

Unicorns Counties KO Trophy

Competition Rules

1 Title

The title of the Competition shall be the Unicorns Counties KO Competition. The name of the sponsor (if any) may be incorporated in the playing title.

2 Management

2.1 The control of the Competition shall be undertaken by MCCA and all decisions relating to these rules or to matches played in the competition shall be final and binding on all concerned.

2.2 The Management Committee shall have the same powers in relation to these Rules and Playing Conditions as are set out in 7.2 and 7.3 of the Unicorns Counties Championship Rules.

3 Competition Structure

3.1 The Competition shall be organised on a flexible regional basis as decided from time to time by MCCA. There will be four groups of five counties with each county playing four fixtures, two home and two away.

3.2 The four group winners, (who shall receive a home draw) and the group runners up shall go forward to the Quarter Finals. The pairings for both the Quarter Finals and Semi Finals will be made by an open draw.

3.3 All matches shall be played on the dates specified by MCCA.

3.4 No matches shall have a Reserve Day except for the Final. However, the two counties participating in a Semi Final may agree that, if conditions of ground, weather and light render it impossible to achieve a result on the scheduled day, the match will be rescheduled to a mutually agreed date. This agreement must be reached

and approval for the fall-back date obtained from the MCCA before the date originally specified for the match to be played. The counties involved shall be responsible for meeting all the costs of any such rescheduled match.

- 3.5 The home county shall be responsible for the match arrangements and shall retain any gate receipts.
- 3.6 The Final shall be played at a neutral venue. MCCA shall undertake all arrangements, including financial, for the Final. Any gate receipts shall be a matter for agreement between MCCA and the host venue. In the case of the Final if no play is possible at the original ground and that ground is not available for a Reserve day MCCA may (but shall not be obliged to) at its discretion re-arrange the match at an alternative venue which may be either at a neutral venue or one within the boundaries of one of the participant Counties.

4 Qualification of Players

The same registration regulations relating to the Unicorns Counties Championship shall apply. A cricketer shall only be eligible to play for one Minor County in any one season whether in the same, or different, competitions.

5 Code of Conduct and Disciplinary Procedures

The MCCA Code of Conduct and Disciplinary Procedure including the Spirit of Cricket and the Appendix shall apply to the MCCA Knock Out Competition. Any suspensions shall apply only to the Knock Out Competition and shall take effect from the next match.

6 Cricket Balls

One Grade 1 BSI approved ball with seams conforming to the specifications laid down by the MCCA shall be used per innings. MCCA shall provide

new balls for the Final. Spare balls, of the same brand, for changing during a match shall also be available.

7 Umpires and Match Referees

- 7.1 The MCCA may, in its absolute discretion, appoint a Match Referee for any KO Trophy match, including the Final, as it considers appropriate. Match Referees will act as directed by MCCA.
- 7.2 Umpires shall be appointed for each match by MCCA.
- 7.3 The Umpires shall submit a match report, and the Captains an assessment report on the forms provided.

8 Scorer and Duckworth/Lewis Manager

- 8.1 Each County shall provide a scorer for each match they play in the competition.
- 8.2 The Home County shall provide a Duckworth/Lewis Manager who may be the scorer.

The Home County shall provide for the use of the scorers and Duckworth/Lewis manager a computer, configured with the Duckworth/Lewis Professional version software provided by the MCCA, and a printer in order to produce the Par Score for Target sheets. If the computer is not functional or not available then the scorers and Duckworth/Lewis manager must be competent to carry out the necessary calculations manually using the Duckworth/Lewis Standard version.

9 Match Results

At the end of each match both scorers shall sign an official Result Sheet which the Home County shall return to the MCCA Competitions Secretary, as set out on the form, within 24 hours.

Unicorns Counties KO Trophy

Playing Conditions

1 Playing Conditions

The Playing Conditions for Unicorns Counties Championship cricket (including the qualification of players) will apply, with the following exceptions:

2 Duration

The matches will consist of one innings per side, each innings being limited to maximum of 50 overs. One day will be allocated

3 Hours of Play and Intervals

3.1.1 The scheduled hours of play will be 11.00am to 6.45pm and may be altered subject to the agreement of both teams and MCCA. Up to 60 minutes of extra official playing time is allowed to make up for playing time lost – refer 4.2.1 (a) and 4.2.3.

3.1.2 There will normally be two sessions of play of 3 hours 30 minutes each, separated by an interval of 45 minutes from 2.30pm to 3.15pm. If the innings of the team batting first is completed prior to the scheduled time for the interval then the interval may, if considered practicable by the umpires in consultation with the Ground Authority, take place immediately and the innings of the team batting second will commence correspondingly earlier. Otherwise the interval shall take place at the normal time as calculated by the Umpires.

3.1.3 Where the innings of the side batting first is delayed or interrupted, the Umpires will reduce the length of the interval.

In the event of time being lost up to and including 60 minutes in aggregate, the length of the interval shall be reduced by the amount of time lost or, if this is more than

15 minutes, by 15 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be agreed mutually by the Umpires and both Captains subject to it being of not more than 30 minutes' duration nor less than 10 minutes' duration. In the event of disagreement, the interval shall be of 25 minutes duration.

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.

3.1.4 Two drinks intervals per innings are permitted, but no time allowance shall be provided for them.

3.1.5 The umpires may decide to play a further four overs at the time of the interval if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such further overs, the whole period shall be played out. The full time to bowl such overs shall count in respect of the time allocated to bowl the overs in that innings.

4 Length of Innings

4.1 In Uninterrupted Matches (i.e. matches which are neither delayed nor interrupted):

4.1.1 Each team shall bat for 50 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 15 will apply.

4.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

4.1.4 If the team fielding second fails to bowl 50 overs by the scheduled time for the cessation of the second innings (normally 6.45pm), the hours of play 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 15 will apply.

4.2 In Delayed or Interrupted Matches

4.2.1 General

- a) Any rearrangement of the number of overs that may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason, shall take no account of the potential existence of a reserve day. Where a reserve day exists, if it is not possible to constitute the match on the first scheduled day then it shall be continued on the reserve day. For the avoidance of doubt any previously effected reduction in the length of the innings in progress (and any applicable Duckworth/Lewis target) will still apply at the start of the reserve day.
- b) The timing and duration of all suspensions of play (including all intervals) or delays on any day will be taken into account when calculating the length of time available for either innings.
- c) The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs
- d) Except as provided for in 4.2.3 below the calculation of the number of overs to be bowled shall be based on a rate of one over for every full 4.2 minutes in the total time available for play up to 7.45pm. A rescheduled cessation time should be re calculated for both innings. A minimum of 10 overs (20 overs in the Final) must be bowled to the team batting second (unless a result is achieved earlier) in order to constitute a match.
- e) The re-calculated number of overs will be the minimum number that ensures that the re scheduled cessation time is no earlier than the original cessation time.

f) If the team fielding second falls to bowl the required number of overs by the scheduled cessation time, the hours of play shall, subject to conditions of ground, weather and light, be extended until the overs have been bowled or a result has been achieved, and Playing Condition 15 will apply.

g) The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter has been all out in less than the agreed number of overs.

h) After any hold up in play, the Umpires will calculate the number of overs lost. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Umpires will notify the Captains, Scorers, Duckworth/Lewis Manager and Match Referee, if there is one, of such decisions.

i) During the second innings of a match in which overs have been reduced, the Duckworth/Lewis target score at the end of the over in progress shall be displayed on the scoreboard after the 10th over.

4.2.2 Delay or interruption to the Innings of the Team Batting First

a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings, as calculated by applying the provisions of 4.2.1 (a), 4.2.1 (b) and 4.2.1 (c) above. In the event of its innings being completed prior to the Scheduled time, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

b) The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs

4.2.3 Delay or interruption to the Innings of the Team Batting Second

If there is a delay or interruption to the innings of the team batting second, the overs shall be reduced at a rate

of one over for every full 4.2 minutes lost, except that when the innings of the team batting first has been completed prior to the scheduled or re scheduled time for the interval between innings, the reduction of overs will not commence until, in the case of a delay, an amount of time equivalent to that which the first innings finished early has elapsed, or in the case of an interruption, an amount of time equivalent to that by which the second innings started early has elapsed.

Note also that 3.1.1 makes provision for the scheduled close of play to be pushed back to 7.45pm before overs are deducted for time lost.

A re scheduled cessation time should be re-calculated for the second innings.

The re-calculated number of overs will be the minimum number that ensures that the rescheduled cessation time is no earlier than the original cessation time.

5 The Result

5.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of a match ending with level scores, the following shall apply:

5.1.1 The team losing the lesser number of wickets shall be the winner.

5.1.2 If the result cannot be decided by 5.1 or 5.1.1 in a zonal match or in the Final the result shall be a tie. In Quarter Finals and Semi Finals the winner shall be the team with the higher score after 15 overs, or if still equal after 14 overs, or if still equal after 13 overs etc; if those scores are equal at the end of each of the first fifteen overs the match shall be regarded as a Tie and be decided by the provision in Regulation 5.3 below.

5.2 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to

be revised to a lesser number than that originally allotted (minimum 10 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This will be calculated on the Duckworth/Lewis system as set out in the current ECB First Class Regulations and Playing Conditions. An integral target will be set for the team batting second with one run less resulting in a Tie. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, the faulty target shall stand.

5.3 Super Over

5.3.1 In the event of a Tie the teams shall compete in a Super Over to determine the winner. The following procedure will apply should the provision for a Super Over be adopted in any match.

5.3.2 Subject to weather conditions the Super Over shall take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match. The Super Over 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. The umpires shall stand at the same end as that in which they finished the match. In both innings of the Super Over, the fielding side shall choose from which end to bowl.

5.3.3 Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over. Any penance time being served in the main match shall be carried forward to the Super Over .

5.3.4 Each team's over is played with the same fielding restrictions as apply for a Powerplay 3 Over in a normal Unicorns KO match.

5.3.5 The team batting second in the match will bat first in the one over eliminator.

5.3.6 The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the Super Over . The ball to be used shall not be a new ball and should have the apparent wear characteristics of a ball that has had between 5 and 20 overs of usage.

For the avoidance of doubt, a ball used in the main match shall not be used in the Super Over . If the ball needs to be changed, then playing conditions as stated for the main match shall apply.

5.3.7 The loss of two wickets in the over ends the team's one over innings.

5.3.8 In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the D/L method, clause 5.3.9 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and in the Super Over shall be the winner. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the over per side eliminator) shall be the winner.

5.3.9 If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

5.3.10 If still equal, then another Super Over shall be played in accordance with Clause 5.3.

5.3.11 If circumstances render a Super Over impossible Regulation 6 (No result Quarter Final and Semi Final) or Regulation 7 (No result Final) shall apply.

5.4 Points Scoring In Zonal League matches

5.4.1 The side winning the match to score 2 points. In a No Result or Tied match each side to score 1 point. In the event of a tie in a zonal match each team to score one point.

5.4.2 In the event of two or more sides in any zonal group having the same number of points after all matches have been concluded, positions in the table shall be decided on their respective net run rates. Only matches where results are achieved will count for the purposes of net run rate calculations. A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. In the event of a team being all out in less than its full allocation of overs, the calculation of the net run rate of both teams 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.

- 5.4.3 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.

6 No Result Quarter Finals and Semi Finals

- 6.1.1 In the event of conditions rendering it impossible to achieve a result in the Quarter Finals and Semi Finals the Captains should, if circumstances (outdoors or indoors) permit, agree (in case of disagreement the Umpires shall decide) to the following form of "bowl out" contest to achieve a result: five players from each side will bowl over arm two deliveries each at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). The side which bowls down the wicket (as defined in Law 28.1) most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a "sudden death" basis. If circumstances make the contest impossible the match shall be decided by the toss of a coin.

The following shall also apply in respect of "bowl outs":

- 6.2 The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.
- 6.3 If a bowler bowls a "no ball" it will count as one of his two deliveries but will not count towards the score of the team.

- 6.4 If the original match has started, the five cricketers to take part in the "bowl out" must be selected from the original 11 cricketers and the 12th man. If there has been no play in the original match (the toss has not taken place), the five cricketers may be selected from any of a County's registered cricketers even if team lists have been exchanged.

- 6.5 Each side will appoint a wicket keeper to stand behind the wicket but out of reach of the stumps.

7 No Result Final

In the event of a Tie, No Result or a Duckworth/Lewis Tie being achieved in the Final the Trophy will be shared.

8 Power Play Regulations

Law 41 – The Fielder shall apply subject to the following:

- 8.1 Law 41.1 - Protective equipment

The following shall apply in addition to Law 41.1:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

- 8.2 Restrictions on the placement of fieldsmen

- 8.2.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

- 8.2.2 In addition to the restriction contained in clause 8.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

- 8.2.3 The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles

shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

- a) Powerplay 1 – no more than two fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- b) Powerplay 2 – no more than four fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- c) Powerplay 3 – no more than five fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

8.2.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3

19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

- 8.2.5 If play is interrupted during an innings and the table in 8.2.4 applies, the appropriate Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 8.2.5

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

- 8.2.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 8.2.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- 8.2.8 In the event of the striker's end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

9 Number of Overs Per Bowler

No bowler may bowl more than ten overs. However 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 16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 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.

10 Declarations

Law 14 will not apply in this competition. The Captain of the batting side may not declare his innings closed at any time during the course of a match.

11 Law 24.6 Ball bouncing more than twice or rolling along the ground

Law 24.6 is replaced by:

The Umpire at the bowlers end shall call and signal "No Ball" if a ball which he considers to have been delivered without having previously touched bat or person of the striker

Either (i) bounces more than once or

(ii) rolls along the ground before it reaches the popping crease.

12 Law 24.12 No Ball – Penalty

Law 24.12 will apply except that the penalty for a “No Ball” will be 2 runs.

13 Free Hit after a No Ball

13.1 In addition to 12 above, the delivery following any no ball 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 a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

13.2 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.

13.3 Field changes are not permitted for free hit deliveries unless there is a change of striker save that in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

14 Law 25 Wide Ball

14.1 In addition to Law 25 the following will apply.

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.

14.2 Pitch markings should be expanded to include lines, 17 inches (43.18cms) inside either return crease as an aid to umpires in judging whether an offside wide has been bowled. A diagram showing this is attached as Appendix 1 and can also be seen in the ECB First Class Regulations and Playing Conditions.

14.3 A Wide Ball shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and

the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batsman and the leg stump shall not be called a wide. If a ball is hit by the batsman or if the ball hits any part of his equipment, it shall not be called a wide, irrespective of where it pitched or would have passed.)

14.4 If the striker plays a switch hit or reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances, Clause 14.3 shall not apply and the guidance given in Clause 14.2 shall apply on both the off side and the leg side.

15 Law 42.6(b) – Bowling of high full pitched balls

Law 42.6(b) is replaced by the following:

Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No Ball by the umpire at the bowler's end. In addition, if the high full pitched ball is fast, it shall be deemed dangerous and unfair and the umpire at the bowler's end, in addition to the call and signal of No Ball, will adopt the procedures of Law 42.7.

16 Short Pitch Bowling

A bowler shall be limited to only one short pitched delivery per over as defined in the Unicorns Counties Championship Regulations - Playing Condition 19.

17 Over Rate Penalties

17.1 All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hrs. 30 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 re-scheduled cessation time for the innings.

- 17.2 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.
- 17.3 The Umpires 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 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.
- 17.4 Over rate penalties apply only to innings of 15 overs or more duration.
- 17.5 In the event of sightscreens having continually to be moved (i.e. for a bowler changing regularly for whatever reason from over to round the wicket and vice versa) then in the absence of requisite ground staff/helpers the batting side shall assume responsibility for their movement.
- 17.6 For the purpose of net run-rate calculations, any runs accrued through application of this clause shall be included in calculations.

APPENDIX 1

Crease Markings



