



## **SMCA Twenty20 Format for Season 2021-22**

### **1. Playing Conditions**

The Laws of Cricket and the WACA State-wide Twenty20 Playing Conditions shall apply except as varied below:

#### **1.1 Size of Team**

- i. A team shall consist of **eleven** players.

#### **1.2 Player Eligibility**

Each player must be a bona-fide registered playing member of the club they are playing for.

To qualify for any final match, a player must have played in at least one round of the SMCA T20 competition for that Club in the current season,

### **2. Duration of Match**

Matches will consist of one innings per side, each innings being limited to 20 overs. A minimum of 5 overs per team shall constitute a match.

### **3. Hours of Play and Intervals**

#### **3.1 Hours of Play**

Session 1 Times as per the fixtures

15 minute Interval

Session 2 Times as per the fixtures

15 minute Break between Games and No Afternoon Tea

#### **3.2 Interval Between Innings**

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.

In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran.

The minimum time for the interval will be 10 minutes. On all occasions where play is delayed or interrupted the Umpires will reduce the length of the Interval to 10 minutes.

#### **3.3 Intervals for Drinks**

No drinks intervals are permitted.

### **4 Length of Innings**

4.1 Uninterrupted match (i.e. The match is neither delayed nor interrupted):



4.1.1 Each team shall bat for 20 overs unless all out earlier.

4.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Playing Condition 11 shall apply.

4.1.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

4.1.4 If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 11 shall apply.

## **4.2 Delayed or Interrupted Match**

In all matches, the intention will be to achieve the full 20 overs for each team even if this means amending the hours of play. If achieving 20 overs each is not possible, rules 4.2.1 to 4.2.3 shall apply.

If play is deemed not possible by the umpires due to natural course of events (e.g. weather) on the allocated day, the match will be abandoned, and points distributed evenly between the teams scheduled to play in that game. If a match is completed the result will stand regardless of the outcome of other matches in that round. The Duckworth-Lewis method of determining a result or replaying matches will NOT occur in this competition.

### **4.2.1 Delay to the start of the match**

If the match cannot be commenced at the scheduled time, the umpires may delay the start of the match on the agreement of both captains providing it does not affect the start time of subsequent matches on that day.

### **4.2.2 Delay or interruptions to the innings of the team batting first.**

a) When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 4 mins per over in the total remaining time available for play.

When calculating the length of remaining playing time available for the match the duration of the interval between innings will be taken into account. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed.

The innings of the team batting first will continue from the point of the interruption. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).

b) The team batting second shall not bat for a greater number of overs than the first team, unless the latter completed its innings in less than its allocated overs.

### **4.2.3 Delay or interruptions to the innings of the team batting second.**



(a) When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed. Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption. If a match remains unfinished after one day, the winner will be the side which has scored the greater number of runs in the equivalent completed overs provided at least 5 overs have been bowled at the side batting second.

In the case of the team batting first, the overs to be utilised in the assessment of its score to be computed on the same number of completed overs (commencing from the beginning of its innings) as received by the team batting second, the second team's score being, of course, assessed on the number of completed overs bowled to it.

If the team batting second has not received 5 overs and a result has not been achieved the match will be a draw.

(b) A rescheduled time for the close of play will be fixed by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation must not cause the match to finish earlier than the original time for cessation of play. If required the original time shall be extended to allow for one extra over for the team batting second. To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

(c) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and Playing Condition 11 shall apply. In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 11 only - they do not influence the recalculated number of overs or the scheduled close of play.

## **5 The Ball**

The Kookaburra Tuf Pitch ball will used on synthetic wickets.

## **6 Field Markings and Restrictions on the Placement of Fieldsmen**

### **6.1 Field & Pitch Markings**

6.1.1 A fielding restrictions "circle", as shown in Appendix 1 shall be clearly marked on each ground.

6.1.2 Wide markings, as shown in Appendix 2, shall be clearly marked at each end of the pitch. Where's Appendix 2?



## 6.2 Fielding Restrictions

6.2.1 At the instant of delivery there shall not be more than five fieldsmen on the leg side.

6.2.2 *For the first 6 overs of each innings, herein known as the Fielding Restriction Overs (FRO's), only two fieldsmen are permitted to be outside the fielding restriction circle.*

6.2.3 For the remaining overs of each innings, only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

## 6.3 Team Batting First

In circumstances where the number of overs for the team batting first is reduced, the number of FRO's shall be reduced in accordance with Table 6.1 below for that innings only. Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

**Table 6.1: Number of Fielding Restriction Overs in Reduced Matches**

<i>Total Overs in Innings</i>	<i>Number of Fielding Restriction Overs (FRO's)</i>
5 or 6	1
7 to 9	2
10-13	3
14 to 16	4
17 to 19	5
20	6

## Team Batting Second

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 6.2 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

## 7 Number of Overs Per Bowler

**No bowler may bowl more than four overs in an innings.**

In a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. -

e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over. In the event of a bowler



breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned. The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of an innings.

## **8 Laws 21.15 - No Ball – Penalty**

Law 21.15 will apply except that the penalty for a No ball will be one (1) run<sup>1</sup>.

Law 21.15 (penalty for a No ball) will be amended by adding the following:

- (a) The delivery after a No ball shall be a free hit for whoever batsman is facing it.
- (b) If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
- (c) For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.
- (d) Field changes are not permitted for free hit deliveries (unless there is a change of striker).
- (e) The bowler's end umpire will signal a free hit (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

## **9 WIDE BALL**

Law 22 shall apply with the following addition to Law 22.1:

22.1 To assist with the adjudication of off side wides, lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18cm) from the return crease on both sides of the wicket, hereby referred to as "Off Side Wide Lines".

Law 22 shall apply with the following addition to Law 22.1: 14

- (a) A delivery passing the striker on the off side outside the Off Side Wide Line shall be a Wide provided he/she maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Line shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
- (b) A delivery on the leg side is to be called a Wide if it passes to the leg side of the striker's stumps and the striker's body.

## **10 Law 40 - Timed Out**

Law 40 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.

The incoming batsman is expected to be ready to make his way to the wicket as soon as a wicket falls and is expected to **jog to the** wicket.

## **11 Over-Rate Penalties**



All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hr 15 minutes playing time.

In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match.

If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second.

All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.

If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply.

If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).

In addition, in all reduced overs matches, the fielding team will be given one over's leeway. Over-rate penalties apply only to innings of 10 overs or more duration. In innings of less than 10 overs duration, Umpires shall apply the penalty run Laws for time wasting especially strictly. This is the only penalty for a slow over-rate.

## **12 The Result**

### **12.1 Preliminary Matches**

The following points will be awarded in the preliminary matches.

Win 6 points

Tie 3 points

Match abandoned 3 points

Loss 0 points

If the points are equal at the completion of the preliminary round matches, the Net run rate will determine the final standings. See 12.4 to determine Net Run Rate.

### **12.2 Unfinished Matches**

See 4.2 for Interrupted Matches.

Matches may be moved to an alternate venue when grounds are unsuitable for play through a natural course of events before the commencement of play, when all teams and umpires agree.

### **12.3 Tied Matches (Only applies in finals)**

In the event of a tie occurring in any match, the order of means of determining the winner shall be:



- (a) Least number of wickets lost;
- (b) Fewer number of legal deliveries faced;
- (c) Higher net run rate in the competition prior to the commencement of the match;

### 12.4 Net Run Rate

(a) A team's net run rate is calculated by deducting the average runs per over scored against that team throughout the competition from the average runs per over scored by that team throughout the competition.

Net Run Rate = Ave runs per over for – Ave runs per over against

(b) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

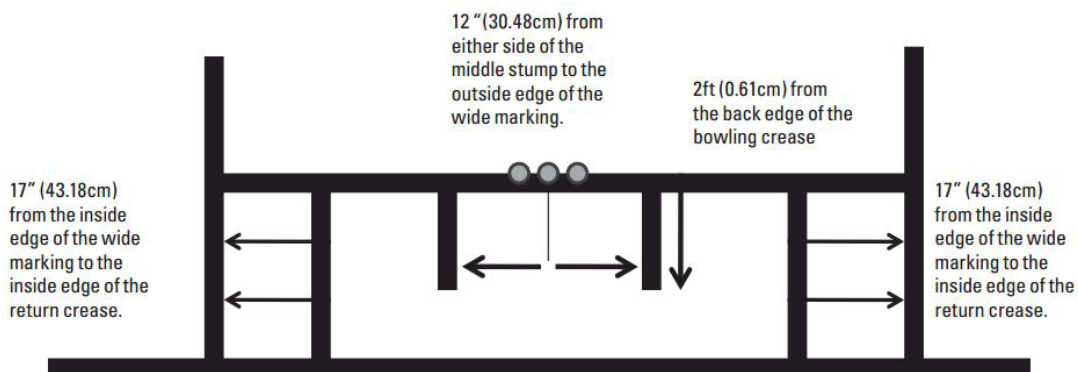
(c) Net run rate calculations will only apply to matches where a result has been achieved.

## 13 CREASES AND MARKING OUT

9.1 Law 7 (Bowling, Popping and Return Creases) will apply, subject to this clause.

9.2 Law 7.3 (the popping crease) shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 13.71 metres (15 yards)'.

9.3 For additional crease markings, the following shall apply in addition to Law 7: As a guideline to the umpires for the calling of Wides, the crease markings detailed below shall be marked in white at each end of the pitch.





## 14 APPENDIX 2 - FIELD LAYOUT

