

Worcestershire County League
Playing Conditions (Win/Lose) 2019

The Laws of Cricket 2017 code (2nd Edition 2019) shall apply with the following exceptions where appropriate.

1. DURATION

- 1.1 Matches shall be limited to 100, 90 or 80 overs with the proviso that the side batting first shall receive not more than 50, 45 or 40 overs. 100 overs are played in the Premier Division and Divisions 1 to 5. 90 overs are played in Divisions 6 to 11. 80 overs are played in Divisions 12N, SE and SW. Overs may be reduced due to inclement weather or unforeseen circumstances but, in any event, the number of overs available to each team at the start will be equal. In the Premier division only, up to 30 minutes of extra playing time is allowed to make up for playing time lost in accordance with condition 3.1.
- 1.2 Matches shall start not later than 1pm (12.30 in September) (or otherwise as determined by the Management Committee) unless time is lost due to inclement weather or unavoidable cause. Both fielding sides are required to bowl their overs at a rate of 4 minutes per over (with no further time allowances for wickets lost). If this over rate is not achieved penalty runs may be applied and, umpires (or captains if there are no appointed umpires) should report the time taken to the administrator who may take further action.
- 1.3 A 30 minute tea interval shall be taken between innings unless weather conditions so dictate that it is appropriate, in the interests of time saving, to take tea during a weather break in the first innings. Umpires (if appointed) or Captains (if there are no appointed umpires) may vary the time at which the tea interval is taken if they are in agreement. In this case, there shall be a 10 minute interval between innings unless the tea break coincides with the end of an innings when the 30 minute tea interval shall be concurrent.
- 1.4 The captain of the batting side may not declare his innings closed at any time during the course of the match. Should the side batting first be bowled out before the overs it is entitled to have received been completed, the side batting second shall be entitled to bat for 50 (45 or 40) overs or as reduced due to inclement weather or other cause.
- 1.5 If a team is dismissed and tea is not ready, a 10 minute interval between innings shall be taken and play shall continue for a minimum of 15 overs or 60 minutes, whichever is the longer, unless a result has been obtained earlier. In this instance, the tea interval shall be reduced to 20 minutes in duration.
- 1.6 Allowances will be made for unavoidable breaks in play which are of a duration of five minutes or more and confirmed to the fielding captain and the batsman at the wicket at the time of the delay. Breaks of less than five minutes are to be ignored and no allowances made. Batsmen are expected to cross on the field of play at the fall of a wicket.
- 1.7 Drinks intervals shall be agreed with the umpires by the fielding captain prior to the start of each innings. Two drinks intervals per innings are permitted but no allowance shall be provided for them.
- 1.8 A scheduled cessation time for each innings shall be fixed prior to its commencement by applying the provisions of conditions 1.1 to 1.7 as appropriate.
- 1.9 Play may continue after the scheduled or re-scheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved.

2. MATCHES WITH NO DELAYS OR INTERRUPTIONS

- 2.1 If the team bowling 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 condition 5 shall apply.
- 2.2 If the team bowling second fails to bowl the required number of overs by the scheduled time for the cessation of the second innings, 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 condition 5 shall apply.

3. DELAYED STARTS AND INTERRUPTIONS

- 3.1 Where the start of a match is delayed, the number of overs available to each side shall be equal. This shall be calculated on the basis of one over lost for each side per 8 minutes or part thereof of playing time lost. In the Premier division only, when calculating overs lost, the umpires shall ignore the first 30 minutes of stoppage time. Overs only begin to be lost once more than 30 minutes of cumulative match playing time has been lost. Stoppage time may accrue from one or more breaks in play and in either innings.
- 3.2 No game may start after 5.20 pm. (1pm original start, minimum 40 overs plus 10 minute break between innings, assuming tea has already been taken). For other scheduled starts, the times shown should be adjusted accordingly.
- 3.3 Where a match is interrupted during the innings of the side batting first, they shall still be entitled to their full allocation of overs, agreed at the start of the game. (Exception see 3.9 below). Any time lost due to stoppages will be deducted from the second innings. The calculation for overs in the second innings shall be made by the Umpires and Captains based on a rate of four minutes per over in the total time available for play (that is, time already played added to time remaining though not including the time allocated to the interval).
- 3.4 Should calculations regarding the number of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption has been completed.
- 3.5 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its innings in less than its allocated overs.
- 3.6 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of four minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relevant delays, interruptions in play and the duration of the interval will be taken into account.
- 3.7 If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.
- 3.8 If a fielding team fielding fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed and condition 5 shall apply.
- 3.9 If, after interruptions in the first innings, there remains insufficient time to allow the side batting second to receive at least 20 overs and for the team batting first to complete their innings in full, the number of overs to be received by the team batting first is limited (i.e. cut-off) to no less than 20 overs so that the team batting second may receive the minimum of 20 overs.
- 3.10 Providing the team batting first has received at least 20 overs, if subsequent interruptions mean that there is insufficient time for the team batting second to receive a minimum of 20 overs, either captain, at his request, may be given the opportunity to play to secure a win. The target score to win and thresholds for batting and bowling bonus points will be based upon 20 overs received. Should a win not be secured, (ie target achieved or bowled out) the match shall be deemed to be abandoned with no additional bonus points accrued following the request.
- 3.11 When the first innings has been completed, in less than the scheduled time allowed, and the second innings is suspended, due to poor weather or bad light, time "saved" from the first innings should be taken into account. In this instance, when play is suspended in the second innings, there will be no reduction of playing time until the expiration of the "saved" time from the first innings, e.g. if 15 minutes were "saved" in the first innings, there will be no overs reduction, in the second innings, until 15 minutes has expired. A second innings can never exceed its original overs allocation.
- 3.12 If play is suspended during an over in the second innings, then when the remaining number of overs is calculated before a resumption of play, any balls not bowled in the incomplete over shall be added to the new number of overs.

- 3.13 Where no Panel Umpires are in attendance and no suitable Umpires are available to stand, then before the Toss the two Captains should agree that they will be the final arbiters should a decision be required under Law 3.8(a). If after discussion the two Captains are unable to agree that conditions are playable then play must cease until conditions improve.
- 3.14 Every attempt should be made by all officials and players to play a match to a finish. Umpires are always advised that they should never start or re-start a match if rain is falling.
- 3.15 The Umpire(s) shall be the final judge(s) of the fitness of the ground, weather and light for play. (in accordance with Law 3 of cricket.)

4. NUMBER OF OVERS PER BOWLER

- 4.1 No bowler may bowl more than one fifth (rounded up) of the total allowed. (eg.in 50 overs innings, maximum is therefore 10, in 45 over games it would be 9 and in 40 overs, 8).
- 4.2 In the event of a reduction in overs after the commencement of the match, the maximum number of overs allowed per bowler will be calculated in accordance with condition 4.1 above.
- 4.3 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- 4.4 In the event of a bowler being incapacitated or suspended and being unable to complete an over, another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs in that innings. Such part of an over shall count as a full over only insofar as each bowler's limit is concerned.
- 4.5 The ECB Fast Bowling Directives may affect the above over limitations.

5. OVER RATE PENALTIES

- 5.1 All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours and 20 minutes playing time. (45 overs within 3 hours, or 40 overs within 2 hours 40 minutes. Timings will be recalculated following interruptions)
- 5.2 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. In matches with no appointed umpires, captains should agree the time to start the final over at the start of the innings. If this time is exceeded then the captains should agree the penalty runs. If they cannot agree, then no runs are awarded but a captain may report the matter to the League Administrator, who may take retrospective action.
- 5.3 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.
- 5.4 Play must not continue until the umpires and scorers are satisfied that the score is correctly displayed on the scoreboard.
- 5.5 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 closing 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).
- 5.6 Over rate penalties apply only to innings of 20 overs or more duration.

This is the only penalty for a slow over rate

6. RESTRICTION ON PLACEMENT OF FIELDERS

6.1 There shall be an area bounded by two semi-circles centred on each middle stump, each with a radius of 30 yards and joined by a parallel line on each side of the pitch. The “boundary” of the fielding restriction area should be marked with white plastic or rubber discs (7” diameter) at intervals of no more than 8 yards.(minimum of 29 discs required). Additionally white painted dots or a continuous painted white line may be used.

At the instant of delivery:

- ii) **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.
- iii) **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.
- iv) **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.

6.2 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 agreed table.

6.3 If play is interrupted during an innings and the table applies, the Powerplay takes immediate effect even if the interruption has occurred mid-over.

<i>Innings duration</i>	<i>Powerplay 1</i>	<i>Powerplay 2</i>	<i>Powerplay 3</i>
50	10	30	10
49	10	29	9
48	10	29	9
47	10	28	9
46	9	28	9
45	9	27	9
44	9	26	9
43	9	26	8
42	9	25	8
41	8	25	8
40	8	24	8
39	8	23	8
38	8	23	7
37	8	22	7
36	7	22	7
35	7	21	7
34	7	20	7

33	7	20	6
32	7	19	6
31	6	19	6
30	6	18	6
29	6	17	6
28	6	17	5
27	6	16	5
26	5	16	5
25	5	15	5
24	5	14	5
23	5	14	4
22	5	13	4
21	4	13	4
20	4	12	4

6.4 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.

6.5 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal "No ball".

6.6 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 28.4 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.

7. NO BALLS

7.1 The penalty for a No ball will be 1 run (plus an extra ball).

7.2 In addition to 7.1 above, the delivery following a No ball shall be a free hit for whichever batsman is facing it. This applies for all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head height of the striker standing upright at the popping crease.

7.3 If the delivery for a 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.

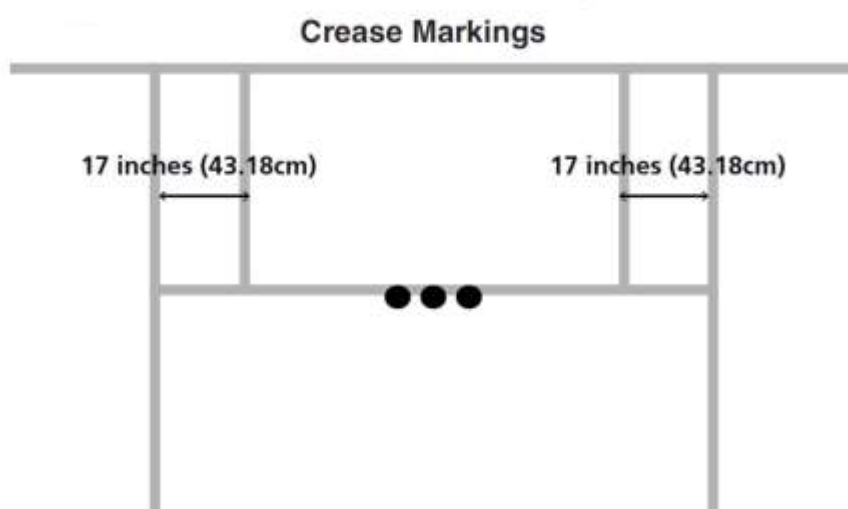
7.4 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball even if the delivery for the free hit is called "Wide".

7.5 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, 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.

7.6 The umpires will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

8. WIDE BALLS

- 8.1 Umpires are instructed to apply a consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- 8.2 As a guideline to the umpires for the calling of wides on the offside the crease marking detailed in the diagram printed below shall be marked in blue at each end of the pitch.
- 8.3 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 a ball hits any part of his equipment, it shall not be called a wide, irrespective of where it pitched or would have passed.)
- 8.4 If the striker plays a switch hit or a 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 8.3 shall not apply and the guidance given in 8.2 shall apply on both the off side and the leg side.



9. THE BOWLING OF FAST SHORT-PITCHED BALLS

The following conditions are not a substitute for Law 41.6 which umpires are able to apply at any time.

- 9.1 A bowler shall be limited to one fast short-pitched delivery per over.
- 9.2 A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person and equipment.
- 9.3 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- 9.4 In addition, for the purposes of this regulation and subject to 7.6 below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a "No ball".
- 9.5 For the avoidance of doubt any fast short pitched delivery that is called a "No ball" under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- 9.6 In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in 9.2 above, the umpire at the bowler's end shall call and signal "No ball" on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal "No ball" and then tap the top of his head with the other hand.

- 9.7 If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of “No ball” and when the ball is dead, shall caution the bowler, indicating that this is a first and final warning, inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred. This caution shall apply throughout the innings.
- 9.8 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal “No ball” when the ball is dead and 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, or part thereof, nor be allowed to bowl the next over, or part thereof.
- 9.9 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 9.10 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as possible, to the captain of the batting side.
- 9.11 At the end of the match, the umpires will then report the matter to the Administrator who shall take such action as is considered appropriate against the captain and the bowler concerned.

10. THE BOWLING OF DANGEROUS AND NON-PITCHING DELIVERIES

- 10.1 Any delivery, regardless of pace, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed “unfair”. If the bowler bowls such a delivery, the umpire shall immediately call and signal “No ball”. If the umpire determines that the delivery is likely to inflict physical injury on the striker he shall deem the delivery to be “dangerous” and will adopt the procedure laid down in Law 41.7. An appointed umpire may issue a “first and final” warning or where any dangerous delivery is deemed a deliberate act, this will result in the bowler being withdrawn immediately for the remainder of the match. Captains and umpires should report instances of “deliberate and dangerous” deliveries via the portals.

11. RESULT

- 11.1 A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined. The sole exception is detailed in 3.10 above.
- 11.2 Save as hereinafter provided a match shall be won by the team which has scored the most runs.
- 11.3 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 of 20 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.

a) Premier Division ONLY

- 11.4 The revised target is calculated by the **Duckworth-Lewis** method. A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then scores are tied.
- 11.5 If a match is abandoned before it has been played to a conclusion and before the side batting second has received its allotted number of overs (providing that it has received not less than 20 overs, possible exception 3.10 above) the result should be decided by the Duckworth-Lewis method as determined and agreed by the captains, umpires and scorers.
- 11.6 If after the restart of play it is discovered that the wrong Duckworth-Lewis target had been set, the faulty target shall stand.
- 11.7 If the score of the team batting second surpasses the ‘target score’ at any time prior to the conclusion of its innings then the match shall be won by the team batting second but if bowled out earlier the match shall be won by the team batting first.

11.8 A match shall be tied if the scores are equal at the end of the match

Use of the Duckworth Lewis (DL) method to determine the result in 50 over games after an interruption(s)

1. The Home club shall provide
 - i) a DL Manager who may or may not be the scorer and must identify himself/herself to the umpires and captains before the start of the game
 - ii) a laptop computer configured with the latest DL 2 (professional version) software provided by the League or via Play-Cricket Scorer Pro.
 - iii) a printer and paper to produce the par score for target sheets
2. After any hold up in play, the umpires will notify the scorers of the number of overs lost and the scorers will perform the DL calculations required.
3. If the DL Manager is not the scorer, he/she must understand the DL method and must check the scorer's calculations.
4. The umpires are only responsible for recalculating the overs and giving these details to the scorers but they must both satisfy themselves as to the correctness of all such calculations before allowing further play to take place.
5. It is the responsibility of the home team to provide the captains and umpires with a sheet showing the par score at the end of each over according to how many wickets have been lost. The sheet shall be produced at the beginning of the second innings in all 50 over matches and revised after every interruption with an amended sheet provided to each captain and the umpires.
6. From the beginning of the second innings in all 50 over matches, the DL target score at the end of the over in progress shall be displayed on the scoreboard and updated whenever it changes.
7. Failure to carry out 5 and 6 above should be reported by the umpires to the Administrator. He, in turn, will report the facts to the Cricket and Disciplinary Sub-Committees who have the power to impose points and/or financial penalties as they see fit.
8. Any dispute between the scorers and DL Manager as to the par score or any other DL matter shall in the first instance be referred to the captains who shall endeavour in good faith to resolve it. Only if the captains fail to reach agreement shall the matter in dispute be referred to the umpires whose decision shall be final.
9. Should DL not be available then the WCL Target calculator will apply and the umpires will report the facts to the **Administrator** of the League. He, in turn, will report the facts to the Cricket and Disciplinary Sub-Committees who have the power to impose points and/or financial penalties as they see fit.

b) In all other Divisions (ie excluding the Premier Division)

- 11.9 The revised target is calculated using the WCL Target calculator (either from the spreadsheet supplied on the League website or by a manual method as described below. A target score is calculated for the second innings. If this is exceeded a win for the team batting second shall result. If the target score is equalled then the scores and the match are tied.
- 11.10 If a match is abandoned before it has been played to a conclusion and before the side batting second has received its allotted number of overs (providing that it has received not less than 20 overs) the result should be decided by the WCL Target calculator as determined and agreed by the captains, umpires and scorers.
- 11.11 If after the restart of play it is discovered that the wrong target had been set, the faulty target shall stand.
- 11.12 If the score of the team batting second surpasses the 'target score' at any time prior to the conclusion of its innings then the match shall be won by the team batting second but if bowled out earlier the match shall be won by the team batting first.

WCL Target Calculator

Where a team batting second does not have the opportunity of batting the same number of overs as the team batting first, due to time being lost during the 1st innings, or before the start of the 20th over of the second innings, the target run rate shall be determined by applying the following formula:-

$$(100 + \{F \times 1.5\}) \times D \div 100$$

F = difference in the number of overs and balls received by each side following the first interruption of play after the completion of the 1st innings and up to the end of the 20th over of the 2nd innings.

D = Average run rate of team batting first

1st innings run rate = (1st innings score) ÷ (number of overs and balls allocated to the team batting first)

(i) The formula may only be applied ONCE in any match. (ie following the first interruption after the completion of the first innings and up to the end of the 20th over of the second innings) Once the run rate for the second innings has been calculated it shall remain as the run rate for that innings even though a later interruption may reduce the number of overs the team batting second can receive.

(ii) If there is no interruption before the end of the 20th over of the second innings, the run rate shall remain as the first innings run rate even though a later interruption may reduce the number of overs the team batting second can receive.

(iii) The run rate and target shall be agreed by all scorers, umpires and captains prior to the start or restart of the innings and once agreed shall be final.

The run rate shall be multiplied by the lowest reduced numbers of overs which the team batting second shall be entitled to receive after making allowance for time lost after the commencement of the match. The resulting figure shall be the 'target score'.

If the score of team batting second surpasses the 'target score' at any time prior to the conclusion of its innings then the match shall be won by the team batting second but if bowled out earlier the match shall be won by the team batting first.

A match shall be tied if the scores are equal at the end of the match. In a match interrupted after the commencement, where the revised target score involves a fraction of a run, then the final scores cannot be equal and the result cannot be a tie.

After the 1st innings, any interruption or whenever it is felt necessary, Umpires, Captains and Scorers must be in agreement on targets needed to win in a match before play re-commences.

Work Sheet to calculate the winning target when the side batting second receives fewer overs than the side batting first (The League's website contains a downloadable spreadsheet for these purposes).

Apply the formula laid out below:-

$$(100 + \{F \times 1.5\}) \times D \div 100$$

F = difference in the number of overs and balls received by each side following the first interruption of play after the completion of the 1st innings and up to the end of the 20th over of the 2nd innings.

Part overs should be calculated using the following decimals:

- 1 ball = 0.1667 overs
- 2 balls = 0.3333 overs
- 3 balls = 0.5 overs
- 4 balls = 0.6667 overs
- 5 balls = 0.8333 overs

D = Average run rate of team batting first

Example:

1st innings score 275 for 7 off 50 overs

2nd innings reduced to 45 overs

$(100 + \{5 \times 1.5\}) \times 5.50 \div 100 = 5.91$. AND $45 \times 5.91 = 265.95$

So target to win = 266

A	100	100
B	Total runs scored in 1 st innings	275
C	Total overs used in 1 st innings	50
D	Run rate of side batting first B/C	5.50
E	Overs to be bowled to side batting second (whole number)	45
F	Difference in overs	5
G	Calculation F x 1.5	7.50
H	Run rate for team batting second (A+G) X D/A	5.91
J	Target to win E x H	265.95

If J is a decimal, the target to win will be the next whole number (rounded up). If J is a whole number, this will be the target for a tie and one more run will be needed for a win.

If there is a further interruption in the 2nd innings:-

The revised run rate calculated (H) is still used

Recalculate J with revised overs total for innings. (multiply H by the new total overs in the second innings)

- Always calculate the cut off time for the second innings (overs remaining x 3.5 minutes)
- Bonus points scored in abandoned matches shall count
- Except where one side has won, a match shall be declared "No Result" unless each team completes 20 overs. Earned bonus points shall count.

12. POINTS

NOTE – There are NO declarations allowed in Win/Lose matches.

Any results OR ADJUSTMENTS “agreed” between Captains which are not strictly calculated according to the procedures laid down in these playing conditions may be set aside and re-calculated at the discretion of the Administrator/ Cricket Chairman.

12.1 Points shall be awarded as follows:

Uninterrupted Matches

- Win 20 points with no bonus points.

- Loss 0 points plus bonus points
- Tie (scores equal) 8 points plus bonus points.

Abandoned and interrupted matches

- Match not started 5 points each
- Match abandoned or curtailed after less than minimum of 20 overs of second innings - 5 points each plus bonus points.
- Win (side batting second does not achieve the target score)
 - Side batting first 20 points with no bonus points.
 - Side batting second 0 points plus bonus points.
- Win (side batting second surpasses the target score)
 - Side batting first 0 points plus bonus points
 - Side batting second 20 points with no bonus points.
- Tie (score of the side batting second equals the target score exactly) 8 points each plus bonus points

Bonus points

12.2 Batting bonus points will be awarded as follows:

Batting bonus points are only available when a minimum number of 20 overs have been bowled in an innings.

Average run rate of 2.00 to 2.99 runs per over	1 point
Average run rate of 3.00 to 3.99 runs per over	2 points
Average run rate of 4.00 to 4.99 runs per over	3 point
Average run rate of 5.00 or above runs per over	4 points

When a team is dismissed, the average run rate shall be calculated by dividing the total by the number of overs available to the batting side.

When an innings is curtailed, due to poor weather, the average run rate shall be calculated by dividing the total by the number of overs and part overs received at the close of the innings

Part overs should be calculated using the following decimals:

1 ball =	0.1667 overs
2 balls =	0.3333 overs
3 balls =	0.5 overs
4 balls =	0.6667 overs
5 balls =	0.8333 overs

Overs available	BONUS POINTS							
	BATTING				BOWLING			
	4pts	3pts	2pts	1pt	4pts	3pts	2pts	1pt
50	250	200	150	100	9	7	5	3
49	245	196	147	98	9	7	5	3
48	240	192	144	96	9	7	5	3
47	235	188	141	94	9	7	5	3
46	230	184	138	92	9	7	5	3
45	225	180	135	90	9	7	5	3
44	220	176	132	88	9	7	5	3
43	215	172	129	86	9	7	5	3
42	210	168	126	84	9	7	5	3
41	205	164	123	82	9	7	5	3
40	200	160	120	80	8	6	4	2
39	195	156	117	78	8	6	4	2
38	190	152	114	76	8	6	4	2
37	185	148	111	74	8	6	4	2
36	180	144	108	72	8	6	4	2
35	175	140	105	70	8	6	4	2
34	170	136	102	68	8	6	4	2
33	165	132	99	66	8	6	4	2
32	160	128	96	64	8	6	4	2
31	155	124	93	62	8	6	4	2
30	150	120	90	60	7	5	3	1
29	145	116	87	58	7	5	3	1
28	140	112	84	56	7	5	3	1
27	135	108	81	54	7	5	3	1
26	130	104	78	52	7	5	3	1
25	125	100	75	50	7	5	3	1
24	120	96	72	48	7	5	3	1
23	115	92	69	46	7	5	3	1
22	110	88	66	44	7	5	3	1
21	105	84	63	42	7	5	3	1
20	100	80	60	40	7	5	3	1

12.3 Bowling bonus points will be awarded as follows:

Bowling bonus points are available from the start of an innings.

3 wickets taken 1 point
5 wickets taken 2 points
7 wickets taken 3 points

9 wickets taken 4 points

Note i) Should the batting side play with less than eleven players due to either a player or players being absent, or leaving the field through illness, injury or other cause so that his/their innings cannot be completed and the remainder of the side are dismissed before the last ball of the day, then the batting side shall be considered 'all out' and the bowling side shall receive maximum bowling points.

ii) See Law 25.4 (Batsman leaving the field) – 'retired – not out'

12.4 In the event of a delayed start reducing the total number of overs in a match or a reduction in the number of overs available to the side batting second due to an interruption in the 1st innings the thresholds for bowling bonus points shall be pro-rated according to the number of overs available at the start of the innings as follows:-

Overs	4 points	3 points	2 points	1 point
41-50	9	7	5	3
31-40	8	6	4	2
20- 30	7	5	3	1