



## **T20**

### **1. Players**

Each side shall field no more than eight players during a game. A team must field a minimum of six players during the game.

### **2. Duration**

One innings per side, each innings limited to a maximum of 20 overs.

### **3. In Delayed or Interrupted Match**

In the event of rain interrupting play, after 30 minutes off the field, an over will be for every 4 minutes that the teams are off the field. The Duckworth Lewis Stern (DLS) method (easiest way to access is through the scoring on CricHQ) will be used to determine the re-calculation of the overs/targets required. When an official umpire is not present the Captains of both sides will hold sole discretion and need to agree on stopping or resumption of play. In the case of official umpire/s being present, they will hold sole discretion as to the stopping or resumption of play.

### **4. Scheduled Hours of Play**

First Innings - 2pm - 3:20pm  
Lunch - 3:20pm -3:40pm  
Second Innings - 3:40pm -5pm.

### **5. Ball**

Each club shall provide a new CMCA approved Kookaburra 156 gram 2 piece red ball for each game they play.

### **6. Points**

Win - 6 points  
Tie or no result - 3 point  
Loss - 0 points

### **7. Interval**

The interval will normally be of 20 minutes duration. In reduced overs matches, the interval will be cut to five minutes.

### **8. Re-arrangement of Overs**

Teams have one hour 20 minutes to bowl 20 overs. In the first innings, the calculation of the number of overs to be bowled shall be based on one over for every full four minutes in the total time available for play up to the scheduled close of play. In the second innings of the match, overs shall be reduced at a rate of one over for every full 4 minutes lost, unless the first innings finished early / second innings started early in which case no overs are lost until the time that has been gained is subsequently lost.

### **9. Timed Out**

The incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within one minute 30 seconds of the fall of the previous wicket, or they will be dismissed on appeal by the fielding side, Timed Out



## **10. The Result**

Each side must have faced (or had the opportunity to face) five overs in order to constitute a match. The match shall be determined on average run rate if the game is interrupted by weather.

## **11. Number of Overs per Bowler**

Each bowler may bowl a maximum of four overs. In a delayed or interrupted match, no bowler may bowl more than one fifth of the total overs allowed unless such a number has been exceeded before the interruption.

## **12. Short Pitched Bowling**

Any delivery that bounces over shoulder height of the batter in a standing position shall be called a no ball. Any delivery that travels over waist height of the batter on the full shall be called a no ball.

## **13. Over-Rate Penalties**

The six-run penalty for each over not bowled will apply - all sides are expected to be in position to bowl the first ball of the last of their 20 overs within one hour 20 minutes playing time. In reduced over matches, the fielding side has one over's leeway in addition to any time that the Umpires may allow for stoppages.

Umpires are instructed to apply a strict interpretation of time-wasting by the batter (five-run penalties). Specifically, batters are expected to be ready for the start of a new over as soon as the bowler is ready.