

**Eastern Goldfields Cricket Association
Twenty/20 Tournament**

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1. PLAYING CONDITIONS

The Laws of Cricket (2000 Code 3rd Edition – 2008) and the **Big Bash T20 Playing Conditions** shall apply except as varied below **and have been adopted by the EGCA.**

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

6.15pm – 7.30pm	<i>Session 1</i>
7.30pm – 7.45pm	<i>Interval</i>
7.45pm – 9.00pm	<i>Session 2</i>

Or as set by the EGCA Commission

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.

3.4 EXTRA TIME

No extra time shall be permitted to make up for any time lost.

4 APPOINTMENT OF UMPIRES

Umpires will be appointment at the discretion of the EGCA Commission.

5 LENGTH OF INNINGS

5.1 UNINTERRUPTED MATCH (ie. The match is neither delayed nor interrupted)

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

5.1.2 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 clause 11 shall apply.

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

5.1.4 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 clause 11 shall apply.

5.2 DELAYED OR INTERRUPTED MATCH:

5.2.1 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 minutes 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 even 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 one 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.

5.2.2 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.
- (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 rescheduled 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 on the final scheduled day for 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 over by the scheduled or rescheduled 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 clause 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 clause 11 only – they do not influence the recalculated number of overs or the scheduled close of play.

6. THE BALL

Kookaburra “Turf” brand white balls as approved by Cricket Australia will be used, otherwise at the discretion of the EGCA Commission.

7. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

7.1 At the instant of delivery there shall not be more than 5 fieldsmen on the leg side.

7.2 For the first 6 overs only of each innings, only 2 fieldsmen are permitted to be outside the fielding restriction circle.

7.3 For the remaining overs of each innings only 5 fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

7.4 Team Batting First

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 7.2 above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table 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.

Total Overs in Innings	No. of overs for which fielding restrictions in 7.2 above will apply
5 – 6	1
7 – 9	2
10 – 13	3
14 – 16	4
17 – 19	5
20	6

7.5 Team Batting Second

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 7.2 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

8. NUMBER OF OVERS PER BOWLER

8.1 No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both sides of 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 uncompleted 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.

8.2 Bowlers run up will be from designated ground marking that will allow the run up to consist of no more than 4-6 steps prior to delivery.

9. LAWS 24.12 – NO BALL – PENALTY

9.1 Law 24.12 will apply except that the penalty for a No Ball will be 1 run.

9.2 Free Hit After a Foot Fault No Ball

The delivery following a No ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batsman is facing it.

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 bowler's end umpire will signal a free by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

10. LAW 31 – TIMED OUT

Law 31 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 immediately 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 hour 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed and the bowling side will be penalized 0.5 points for every whole over that has not been bowled. This will apply to both innings of the match.

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

over-rate penalty will apply based on the rescheduled 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 on 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

“One1 Eliminator”

In all preliminary and finals matches in which the scores are equal (ie. Either the number of runs scored or as a result of the Duckworth Lewis calculation), the result shall be determined through a tiebreaker based on the ICC One Over Per Side Eliminator “One1 Eliminator”. The “One1 Eliminator” shall occur as follows:

- 12.1 Subject to weather conditions the One1 Eliminator will take place on the scheduled date of the match at a time to be determined by the referee. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
- 12.2 The One1 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 and the referee with the sides batting in the same order. The umpires shall not change ends. The fielding sides shall choose which end to bowl from.
- 12.3 Prior to the commencement of the One1 Eliminator each team shall select three batsmen and one bowler.
- 12.4 The selected players are given in writing to the referee.
- 12.5 Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal Twenty20 Big Bash match.
- 12.6 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.
- 12.7 The loss of two wickets in the over ends the team's one over innings.
- 12.8 In the event of the teams having the same score after the One1 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 One1 Eliminator shall be the winner.
- 12.9 If the number of sixes hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the One1 Eliminator will be declared the winner.

12.10 In the event that result is still a Tie after the One1 Eliminator and clauses 8 and 9 above have been applied, the One1 Eliminator (clauses 1 – 9) shall be repeated until a winner is obtained.

“One1 Eliminator” not possible

12.11 In preliminary matches, if the minimum number of overs has been bowled to constitute a match (5 overs per team) and circumstances make a “One1 Eliminator” impossible, the match shall be declared a Tie.

12.12 If circumstances make a “One1 Eliminator” impossible in the Preliminary Final or Final the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.

13. POINTS

13.1 Preliminary Matches

RESULT	POINTS
Win	2
No Result	1 each
Tie (only if “Bowl-off” not possible)	1 each
Loss	0
Abandoned match due to inadequate pitch and/or ground preparation	

13.2 Net Run Rate

- (a) A team’s net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
- (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) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2’s Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

13.3 Qualifying for the Final

The **two teams** which finish highest on the points table at the completion of all preliminary matches shall qualify for the final.

- (a) In the event of the teams finishing on equal points, the following in order shall be used to determine the team which finishes higher on the points table:

- (i) The team with the most number of wins.
 - (ii) The team with the most number of wins over the other team(s).
 - (iii) The team with the highest net run rate.
- (b) In a match declared no result, run rate is not applicable.

13.4 Venue for Final

The Final shall be played at a venue to be determined at the discretion of the EGCA Committee.