



# **PLAYING CONDITIONS**

## **GLENDAL HALL SHIELD**

**Twenty20 and 40 over competitions**

**SEASON 2011-12**

## SUMMARY OF RULES 2011-12

Competition Structure	Glenda Hall Shield T20	Glenda Hall Shield 40 over
Overs per side	20	40
Boundaries	50m	50m
Inner circle marking	n/a	n/a
Time for innings (minutes)	75	144
Mins per over	3.75	3.6
overs per hour	16	16.67
Max fielders on leg side	5	
Max 2 fielders outside the circle;	does not apply	
min 2 in close-in catching positions		
Power Plays - Max 3 fielders out (1 for batting team, 1 for fielding team)		
Max 5 fielders out		
Other fielding restrictions	No fielder within 10 metres of striker (in front of wicket)	
Max overs per bowler	6 (2 bowlers only) must use at least 4 bowlers	8
Min overs per side for a match	5	20
No of Drinks breaks	n/a	1
Minutes apart	n/a	70
Start	1315	1230
Finish	1600	1754
Interval	1430-1445	1510 - 1545
Latest start : match	1612	1620
Latest start: 2 <sup>nd</sup> innings	1642	1742
Time that can be added due to weather	60 min	60 min
Latest Finish	1700	1854

<b>Competition Structure</b>	<b>Glenda Hall Shield T20</b>	<b>Glenda Hall Shield 40 over</b>
<b>Max balls per over</b> - legal deliveries, 'Wides' and 'No-balls'	8	8
<b>Special conditions</b>	10 wickets constitute an innings	
	Dismissed batters may bat a 2nd time (starting with lowest scoring batter)	
	Players may be shared between teams	
	Batters may be retired without penalty and return to crease AFTER dismissed batters have returned	
	Batters must retire upon reaching a personal score of 50 (or after the scoring shot that takes their score past 50)	
	Designated Players (from Premier League) will have certain additional restrictions applied to them – see separate document	
<b>No. of players on the field at any one time (squad size in brackets)</b>	11 (of 14)	
<b>Cricket Balls to be used</b>	red, 2 piece Kookaburra Club Match 142g	
<b>Wides</b>	wides - called if the ball passes the batter outside the marking on the crease 75cm on either side of the stumps	
	bouncer clearly above head	
<b>No Balls</b>	as per Laws	
<b>Bouncers</b>	None permitted - No Ball	
<b>Minimum players required</b>	7	7

### **Player restrictions for Glenda Hall Shield (GHS) 2011-12**

**No player named in the WNCL squad (published on the Cricket ACT website) may play in the Glenda Hall Shield without written approval from the High Performance staff at Cricket ACT.** Requests for approval must be made in writing at least 3 days prior to the match in question, clearly stating the reasons for the request and outlining the proposed role for that player will play in the game.

**Designated Players will have some restrictions applied to their participation in the Glenda Hall Shield.** These restrictions are in place to promote the Glenda Hall Shield as a competition with a strong participation focus and to encourage the recruitment and retention of new players. **Designated Players will be named by Cricket ACT High Performance staff prior to season commencement after consultation with each club.** The list of Designated Players will be made available to all clubs and to the umpires and should be strictly enforced.

Designated players shall be clearly marked on the teams sheets prior to commencement of the match.

Restrictions to be applied to the Designated Players include:

- Provide a strong mentoring role to the less experienced players by assisting with captaincy, field placement etc – it is preferable that the Designated Player not be the captain of the Glenda Hall Shield team
- Cannot open the batting or bowling

#### **BOWLING RESTRICTIONS**

- Can only bowl 5 overs rather than the standard 8 overs in a 40 over game. In a game where the number of overs is reduced, a designated player may only bowl a total of one eighth of the available overs (rounded down).
- Can only bowl 3 overs, rather than 6 in the T20 game. In a game where the number of overs is reduced, a designated player may only bowl a total of 15% of the available overs (rounded down).
- Bowling restrictions can be waived upon consultation with the umpires if there are no other bowlers available to complete the necessary overs

#### **BATTING RESTRICTIONS**

- Must retire upon reaching a personal score of **30 runs** (or on the scoring shot that takes them past 30 runs)
- May only return to the crease if all other batters (retired or dismissed) have batted a second time **and** 10 wickets have not yet fallen.

Requests for any of the above restrictions to be waived for any match must be made in writing at least 3 days prior to the match in question clearly stating the reasons for the request and outlining the proposed role for that player will play in the game.

**LAW 1 (THE PLAYERS)** shall apply with the following provisions and additions:

### **1.1 Number of players**

(a) The Glenda Hall Shield competition is a 11-a-side competition. A team may consist of up to 14 players. Only 11 players are allowed to be on the field at any one time whilst the opposition team is batting.

(b) The **sharing of players** between the two teams involved *in a scheduled match* is permitted by mutual consent of the Captains, if any team is unable to field a full team. The opposing team is NOT obligated to share players, however it is in the best interests of the competition if all games go ahead as scheduled. The Umpire needs to be informed that players will be shared in that game and their names clearly marked on the team sheets.

(c) **Extra players from other teams** (not from the 2 teams involved in the scheduled match) may also be shared. A written request for permission to share players in this situation **MUST** be received by CACT by 5.00pm Thursday prior to the match in question.

(d) These shared players will take full part in the game as members of that team and all statistics for those players will count towards awards at the end of the season.

(e) A **minimum** of seven players registered with that Club are required for a team to take the field. The sharing of fielders and use of players from other Clubs is strongly encouraged to ensure that there are 11 fielders on the field of play.

### **1.2 Qualifications of players**

#### **(a) General**

(i) Each player shall register with a CACT club and hence CACT, by completing a registration form prior to her first match for the season.

(ii) Each club shall submit to CACT, no later than 14 days following each player's participation in a match, that player's registration details, together with a signed declaration that the player has agreed to abide by the CACT Code of Conduct included on the registration form.

**(b) Grade Competitions**

- (i) No player shall register with more than one CACT Grade Club in any one season in any of the Grade competitions (comprising the Lynne O’Meara Premiership Cup and the Glenda Hall Shield Competition), unless the prior written permission of the CACT has been granted.
- (ii) Players taking part in the Glenda Hall Shield competition must be a minimum of 13 years as at midnight on 31 August prior to the cricket season in question.
- (iii) Written application for the inclusion of a player who will be under the minimum 13 years must be received from the club, with reasons for the request, by 5.00pm on the Tuesday prior to the player’s first game.

**(c) Use of an Ineligible Player**

- (i) Where a player participates in any match while ineligible, the team concerned may be regarded as having lost the match(es) in which that player has participated, and may forfeit any points gained.
- (ii) The opposing team may be awarded the match and the maximum number of points gained by any team in that round.
- (iii) Where the team concerned gained no points from the match, 4 points may be deducted.

**(d) Eligibility for Finals Series**

- (i) A player may not play in a Finals Series match (Semi finals or Final) in the Glenda Hall Shield Competition unless that player has played 4 or more matches for that club *in the Glenda Hall Shield Competition*
- (ii) Women’s Premier League Competition games **shall not** count towards eligibility for the Glenda Hall Shield Competition.

**1.3 Law 1.2 (Nomination of players)** shall be replaced as follows

**(a) Exchange of team sheets**

- (i) Each captain, before tossing, must give to the other Captain a team list of up to 14 players and no alteration may be made without the express consent of the opposing Captain. If a Captain is unavailable at that time, a Deputy shall nominate the players and toss for choice of innings, as set out in Law 1 (The Players) and Law 12 (Innings).
- (ii) Team sheets shall be provided by Cricket ACT. The following should be clearly marked on the team sheets provided:

- Designated players
- Underage players (U17, U15, U14, U13)

(iii) All team lists should be handed to the umpire prior to the commencement of play.

(iv) The failure or refusal of a Captain or her deputy to exchange their team list prior to the toss renders the offending team liable to being considered by the CACT to have conceded the game.

(v) Players nominated, but who were not present at the game, shall have this noted against their names on the team sheet by the umpires. The game in question will therefore NOT count towards eligibility for the finals for these players.

(vi) An Abandoned Match, where no play has been possible, CANNOT be counted towards finals eligibility.

(vii) An No-Result Match, where at least one ball has been bowled, **can** be counted towards finals eligibility.

(viii) In the case of a forfeited match, the team that is forfeiting the match cannot count that match towards their finals eligibility for any player in that team. Their opposition may count the game towards their finals eligibility, providing that the team list is entered promptly on to My Cricket and also emailed to Female Cricket Operations by midday of the Monday following the scheduled match.

#### **1.4 Protective equipment – The batter**

Any player who is under 18 years on the day of the match in question should wear a helmet, including grill, at all times while batting. It is the responsibility of the captain to ensure this rule is enforced. The use of helmets by all batters is strongly recommended.

#### **1.5 Attire of players**

(a) While on the field of play, players must wear correct cricket attire(as approved by CACT and identical for all team members), which shall consist of white or coloured long cricket pants, shorts or culottes and white or coloured club shirts.

(b) Advertising logos on players clothing are permitted, subject to the guidelines and prior approval of CACT.

(c) For approval of advertising logos, written application must be made to CACT no less than 14 days prior to display of the new logos.

(d) All batters and bowlers must wear spiked footwear when playing on turf pitches to protect the turf pitches and to assist in the prevention of injury to players. The spikes must be made of suitable rigid material and be located on at least the front part of the sole of the footwear. Spikes are not permitted to be used on synthetic pitches.

(e) Individuals may be granted permission to play in unspiked footwear on turf pitches upon written application to CACT, accompanied by the relevant medical certificate. This must be received by 5.00pm Tuesday prior to the player's first game in unspiked footwear.

(f) Unapproved logos are not to be covered with sticking plaster or other material. Umpires may request that players remove such covering. Refusal to comply with an Umpires request may result in further disciplinary action.

(g) Head dress shall be protective helmets, white hats or authorized Club hat or cap.

(h) Thigh pads and other protective equipment other than helmets, pads and gloves must be worn under the player's clothing.

(i) **The wearing of Representative attire (shirts, hats, caps or helmets) during Club games is not permitted** and it is the responsibility of the team Captains to enforce this. The Umpires shall note this in their report.

**2. LAW 2 (SUBSTITUTES AND RUNNERS)** shall apply, subject to the following:

**LAW 2.5 (Fielder absent or leaving the field) and LAW 2.6 (Player returning without permission)** shall be replaced by the following:

**2.1 Interchange of Fielders**

Interchange of fielders named in the team as defined in Playing Condition 1.1(a) is permitted, providing no playing time is wasted. This interchange should only take place at the end of an over or during a break in play. The Umpire(s) should be informed that a player interchange is occurring.

**3. LAW 3 (THE UMPIRES)** shall apply subject to the deletion of Law 3.2 (Change of umpire) and amendment of Law 3.1 (Appointment and Attendance) as follows:

**3.1 Two ACTCUA appointed Umpires Present**

(a) Where two ACTCUA appointed Umpires are present they shall officiate together for the duration of play

(b) Subject to Law 3 (The Umpires), those Umpires shall be the sole judges of the fitness of the ground, weather and light for play

### **3.2 Only one ACTCUA appointed Umpire Present**

- (a) Where only one ACTCUA appointed Umpire is present, only that umpire shall officiate at the bowler's end, unless a Level One (or higher) accredited umpire is available to stand with that umpire.
- (b) Subject to Law 3 (The Umpires), that Umpire shall be the sole judge of the fitness of the ground, weather and light for play.
- (c) The position of square leg Umpire shall be filled by mutual agreement between the Captains and Umpire, in the event that agreement cannot be reached, the Umpire shall appoint a suitable person to fill this position.

### **3.3 No ACTCUA-appointed Umpire Present**

- (a) Where no ACTCUA appointed Umpire is present, the Captains shall mutually appoint Umpires from either player or non-players available at the time.
- (b) The Captains shall be the final judges of the fitness of the ground, weather and light for play.

### **3.4 LAW 3.8 (FITNESS OF GROUND, WEATHER AND LIGHT) shall apply subject to the following:**

#### **(a) Artificial Lighting**

The use of artificial lighting to supplement natural daylight, in any match, is not permitted, unless it by prior written arrangement with CACT.

#### **(b) Lightning – Thirty-thirty Rule**

- (i) Play shall cease immediately, in the event that a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last lightning flash.
- (ii) It is recommended that no person enter the field of play during the time that play is suspended under this rule.

#### **(c) The Pitch and Ground Preparation**

- (i) The host club is solely responsible for the preparation of the pitch and ground to the best possible standard prior to the commencement of play.
- (ii) In the event that the pitch or ground is deemed by the Umpires unsuitable or dangerous for play at the scheduled time for commencement of play, the host club shall take reasonable steps to make the pitch and/or ground playable as soon as is reasonably practicable.

(iii) If the pitch or ground is unable to be made suitable for play, in the judgment of the Umpires, then the Match shall be Abandoned and the reasons duly noted on the Umpires Report and the situation investigated by CACT if required.

**(d) Rain**

After an interval or interruption, subject to the other provisions of Law 3.9, play will resume unless the Umpire(s) agree that conditions are or have become unsuitable or dangerous.

**(e) Responsibilities of Umpires**

Subject to Law 3 (The Umpires) and Playing Condition 3, ACTUA appointed Umpires are the final judges of the fitness of the pitch and ground for play at any time.

4. **LAW 4 (THE SCORERS)** shall apply.
5. **LAW 5 (THE BALL)** shall apply subject to the following:
  - 5.1 **Law 5.3 (New Ball)**

Each team shall have a new ball for the start of their innings
  - 5.2 **Law 5.6 (Specifications)**

Balls for the Glenda Hall Shield Competition shall be Kookaburra Senator or superior, red leather, 2 or 4 piece, 142g balls.
6. **LAW 6 (THE BAT)** shall apply.
7. **LAW 7 (THE PITCH)** shall apply.
8. **LAW 8 (THE WICKETS)** shall apply.
9. **LAW 9 (THE BOWLING, POPPING AND RETURN CREASES)** shall apply.
10. **LAW 10 (PREPARTION AND MAINTENANCE OF THE PLAYING AREA)** shall apply.
11. **LAW 11 (COVERING THE PITCH)** shall not apply for synthetic pitches. If pitch covers are available for use on turf grounds they should be used in accordance with the Laws of Cricket.
12. **LAW 12 (INNINGS)** shall apply, subject to each team being limited to one innings.
13. **LAW 13 (THE FOLLOW-ON)** shall not apply.

**14. LAW 14 (DECLARATION AND FORFEITURE)** shall not apply.

**15. LAW 15 (INTERVALS)** shall apply subject to the following:

**15.1 LAW 15.3(a) (Duration of intervals)**

**Duration of intervals (Twenty20)**

(a) The interval between innings is 15 minutes, calculated from the end of the innings of the team batting first.

(b) The interval may be reduced to 10 minutes if playing time is lost due to light, weather or other circumstances.

**Luncheon interval (40 over)**

(c) The luncheon interval is 35 minutes and is computed from the end of the innings of the team batting first.

(d) The luncheon interval can be reduced to 20 minutes if 60 minutes or more playing time has been lost.

(e) The luncheon interval may also be reduced (to no less than 20 minutes) should the Umpires apply the slow over rates penalty as set out in Playing Condition 22.1

(f) No luncheon interval is to be taken if there is no play before 2.55pm

**15.2 LAW 15.9(a) (Intervals for drinks)** shall be subject to the following:

(a) No drinks intervals are scheduled in **Twenty20 games**. In the event of extreme heat, umpires and captains may agree to take a drinks interval.

(b) In **40 over games**, one drinks interval shall be taken during each innings, and taken after 70 minutes of play. In the event of extreme heat, umpires and captains may agree on additional drinks breaks

(c) In **40 over games**, Umpires shall call for drinks, giving one over's notice of drinks break to the Captains of both teams.

(d) An individual player may be given a drink either on the boundary edge or at the fall of a wicket on the field provided no playing time is wasted. No other drinks may be taken on the field without permission from the Umpires. Batters may request permission from the Umpires for a drink, provided there is no undue delay in play. Any player taking drinks onto the field should be attired appropriately.

## LAW 16 (START OF PLAY, CESSATION OF PLAY)

### Twenty20 games

#### 16.1 Playing Hours (Twenty20)

Scheduled playing time for the Glenda Hall Shield Competition Twenty20 games is 75 minutes per innings with a 15 minute interval between innings. Playing hours are from 1.15pm to 4.00pm.

#### 16.2 Playing time Lost Before or During the Innings of the Team Batting First (Twenty20)

- (a) If a match is unable to commence prior before 4.12pm then the match will be abandoned and declared a draw.
- (b) To constitute a match, each team must have the opportunity to bat for at least 5 overs, subject to the innings not being completed earlier.
- (c) Up to 60 minutes of extra time is available at the end of the day's play, if required to make up any time lost due to rain or other delays (latest finish time 5.00pm).
- (d) If the commencement of play is delayed, or there are any interruptions to the innings of the team batting first, the number of overs to be received by each team shall be unaffected for the first 60 (aggregate) minutes of time lost (as extra time of 60 minutes is available).
- (e) Where more than 60 minutes of playing time is lost before or during the innings of the team batting first, the number of overs to be received by each team shall be reduced one over for every by 7.5 minutes of playing time lost in excess of 60 minutes. (Refer to Table 1)

Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost
8	1	60	8	113	15
15	2	68	9		
23	3	75	10		
30	4	83	11		
38	5	90	12		
45	6	98	13		
53	7	105	14		

**Table 1: Time lost before or during innings of team batting first(Twenty20)**

- (f) Where the number of overs to be received by each team is reduced, the finishing time for the innings of the team batting first shall be rescheduled.

### 16.3 Playing Time Lost After the Innings of the Team Batting First (Twenty20)

(a) If the innings of the team batting second is unable to commence by 4.42pm, then the match shall be abandoned and declared a draw.

(b) For any time lost after the completion of the innings of the team batting first, the number of overs to be received by the team batting second will be unaffected for the first (aggregate) 60 minutes of playing time lost, and then reduced, or further reduced, at the rate of one over per 3.75 minutes of scheduled playing time lost, subject to Playing Condition 16.3(c). (Refer to Table 2)

Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost
4	1	30	8	57	15
8	2	34	9		
12	3	38	10		
15	4	42	11		
19	5	45	12		
23	6	49	13		
27	7	53	14		

***Table 2: Time lost during innings of team batting second (Twenty20).***

(c) Where the innings of the team batting second commences prior to scheduled or rescheduled interval time, any reduction of overs shall not commence until the loss of playing time equivalent to that by which that innings commenced prior to the interval, in addition to the up to 60 minutes of playing time provided by for by Playing Condition 22.3(b).

(d) Where it is not possible for the team playing second to have the opportunity to bat for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 16 overs per hour, for the time lost.

(e) Incomplete or fractions of overs are ignored.

(f) The scheduled finishing time is to be adjusted by the period of time lost, up to a maximum of 60 minutes.

(g) If playing time is lost after the scheduled finishing time, the deduction is continued or commenced at the same rate.

### **40 over games**

#### **16.4 Playing Hours (40 over)**

Scheduled playing time for the Glenda Hall Shield competition 40 over games is from 12.30pm to 5.54pm (144 minutes per innings)

#### **16.5 Playing time Lost Before or During the Innings of the Team Batting First (40 over)**

(a) If a match is unable to commence prior to 4.20pm then the match will be abandoned and declared a draw (this allows for 20 overs per team plus a 10 minute break).

(b) To constitute a match, each team must have the opportunity to bat for at least 20 overs, subject to the innings not being completed earlier.

(c) Up to 60 minutes of extra time is available at the end of the day's play, if required to make up any time lost due to rain or other delays (latest finish time 6.54pm).

(d) If the commencement of play is delayed, or there are any interruptions to the innings of the team batting first, the number of overs to be received by each team shall be unaffected for the first 60 (aggregate) minutes of time lost (as extra time of 60 minutes is available).

(e) Where more than 60 minutes of playing time is lost before or during the innings of the team batting first, the number of overs to be received by each team shall be reduced one over for every 7.2 minutes of playing time lost in excess of 60 minutes. (Refer to Table 3)

Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost
8	1	58	8	108	15
15	2	65	9	116	16
22	3	72	10	123	17
29	4	80	11	130	18
36	5	87	12	137	19
44	6	94	13	144	20
51	7	101	14		

***Table 3: Time lost before or during innings of team batting first(40 over)***

(f) Where the number of overs to be received by each team is reduced, incomplete or fractions of overs are to be ignored.

(g) The scheduled finishing time is to be adjusted by the period of time lost, up to a maximum of 60 minutes.

(h) If playing time is lost after the scheduled finishing time, the deduction is continued or commenced at the same rate.

#### **16.6 Playing Time Lost After the Innings of the Team Batting First (40 over)**

(a) If the innings of the team batting second is unable to commence by 5.42pm (to enable the team batting second to receive 20 overs), then the match shall be abandoned and declared a draw.

(b) For any time lost after the completion of the innings of the team batting first, the number of overs to be received by the team batting second will be unaffected for the

first (aggregate) 60 minutes of playing time lost, and then reduced, or further reduced, at the rate of one over per 3.6 minutes of scheduled playing time lost, subject to Playing Condition 16.6(c). Refer to Table 4.

(c) Where the innings of the team batting second commences prior to scheduled or rescheduled interval time, any reduction of overs shall not commence until the loss of playing time equivalent to that by which that innings commenced prior to the interval, in addition to the up to 60 minutes of playing time provided for in 16.5(g).

Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost
4	1	29	8	54	15
8	2	33	9	58	16
11	3	36	10	62	17
15	4	40	11	65	18
18	5	44	12	68	19
22	6	47	13	72	20
26	7	51	14		

***Table 4: Time lost during innings of team batting second(40 over).***

(d) Where it is not possible for the team playing second to have the opportunity to bat for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 16.67 overs per hour, for the time lost.

(e) Incomplete or fractions of overs are ignored

#### **16.7 Late starts**

Umpires are to note in their Match Reports any late start to play and the reason for the delay.

#### **16.8 Loss of Entire Day's Play or Ground closed**

Where there is no play on the scheduled day of a match, the Home Club must STILL complete and submit to CACT a match report setting out the reasons why play was not possible.

**A match CANNOT be re-scheduled.**

**16.9 Law 16.6, Law 16.7 and law 16.8 (Last Hour of the Match)** shall NOT apply.

**16. LAW 17 (PRACTICE ON THE FIELD)** shall apply.

**17. LAW 18 (SCORING RUNS)** shall apply.

18. **LAW 19 (BOUNDARIES)** shall apply subject to the following:

**19.1 The boundary of the field of play**

The boundary shall be 50 metres, measured from the middle stump at either end of the pitch, with two semicircles drawn at each end of the pitch. The ends of the semicircles shall be joined to the by straight line drawn on the field on the same side of the pitch.

19. **LAW 20 (LOST BALL)** shall apply.

20. **LAW 21 (THE RESULT)** shall apply subject to the following:

**21.1 Competition Points**

(a) Points shall be awarded for results gained, as follows:

Win	4 points
Loss	0 points
Match abandoned - Draw	2 points
Bye	0 points
Tie	2 points
Forfeit	-2 points
Forfeit win – maximum points gained by any team in that round	4 points

**Table 5: Competition points for Glenda Hall Shield Competition**

(b) The result of a match may be a tie, regardless of the number of wickets lost by the team batting last. In addition, the innings of the team batting second shall be deemed completed when the scheduled overs have been bowled, subject to 22.2 (c).

(c) Any team that receives a bye shall not be awarded any points in that round.

**21.2 Match result**

(a) In the Glenda Hall Shield Competition, an innings shall close at the fall of 10 wickets, or 20 overs (**Twenty20 games**) or 40 overs (**40 over games**) (or less as determined by 16.2, 16.3, 16.5 and 16.6 in a delayed or rain affected match).

(b) The **dismissed** batters are permitted to bat a second time commencing with the lowest scoring batter, then the second lowest scoring batter and so on, once all team members have batted. A batter must leave the field once dismissed, rather than batting again immediately. The fall of 10 wickets is the end of the innings regardless of how many batters bat a second time.

(c) Batters **MUST** retire upon reaching a personal score of 50 (or after the scoring shot that takes them past 50 runs). In addition, batters may be retired without penalty at the discretion of the batting team captain. Retired batters may also bat a second time **once**

**the dismissed batters have had a second opportunity**, similarly commencing with the lowest scoring retired batter, then the next lowest score and so on. A batter may not be retired a second time. A retirement (compulsory, voluntary or through injury) DOES NOT constitute a fall of wicket.

**(d) ADDITIONAL BATTING RESTRICTIONS APPLY TO DESIGNATED PLAYERS**

(d) In any match in which both teams have had the opportunity to bat for the same number of overs, the team scoring the highest number of runs wins.

(e) A match shall cease when the team batting second

(i) Passes the total of the team batting first; or

(ii) Is dismissed (10 wickets have fallen, regardless of the number of players in the team); or

(iii) Receives its maximum number of overs, with due regard for Playing conditions 22.2(c)

(f) A result in **Twenty20 games**, can only be achieved in a match if each team has had the **opportunity** to bat for a minimum of 5 overs regardless of whether either or both teams had been dismissed (10 wickets) in fewer than 5 overs. A match shall be declared a draw or no result if both teams have not had the opportunity to bat for a minimum of 5 overs because:

(i) The innings of the team batting first could not commence by 4.12pm (afternoon match); or

(ii) The innings of the team batting second could not commence by 4.42pm (afternoon match); or

(iii) The innings of the team batting second will be reduced to less than 5 overs as a result of an interruption to play after its commencement.

(g) In any match in which both teams have had the opportunity to bat for a minimum of 5 overs, but have not had the opportunity to bat for the same number of overs the result shall be calculated according to the 20 over *Duckworth Lewis Resource Percentage Table from CODA 5.1 Standard Edition 2002*, as set out in Appendix 1 (page 53).

(h) A result in **40 over games** can only be achieved in a match if each team has had the opportunity to bat for a minimum of 20 overs, regardless of whether either or both teams had been dismissed in fewer than 20 overs. A match shall be declared a draw or no result if both teams have not had the opportunity to bat for a minimum of 20 overs because:

- (i) The innings of the team batting first could not commence by 4.20pm
- (ii) The innings of the team batting second could not commence by 5.42pm; or
- (iii) The innings of the team batting second will be reduced to less than 20 overs as a result of an interruption to play after its commencement

(i) In any match in which both teams have had the opportunity to bat for a minimum of 20 overs, but have not had the opportunity to bat for the same number of overs the result shall be calculated according to the 40 over *Duckworth Lewis Resource Percentage Table from CODA 5.1 Standard Edition 2002*, as set out in Appendix 1.

### **21.3 Premiership Positions**

(a) Points gained and lost in all preliminary rounds (**Twenty20 and 40 over games**) shall count towards positions in the Glenda Hall Shield premiership table.

(b) Where two or more teams have an equal number of competition points at the conclusion of the preliminary rounds, a team with a higher Net Run Rate shall occupy a higher relative position.

(i) 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 scored against that team per over throughout the competition.

**(Net Run Rate = Runs Scored/Overs Faced – Runs Conceded/Overs Bowled)**

(ii) A team that is dismissed shall be deemed to have faced the maximum number of overs allowed in that match.

#### **(c) Finals Series - Four Team finals series**

The format for the Finals Series shall be as follows:

(i) The two teams finishing first and fourth on the premiership table shall play in the first semifinal. The two teams finishing second and third on the premiership table shall play in the second semifinal.

(ii) If no results are achieved in the semifinals, the higher placed teams shall advance to the Grand Final.

(iii) If either of the semifinals results in a tie, the higher placed team shall progress to the Grand Final.

(iv) The winners of the two semifinals shall play in the Grand Final

(v) CACT will determine the venues and format for the Finals matches.

(vi) If no result is achieved in the Grand Final, the higher placed team shall be declared the Premiers.

(vii) If the Grand Final finishes in a tie, the two teams figuring in that tie will be declared Joint Premiers.

(viii) Other matches (in lieu of finals) between teams that finish below the top four places may be scheduled by CACT, under conditions determined by CACT at the time.

#### **21.4 Match Report, Grade Cricket Facilitation Report and Captain's Confidential Report on Umpires**

(a) It is the responsibility of the Home Captain (first named team in the draw) to forward to CACT by 12.00pm on the Tuesday following each match, a correctly and fully completed Match Report (including **complete** team lists for both teams).

(b) Captains of both teams involved in the match are expected to complete the Grade Cricket Facilitation Report with the officiating umpire(s) immediately following the match. This report will be returned to CACT by the umpire(s).

(c) Captains of both teams are expected to forward to CACT by 12.00pm on the Tuesday following each match, a correctly and fully completed Captain's Confidential Report on Umpires.

(d) The Match Report is required for each and every match, regardless of whether there is play or not.

(e) The Match Report must also be faxed, emailed or phoned through to the Canberra Times, no later than 7.00pm on the day of the match by the Home team (first named in the draw, regardless of game venue).

(f) In addition to the Match Report, each HOME club (first named team in the draw) must enter by 12.00pm on the Tuesday following the match, the scores and the full scorecard into the Internet based score reporting system (*My Cricket*).

#### **21.5 Law 21.8 (Correctness of Result)**

(a) Where the scores of the Match are in dispute, the Captains must hand to the Umpire(s) the scorebooks at the conclusion of the match. The Umpires forward the scorebooks to CACT within 3 days of the dispute.

(b) If there are no ACTUA-appointed Umpires at the Match, each Captain shall forward their teams' scorebook to CACT within 3 days of the dispute.

(c) CACT will appoint an independent Adjudicator to confirm the result of the game.

### **21.6 Forfeits**

Every effort should be made to ensure that all games go ahead as scheduled.

If a team is unable to field a side as defined in Rule 1.1(e) in a match for any reason, the following shall apply:

- (a) The opposing team shall receive 4 points for that round, unless all other matches in that round were abandoned, in which case NO points shall be awarded.
- (b) Any team forfeiting a match in the Glenda Hall Shield Competition shall have 2 points deducted from their competition points.
- (c) It is the responsibility of the Forfeiting Team to notify CACT, the Captain of the opposing team and the Umpires of their intention to forfeit.
- (d) Teams involved in a forfeited match are strongly encouraged to play a “friendly” match with all available players if at all possible.

### **21.7 Withdrawal from the Competition**

- (a) In the event that any Team withdraws from the Competition, any points scored against that Team shall be disregarded. Individual performances against that Team will be counted with respect to season Awards and career statistics
- (b) In the event that a Team withdraws from a competition, any member of that Team who wishes to continue playing may register with another Club prior to the first game with the new Club, (regardless of 2.1(b)(i)), after written application to CACT outlining the reasons for the request.

**21. LAW 22 (THE OVER)** shall apply subject to the following:

#### **22.1 Maximum length of over**

No Over shall last more than 8 deliveries, regardless of the number of sundries bowled.

#### **22.2 Quota of Overs – Twenty20 games**

- (a) Each team shall bat for a maximum of 20 overs, unless dismissed earlier (10 wickets constitutes an innings as outlined in 21.2) and provided there is no loss of playing time.
- (b) A team that has lost 10 wickets shall be deemed to have received its maximum quota of overs.
- (c) When the team batting first is dismissed, the team batting second shall be entitled to bat for its maximum quota of overs.

(d) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled. *The interval shall not be extended (but must be a minimum of 10 minutes).* The team batting second shall only be entitled to receive the same number of overs that had been bowled at the scheduled cessation of play.

*As an example: At the scheduled completion time, Team A has bowled only 18.2 overs (considered as 19 overs) to Team B. Team A then has only 19 overs in which to achieve the target score set by Team B in their full 20 overs.*

(e) If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled PLUS one additional over for every over not commenced at the scheduled cessation time, or a result is achieved.

*As an example: At the scheduled completion time, Team B bowling second has bowled 17.3 overs (considered to be 18 overs for this rule). They then continue bowling to complete the 20 overs PLUS another 2 overs on top of that (22 in total) to compensate the batting team for slow bowling rates. The team batting second then has 22 overs to achieve the target score.*

(f) If the ACTCUA appointed Umpire(s) determine that any shortfall in the required number of overs to be bowled was **reasonable** on the part of the fielding side, then *the penalty applied shall be equal to the shortfall in the number of overs that the Umpires determine were due to **unreasonable** delays.*

(g) If not official umpires are present, then NO penalties shall be applied

### **22.3 Quota of Overs – 40 over games**

(a) Each team shall bat for a maximum of 40 overs, unless dismissed earlier, and provided there is no loss of playing time.

(b) A team that is dismissed shall be deemed to have received its maximum quota of overs

(c) When the team batting first is dismissed, the team batting second shall be entitled to bat for its maximum quota of overs

(d) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled. *The interval shall not be extended (but must be a minimum of 20 minutes).* The team batting second shall only be entitled to receive the same number of overs that had been bowled at the scheduled cessation of play. (see example above)

(e) If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled PLUS one additional over for every over not commenced at the scheduled cessation time, or a result is achieved. (see example above)

(f) If the ACTCUA appointed Umpire(s) determine that any shortfall in the required number of overs to be bowled was **reasonable** on the part of the fielding side, then *the penalty applied shall be equal to the shortfall in the number of overs that the Umpires determine were due to **unreasonable** delays.*

#### **22.4 Loss of Playing Time – Twenty20 and 40 over games**

(a) The object shall always be to re-arrange the number of overs, so that both teams have the opportunity to bat for the same number of overs.

(b) The finishing time shall be re-scheduled by the amount of playing time lost, up to a maximum of 60 minutes.

(c) The calculation of the number of overs to be bowled shall be based on an average rate of 16.67 overs per hour in the total playing time available. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the rescheduled finishing time. The time may be extended to allow for one extra over for both teams to be added if required.

(d) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the calculated number of overs.

(e) Incomplete or fractions of overs are ignored.

#### **22.5 Maximum Overs per Bowler – Twenty20 games**

(a) No bowler shall bowl more than six (6) of the total overs allowed in an innings. In a delayed or interrupted match, where overs are reduced for either or both teams, restrictions shall be varied according to the Table 6 below.

Match length (overs)	<u>Minimum</u> number of bowlers	Over distribution ( <u>maximum overs per bowler</u> )	Match length (overs)	<u>Minimum</u> number of bowlers	Over distribution ( <u>maximum overs per bowler</u> )
20	4	2 x 6 overs	12	4	4 x 3 overs
		2 x 4 overs	11	4	3 x 3 overs
19	4	1 x 6 overs			1 x 2 overs
		1 x 5 overs	10	4	2 x 3 overs
		2 x 4 overs			2 x 2 overs
18	4	2 x 5 overs	9	4	1 x 3 overs
		2 x 4 overs			3 x 2 overs
17	4	1 x 5 overs	8	4	4 x 2 overs
		3 x 4 overs	7	4	3 x 2 overs
16	4	4 x 4 overs			1 x 1 over
15	4	3 x 4 overs	6	4	2 x 2 overs
		1 x 3 overs			2 x 1 overs
14	4	2 x 4 overs			1 x 2 overs
		2 x 3 overs	5	4	3 x 1 over
13	4	1 x 4 overs			
		3 x 3 overs			

***Table 6: Distribution of overs in a Glenda Hall Shield Twenty20 game***

(b) Only 2 bowlers are permitted to bowl 6 overs and there must be a minimum of 4 bowlers used in the game.

(b) In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as each bowler's limit is concerned.

#### **22.6 Maximum Overs per Bowler – 40 over games**

(a) No bowler shall bowl more than eight (8) of the total overs allowed in an innings. In a delayed or interrupted match, where overs are reduced for either or both teams, no bowler may bowl more than one-fifth of the total overs allowed

(b) If the total overs are not divisible by five, one additional over is allowed to the maximum number per bowler to make up the balance

(c) In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as each bowler's limit is concerned.

## 22.7 Restriction of Underage Bowlers

(a) In **Twenty20 games**, no medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell and the number of overs in a day as set out in the Table 7 below:

AGE AS AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAY	MINIMUM BREAK BETWEEN SPELLS
Over 19	6	12	No restrictions
Under 19	6	12	No restrictions
Under 17	6	12	30 minutes
Under 15	5	10	30 minutes
Under 14	4	8	30 minutes
Under 13	4	8	30 minutes

***Table 7: Restriction of Underage Bowlers (Twenty20)***

(b) In **40 over games**, no medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell and the number of overs in a day's play as set out in the Table 8 below:

AGE AS AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAY'S PLAY	MINIMUM BREAK BETWEEN SPELLS
Over 19	8	8	No restrictions
Under 19	8	8	30 minutes
Under 17	6	8	30 minutes
Under 15	5	8	30 minutes
Under 14	4	8	30 minutes
Under 13	4	8	30 minutes

***Table 8: Restriction of Underage Bowlers (40 over)***

### (c) Length of Break

(i) The minimum rest period between spells for medium or fast bowlers will be 30 minutes.

(ii) A bowler who has bowled a spell of fewer than the maximum number of overs as set out in Tables 8 and 9, may resume bowling prior to completion of the minimum rest period, however this will be considered as extension of the same spell and the limit of overs in the total spell shall still apply. Following the completion of the spell, the normal break between spells will apply, and the break within the spell is disregarded.

(iii) Breaks between spells includes the time taken for intervals and interruptions to play.

(iv) A partially completed over shall constitute one over for the purposes of calculating the bowler's spell.

(v) On days where more than one game is played, these restrictions apply across the whole day and Captains are responsible for ensuring that these restrictions are enforced.

**(d) Change in bowling type** – where a bowler changes between medium pace or faster and spin bowling during a day's play.

(i) a bowler begins with medium (or faster) bowling, the bowler is subject to this playing condition throughout the day's play.

(ii) If a bowler begins with spin bowling and changes to medium pace (or faster) the playing condition applies from the time of the change and any spin overs bowled prior to the change shall not be counted in the current spell or in the daily limit.

(iii) It is the responsibility of the fielding Captain to ensure that this Playing condition is upheld. The Umpires and Scorers will assist in maintaining records to enable enforcement of this Playing Condition.

(iv) If the Umpires become aware of a breach in this Playing Condition, when the ball is dead, they shall direct the Captain to take the bowler off immediately. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous nor be allowed to bowl the next over.

**22. LAW 23 (DEAD BALL)** shall apply.

**23. LAW 24 (NO BALL)** shall apply.

**24. LAW 25 (WIDE BALL)** shall apply, with the following changes

**24.1 Judging a wide.**

A ball shall be called wide if it passes outside the wide markings on the bowling crease, 75cm on either side of the stumps.

**25. LAW 26 (BYE AND LEG BYE)** shall apply.

**26. LAW 27 (APPEALS)** shall apply.

**27. LAW 28 (THE WICKET IS DOWN)** shall apply.

**28. LAW 29 (BATSMAN OUT OF HIS GROUND)** shall apply.

**29. LAW 30 (BOWLED)** shall apply.

- 30. **LAW 31 (TIMED OUT)** shall apply.
- 31. **LAW 32 (CAUGHT)** shall apply.
- 32. **LAW 33 (HANDLED THE BALL)** shall apply.
- 33. **LAW 34 (HIT THE BALL TWICE)** shall apply.
- 34. **LAW 35 (HIT WICKET)** shall apply.
- 35. **LAW 36 (LEG BEFORE WICKET)** shall apply.
- 36. **LAW 37 (OBSTRUCTING THE FIELD)** shall apply.
- 37. **LAW 38 (RUN OUT)** shall apply.
- 38. **LAW 39 (STUMPED)** shall apply.
- 39. **LAW 40 (THE WICKET-KEEPER)** shall apply.
- 40. **LAW 41 (THE FIELDER)** shall apply subject to the following:

#### **41.1 Fielding restrictions**

- (a) At the instant of delivery, there may be no more than 5 fielders on the leg side
- (b) No fielder may field in a position, in front of the wicket, within 10 metres of the striker.
- (c) No other fielding restrictions will apply.
- (c) In the event of an infringement of 41.1(a,b), the Umpire shall call and signal No Ball.

#### **41.2 Protective equipment – The Fielder**

The use of helmets for all wicketkeepers standing up to the stumps is strongly recommended.

- 41. **LAW 42 (FAIR AND UNFAIR PLAY)** shall apply subject to the following:

#### **42.1 Law 42.6(a) Bowling of fast, short pitched deliveries**

- (a) A bowler shall not be allowed to bowl any fast, short pitched delivery.
- (b) A fast short pitched delivery is defined as a ball which, after pitching, passes *or would have passed above shoulder height of the batter standing upright in her normal guard position at the crease*, but not clearly above her head.

(c) Either Umpire shall call and signal No Ball. In addition, when the ball is dead, the Umpire shall caution the bowler, inform the Captain of the fielding team, the batter at the wicket and the other Umpire of what has occurred. This caution shall then apply throughout the Innings.

(d) In addition, for the purpose of this Playing Condition, a fast, short pitched ball that passes clearly above head height of the batter shall be called and signaled a Wide Ball. In this instance the Umpire shall caution the bowler in accordance with 42.1(c).

(e) If there is a second instance of the bowler being No-Balled for bowling a fast, short pitched in the same innings the Umpire shall repeat the procedure in 42.1(c) and advise the bowler that this is her last warning.

(f) Should there be a further instance by the same bowler in that innings, the Umpire shall call and signal No Ball and when the ball is dead, instruct the Captain to take the Bowler off immediately. If necessary the over may be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over.

(g) This rule is not a substitute for Law 42.6 (Dangerous and Unfair Bowling) that umpires may apply at any time.

#### **42.2 Law 42.6(b) Bowling of High Full Pitched balls**

Law 42.6 (b) shall be replaced by the following:

(a) Any delivery (regardless of the pace at which it is bowled) which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be a No Ball.

(b) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is **deemed dangerous and unfair if**, in the opinion of the bowlers end umpire, **it is likely to inflict physical injury on the striker**.

(c) In the event of a bowler bowling a **dangerous and unfair, high, full pitched ball as defined in 42.2 (b)**, the umpire at the bowlers end shall in the first instance, call and signal No Ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

(d) Should there be a further instance 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 take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, nor be allowed to bowl the next over or

part thereof. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

(e) The bowler taken off shall not be allowed to bowl again in that innings.

#### **42.3 Dangerous and Unfair Bowling – Action by the Umpire**

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of 42.1, 42.2 and 42.4 the following shall apply at any time during the match.

- (a) The bowling of fast short pitched balls is unfair if, in the opinion of the umpire at the bowler's end (considering their repetition and taking into account their length, height and direction) they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment they may be wearing. The relative skill of the striker shall also be taken into consideration.
- (b) In the event of such unfair bowling, the umpire shall adopt the following procedure:
  - (i) In the first instance the umpire shall call and signal No Ball and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batters of what has occurred.
  - (ii) If this caution is ineffective, the umpire shall repeat the above procedure and indicate to the bowler that this is the final warning
  - (iii) Both the caution and the warning continue to apply throughout the innings.
  - (iv) Should there be a further instance 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 take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, nor be allowed to bowl the next over or part thereof. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.
  - (v) The bowler taken off shall not be allowed to bowl again in that innings.

#### **42.4 Law 42.8 Deliberate Bowling of High Full Pitched Balls**

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch ball which is deemed dangerous and unfair (under 42.2(b)) was deliberately bowled, then the first and final warning shall be dispensed with.

The umpire at the bowler's end shall:

- (a) Call and signal No Ball, and when the ball is dead direct the Captain to take the bowler off forthwith.

- (b) If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, nor be allowed to bowl the next over or part thereof. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.
- (c) The bowler taken off shall not be allowed to bowl again in that innings.

#### **42.5 Action by the Umpires for Dangerous and Unfair Bowling**

Cumulative cautions and warnings will not apply and each different form of dangerous and unfair bowling will be treated separately in the caution and warning process as defined in 42.1, 42.2, 42.3 and 42.4.

**APPENDIX 1: Duckworth Lewis Resource Percentage Table from CODA 5.1 Standard Edition 2002**

Overs left	Wickets lost									
	0	1	2	3	4	5	6	7	8	9
40	89.3	84.2	77.8	69.6	59.5	47.6	34.6	22.0	11.9	4.7
39	88.0	83.1	76.9	69.0	59.1	47.4	34.5	22.0	11.9	4.7
38	86.7	82.0	76.0	68.3	58.7	47.1	34.5	21.9	11.9	4.7
37	85.4	80.9	75.0	67.6	58.2	46.9	34.4	21.9	11.9	4.7
36	84.1	79.7	74.1	66.8	57.7	46.6	34.3	21.9	11.9	4.7
35	82.7	78.5	73.0	66.0	57.2	46.4	34.2	21.9	11.9	4.7
34	81.3	77.2	72.0	65.2	56.6	46.1	34.1	21.9	11.9	4.7
33	79.8	75.9	70.9	64.4	56.0	45.8	34.0	21.9	11.9	4.7
32	78.3	74.6	69.7	63.5	55.4	45.4	33.9	21.9	11.9	4.7
31	76.7	73.2	68.6	62.5	54.8	45.1	33.7	21.9	11.9	4.7
30	75.1	71.8	67.3	61.6	54.1	44.7	33.6	21.8	11.9	4.7
29	73.5	70.3	66.1	60.5	53.4	44.2	33.4	21.8	11.9	4.7
28	71.8	68.8	64.8	59.5	52.6	43.8	33.2	21.8	11.9	4.7
27	70.1	67.2	63.4	58.4	51.8	43.3	33.0	21.7	11.9	4.7
26	68.3	65.6	62.0	57.2	50.9	42.8	32.8	21.7	11.9	4.7
25	66.5	63.9	60.5	56.0	50.0	42.2	32.6	21.6	11.9	4.7
24	64.6	62.2	59.0	54.7	49.0	41.6	32.3	21.6	11.9	4.7
23	62.7	60.4	57.4	53.4	48.0	40.9	32.0	21.5	11.9	4.7
22	60.7	58.6	55.8	52.0	47.0	40.2	31.6	21.4	11.9	4.7
21	58.7	56.7	54.1	50.6	45.8	39.4	31.2	21.3	11.9	4.7
20	56.6	54.8	52.4	49.1	44.6	38.6	30.8	21.2	11.9	4.7
19	54.4	52.8	50.5	47.5	43.4	37.7	30.3	21.1	11.9	4.7
18	52.2	50.7	48.6	45.9	42.0	36.8	29.8	20.9	11.9	4.7
17	49.9	48.5	46.7	44.1	40.6	35.8	29.2	20.7	11.9	4.7
16	47.6	46.3	44.7	42.3	39.1	34.7	28.5	20.5	11.8	4.7
15	45.2	44.1	42.6	40.5	37.6	33.5	27.8	20.2	11.8	4.7
14	42.7	41.7	40.4	38.5	35.9	32.2	27.0	19.9	11.8	4.7
13	40.2	39.3	38.1	36.5	34.2	30.8	26.1	19.5	11.7	4.7
12	37.6	36.8	35.8	34.3	32.3	29.4	25.1	19.0	11.6	4.7
11	34.9	34.2	33.4	32.1	30.4	27.8	24.0	18.5	11.5	4.7
10	32.1	31.6	30.8	29.8	28.3	26.1	22.8	17.9	11.4	4.7
9	29.3	28.9	28.2	27.4	26.1	24.2	21.4	17.1	11.2	4.7
8	26.4	26.0	25.5	24.8	23.8	22.3	19.9	16.2	10.9	4.7
7	23.4	23.1	22.7	22.2	21.4	20.1	18.2	15.2	10.5	4.7
6	20.3	20.1	19.8	19.4	18.8	17.8	16.4	13.9	10.1	4.6
5	17.2	17.0	16.8	16.5	16.1	15.4	14.3	12.5	9.4	4.6
4	13.9	13.8	13.7	13.5	13.2	12.7	12.0	10.7	8.4	4.5
3	10.6	10.5	10.4	10.3	10.2	9.9	9.5	8.7	7.2	4.2
2	7.2	7.1	7.1	7.0	7.0	6.8	6.6	6.2	5.5	3.7
1	3.6	3.6	3.6	3.6	3.6	3.5	3.5	3.4	3.2	2.5
0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

**Duckworth Lewis examples**

**Example 1:** T20 match Team A bats for their 20 overs and makes 8-112.

11 overs of 2<sup>nd</sup> innings was played before rain forced abandonment of play. (Team B made 4-49 off 11)

Result?

**9 overs left 4 wickets down**

**Resources Remaining (RR) = 26.1% (from table)**

**∴ Resources available to Team B = 56.6 - 26.1 = 30.5%**

**Par Score = (30.5 x 112) / 56.6 = 60.4 = 60 (rounded down)**

**∴ Team B are 11 behind Par Score and Team A win by 11 runs**

**Example 2:** T20 match Team A bats for 20 overs and makes 7-101

17.3 overs into 2<sup>nd</sup> innings play was abandoned (Team B made 5-92 off 17.3)

Result?

**2.3 overs left 5 wickets down**

**Resources Remaining (RR) = 8.4% (by interpolation from table – half an over)**

**∴ Resources available to Team B = 56.6 - 8.4 = 48.2%**

**Par Score = (48.2 x 101) / 56.6 = 86.01 = 86 (rounded down)**

**∴ Team B are ahead of Par Score and Team B win by 6 runs**

**Example 3:** 40 over match rain reduces innings of Team A to 36 overs and they make 7/165

Further rain reduces the innings of Team B to 31 overs

What is their target?

**Assuming the reduction of Team A is before the match starts, then they start with 84.1% from table**

**Team B start with 31 overs, ie 76.7%, so their initial Par score**

**= (76.7/84.1) x 165 = 150.4 so Team B need 151 to win**

After 26 overs the match ceases and Team B is 6/130 – Result?

**At 26 overs gone out of their 31, Team B have 5 overs left, and being 6 wickets down, they have 14.3% resources left,**

**∴ out of their original 76.7 they have had access to 76.7 – 14.3 = 62.4%**

**= (62.4/84.1) x 165 = 122.4 = 122 rounded down**

**∴ Team B is ahead of Par score, and win by 8 runs**