

T20 RULES

1. TIMES OF PLAY

Each team shall be entitled to bat for a maximum of 20 overs.

In the event of a delayed or interrupted match a minimum number of 5 overs per batting side shall constitute a match.

First Session of Play: 5:15pm – 6:30pm

Interval: 6:30pm – 6:40pm

Second Session of Play: 6:40pm – 7:55pm

2. INNINGS BREAK

2.1 Ten (10) minutes shall be allowed for the interval. This shall be taken at the conclusion of the innings of team batting first.

3. DELAYED START & INTERRUPTIONS LESS THAN 20 MINUTES IN AGGREGATE

If the commencement of play is delayed or there is an interruption in play, the maximum quota of 20 overs for each team is unaffected for the first 20 minutes of aggregate time lost.

4. DELAYED START & INTERRUPTIONS GREATER THAN 20 MINUTES IN AGGREGATE

4.1 Delayed start greater than 20 minutes

4.1.1

If the start of play is delayed for a period greater than 20 minutes, the maximum quota of 20 overs shall be reduced by 1 over per team per 7 minutes of lost time (or part thereof).

Example - Start of play is delayed by 76 minutes. Overs lost = $(76 \text{ minutes} - 20 \text{ minute buffer})/7 = 56/7 = 8$ overs lost per team.

4.1.2

In the event of a delayed start, the team batting first shall be entitled to bat for the maximum overs as calculated in 4.1.1, irrespective of the time lost during the remainder of the innings.

In this situation, the side batting second shall be entitled to:

The number of overs as calculated in 4.1.1; less the overs lost due to interruptions (One over is lost for each 3.5 mins lost or part thereof).

It shall also be entitled to receive the unused overs of the team batting first (due to dismissal or a declaration). In which case, the entitlement is limited to the maximum of number of overs as calculated in 4.1.1.

4.2 Interruptions greater than 20 minutes during the Innings of the Team Batting First:

In the event of play commencing at the scheduled start time, team batting first shall be entitled to bat for 20 overs irrespective of time lost during the course of its innings.

In this situation, the side batting second shall be entitled to:

20 overs; less the overs lost due to interruptions (One over is lost for each 3.5 mins lost for time exceeding 20 minutes in aggregate).

It shall also be entitled to receive the unused overs of the team batting first (either due to being dismissed or a declaration). In which case, the entitlement is limited to a maximum of 20 overs.

Example 1 - Team batting first faces 10 overs. Play is then delayed for 76 minutes. This equates to 16 overs lost $[(76 \text{ minutes lost} - 20 \text{ minutes buffer})/3.5 = 56/3.5 = 16 \text{ overs lost}]$. The team batting first would be permitted to face their allotted 20 overs. The team batting second would be permitted to face 4 overs (20 overs less 16 overs lost).

Example 2 - Team batting first faces 10 overs. Play is then delayed for 76 minutes. This equates to 16 overs lost $[(76 \text{ minutes lost} - 20 \text{ minutes buffer})/3.5 = 56/3.5 = 16 \text{ overs lost}]$. The team batting first would be permitted to face their allotted 20 overs. If the team batting first was to be dismissed or declare after 16 overs have been bowled, the team batting second would be permitted to face 8 overs (20 overs less 16 overs lost plus 4 overs unused by team batting first).

4.3 Interruption during side batting second

If play is interrupted during the second innings, the team batting second will have their maximum overs reduced by 1 over for each 3.5 minutes of lost time (or part thereof) in excess of 20 minutes.

5. DECLARATIONS

The team batting first has the option of making a declaration after 10 overs have been bowled.
The team batting second shall not have an opportunity to declare.

6. FIELDING RESTRICTIONS

6.1 Onside Fieldsmen

At the instant of delivery, only five fieldsmen are allowed on the leg side.

6.2 Inner Circle

For the first six overs of each innings, only two fieldsmen are permitted outside the inner circle. For the remaining 14 overs, a maximum of five fieldsmen are permitted outside the inner circle. For interrupted matches, the first restriction period will represent 30% of the total overs to be bowled, rounded down to the nearest whole number. The team batting second is entitled to the same amount of restriction overs as the team batting first.

6.3 Fielding Restrictions – Infringement

In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal no ball.

7. OVER BLOCKS

Overs are to be bowled in blocks of 5 from one end. At the completion of overs 1-4 the batsmen and umpires will swap ends only.

8. OVER LIMITS FOR BOWLERS

8.1 Limit per Bowler

A bowler shall not deliver more than one-fifth of the allocated overs.

8.2 Interruptions

In the event of an interruption, the limit per bowler is to be recalculated; in which case the maximum overs per bowler shall be one –fifth of the calculated overs.

8.3 Limit Reached or Exceeded

In the event of an interruption, a bowler who has exceeded a re-calculated limit may complete an over commenced prior to the interruption.

8.4 Fractional Adjustments

Where the re-calculation of a bowlers limit results in a fraction the limit shall be raised to the next higher number for as many bowlers as is necessary to absorb the balance in whole overs.

8.5 Incapacity or Suspension

A part of an over bowled under the provisions of **The Law that relates to Incapacity or suspension** shall count as one full over for a bowler sighted under this Law.

9. END OF MATCH

Play shall cease when

9.1 The team batting second has been dismissed or has received its quota of overs; or when the team batting second has reached the Target Score.

9.2 The number of overs determined in rule 4 is less than 5 and both captains agree a draw is the only possible result.

9.3 The players are required to be off the field at or after 7:55 pm

10 RESULT OF MATCHES

10.1 Win, Tie or Draw: Under Ordinary Rules:

If the second batting side receives its entitlement of overs as defined in rule 1 or 4.1.1, the winner shall be the side with the highest score. If the scores are equal, the match shall be declared a tie.

10.2 Win or Tie:

10.2.1 In the event that the side batting second is dismissed short of the target score, the side batting first shall be declared the winner.

10.2.2 In the event that the side batting second passes the target score, the team batting second shall be declared the winner.

10.2.3 In the event that the side batting second is dismissed when scores are equal, the match shall be declared a tie.

10.3 Drawn Match

In the event that the side batting second does not receive the required overs (as defined in Rule 1 or 4.1.1) and a result has not been obtained, the match shall be declared a draw.

11. FREE HIT

The delivery following a no ball called for a foot fault (MCC Law 24.5) shall be a free hit for whichever batsman is facing. If the delivery for the free hit is not a legitimate delivery (no ball or wide), then the next delivery will become a free hit for whichever batsman is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. The umpire at the bowling end will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

12. WIDE

12.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

12.2 Any delivery passing the striker on the leg side without any contact with the striker's bat or person shall be a Wide, unless the ball passes between the striker and the stumps.

12.3 As a guide, a delivery passing the striker on the off side more than 75cm wide of the off stump without any contact with the strikers bat or person shall be a Wide. (See Crease Marking diagram on WDCA Website)

12.4 Any delivery which, after pitching, passes over head height of the striker standing upright at the popping crease and does not contact the strikers bat or person shall be a Wide.

13. FAST SHORT PITCHED DELIVERIES LIMIT & FULL PITCHED DELIVERIES

13.1 Fast Short Pitched Limit Per Over

A bowler shall be limited to two fast short pitched deliveries per over. A fast short pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the crease. If a third such delivery is bowled in an over, either umpire shall call and signal no ball and caution the bowler.

13.2 Bowling of Fast/Medium high full pitched balls

Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed dangerous and unfair and called No Ball, whether or not it is likely to inflict physical injury on the striker.

13.3 Spin high full pitched balls

Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed unfair and called No Ball, whether or not it is likely to inflict physical injury on the striker. No cautionary or other action shall be taken. However, if the Umpire deems it a deliberate act; dangerous and unfair, the umpire may proceed with Rule 13.4

13.4 Dangerous and unfair bowling - action by the umpire

As soon as the bowler's end umpire decides that under 13.1 & 13.2 that the bowling of fast short or full pitched balls has become dangerous and unfair, he shall call and signal No ball. When the ball is dead, he shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

This caution shall apply throughout the innings. If there is any further instance of dangerous and unfair bowling by the same bowler in that innings, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning. This warning shall also apply throughout the innings.

If there is any further repetition by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead, direct the captain to suspend the bowler forthwith and inform the other umpire of the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. Additionally he shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

13.5 Deliberate bowling of high full pitched balls

If the umpire considers that a bowler deliberately bowled a high full pitched ball, deemed to be dangerous and unfair then the caution and warning prescribed in 13.4 above shall be dispensed with. The umpire shall call and signal No ball. When the ball is dead direct the captain of the fielding side to suspend the bowler forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Inform the other umpire of the reason for this action. Report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side. Together with the other umpire, report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and the bowler.

14 MATCH BALLS

WHITE 4-Piece Kookaburra WDCA Stamped approved balls MUST be used. A new ball shall be used for the innings of each side.

15 UNDER 18 PLAYERS (Helmets)

Players under the age of 18 at 1st September in the current season must wear a cricket helmet with a Faceguard when batting, fielding close to the bat (defined as closer than 10 metres to the stumps except slips, gully and wicketkeeper), or when wicket keeping up to the stumps

16 COIN TOSS

Captains shall toss on the field of play no earlier than 45 minutes and no later than 10 minutes before the scheduled or delayed time for start of play. Immediately after the toss, the winning captain must notify the other captain of his decision to bat or field.

17 NOMINATION OF TEAMS

Before the toss the captain shall nominate his players. The nominations shall be in writing and may not thereafter be changed without the consent of the opposing captain except as provided in By-Law 6.4 & 6.8.

18 INSUFFICIENT PLAYERS: FORFEITURE OF MATCH

A side which has fewer than four players in attendance at 10 minutes after the time appointed for a match to commence shall forfeit the match and the WDCA Executive Committee shall have power to award appropriate points and/or impose on the forfeiting club a fine, the amount of which the WDCA Executive Committee shall determine.

19. ONE OVER ELIMINATOR (FINALS ONLY)

In the event of a tie in a final the match shall, where possible, be determined by the use of the One Over Eliminator. The procedure for the One Over Eliminator is as follows.

- (a) Subject to weather conditions the One Over Eliminator will take place on the scheduled day of the match at a time to be determined by the referee. In normal circumstances it shall commence five minutes after the conclusion of the match.
- (b) The One Over Eliminator 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 with the sides batting in the reverse order (eg Team batting second in match shall bat first in the Eliminator). The umpires shall not change ends. The fielding side shall choose which end to bowl from.
- (c) Prior to the commencement of the One Over Eliminator each team shall select three batsmen and one bowler.
- (d) The names of the selected players are to be given to the umpires in writing.
- (e) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal match.
- (f) The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.
- (g) The loss of two wickets in the over ends the team's one over innings.
- (h) In the event of the teams having the same score after the One Over Eliminator has been completed, the team that hit the most number of sixes combined from its two innings in both the main match and the One Over Eliminator shall be the winner.
- (i) If the number of sixes hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in their two innings will be declared the winner.
- (j) In the event that the result is still a Tie after the One Over Eliminator and clauses (h) and (i) above have been applied, the One Over Eliminator (clauses (a) to (g)) shall be repeated until a winner is obtained.

20. FINALS ELIGIBILITY

To be eligible to play in any T20 finals match, a player must have played in at least 1 of the qualifying games. A player shall not be eligible to play in a finals match with a lower grade team unless he has played the majority of his matches in that, or any other, lower grade during the relevant season. This shall not apply if the club's higher grade is also playing in a final on that same weekend.

21. ELIGIBLE PLAYERS

A player must either be a registered player with their club or a 'Marquee' player (see Rule 22), to be eligible to participate in the WDCA T20 competition.

22. MARQUEE PLAYERS

Any player who transfers from a Non-Competing WDCA Club, or from a club outside the WDCA, is deemed to be a 'Marquee' player.

Teams are allowed two (2) 'Marquee' players in their playing XI every scheduled match. Clubs need to nominate their 'Marquee' player to the WDCA prior to the players first scheduled match, via obtaining a Season Permit through PlayHQ. Failing to do so may result in penalties from the Committee. The WDCA Executive has the right to refuse the acceptance of a 'Marquee' player.