have an inner ring already marked, teams shall, where possible, mark using flat inner ring markers (not boundary cones), white landscape chalk, or white temporary grass marking paint (grass fields only) an infield ring of approximately 27.5 meters from the closest point of the pitch or half the distance from the closest point of the pitch to the boundary, whichever is the lesser. Where marking of a physical ring on the playing surface is not possible, players and umpires should use the midway point between the closest points of the pitch and the boundary.

It is the responsibility of the home team (the team named first in PlayHQ) to supply flat inner ring markers or chalk/paint to mark the inner ring. The inner ring should be marked and agreed by both captains prior to the toss.

Where flat inner ring markers are used to mark the inner ring, the ball shall continue to be considered to be in play if it hits a marker and play should continue until the ball finally comes to rest, as with any other delivery.

Outside of a Power Play (see 8.1.9), there shall be no more than five fielders allowed outside of the marked or unmarked ring at the point of delivery of the ball. If there are more than five fielders outside of the inner ring, either umpire shall call and signal **Dead ball prior to the delivery of the ball**.

If neither umpire calls and signals **Dead ball prior to the delivery of the ball**, then the ball shall be considered in play until such time as the ball finally comes to rest, as with any other delivery.

Where a physical ring is not marked, umpires should exercise restraint and allow some leeway for fielders – the intent of this rule is to prevent teams stacking players on the boundary, not to penalise fielders for giving themselves a few more meters of space.

8.1.9 Fielding Restrictions – Power Play

The first six overs of each innings shall constitute a Power Play. During this period, no more than two fielders are allowed outside of the marked or unmarked inner ring at the point of delivery of the ball. If there are more than two fielders outside of the inner ring, either umpire shall call and signal **Dead Ball** prior to the delivery of the ball.

Where overs have been lost in the innings due to adverse weather or other conditions, the length of the Power Play shall be reduced according to the below table. If the first innings completed the full length of their allotted Power Play, and the Power Play in the second innings is reduced due to adverse conditions, the second innings shall include the new length of the Power Play.

If the total overs in the match is reduced whilst a Power Play is in progress and the new length of the Power play is less than the overs already bowled in the Power Play, the Power Play shall immediately cease. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

The Power Play shall always start at the beginning of the first over of the innings.

Innings Length	Power Play Length
18 to 20 overs	6 Overs
15 to 17 Overs	5 Overs
12 to 14 Overs	4 Overs
10 to 11 Overs	3 Overs

8.1.10 Fielding Restrictions – Leg Side

A maximum of five fielders can be on the leg side at the point of delivery at any given point of time in a T20 match.

Either umpire shall call and signal No Ball if there are more than five fielders on the batter's leg side immediately at the time of the bowler's delivery. This No Ball will incur a Free Hit.

8.1.11 Determination of a Result

If the quota of overs for both teams is the same, then the result is determined on the basis of runs scored.

If the team batting second does not receive its full quota of overs and is not dismissed, or the team batting second receives its full quota of overs which is less than for the team batting first then the result shall be decided on a comparison of the run rate of both teams as calculated below. The winner will be the team with the higher run rate.

The run rate is calculated by dividing the total number of runs scored by the total number of legitimate balls received. If a team has been dismissed before it has received its full quota of overs, its run rate shall be calculated by dividing the total number of runs scored by the full quota of overs it was entitled to receive.

8.2 Competition Points

The NCU Executive shall award points for each match as follows:

8.2.1 T20 Competition – Competition Points Table

Result	Points
Win Match	6
Tie	3
No Result	3
Loss Match	1
Team Receiving Forfeit	6/3*
Team Forfeiting	0
Bye	0

* The team receiving forfeit will earn the maximum point available for the match provided a result was achieved in at least one other match in that grade in that round. Where there were no results from any matches in that grade in that round, then the team receiving the forfeit will also receive the equivalent of a no result (i.e., 3 pts).

The NCU Executive may impose point(s) penalties upon any team or club for breaches of the competition rules and conditions, or any other reason.