

# Associated Public Schools of Victoria

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## Victorian Premier Cricket Laws – Extract 2019/2020 RULE 20 TWENTY20 MATCHES

### 20.1 PLAYING CONDITIONS The Laws of Cricket (2017 Code) and Premier Rules, except as varied hereunder, shall apply.

#### 20.2 DURATION OF MATCH AND NOMINATION OF TEAMS

- (a) The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

#### 20.3 HOURS OF PLAY AND INTERVALS

##### 20.3.1 Hours of Play

Each team is given 80 minutes to complete their allotted 20 overs.

Example:

**First innings:** 3:00pm - 4:20pm

**Break:** 4:20pm - 4:30pm

**Second innings:** 4:30pm - 5:50pm

Note: Start times may only be altered with the approval of the two APS Heads.

##### 20.3.2 Intervals

Intervals between innings shall be of 10 minutes duration. No drinks intervals are permitted.

#### 20.4 LENGTH OF INNINGS

##### 20.4.1 Uninterrupted Matches

Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs. Strict adherence to RULE 16 (over rates) must be observed.

If a team has failed to bowl the required number of overs in the match (in accordance with Rule 20.2.1) after consultation with the match umpires and the scorers, the offending team will be penalised 6 runs per incomplete over, to be added to the score of the batting side as 'penalty runs'.

Notes: A team must have completed bowling its required overs in the allocated time (after applicable allowances). It is **not sufficient** to have commenced the final over of the innings prior to time expiring. A team will be assessed as being a full over behind for every 4 minute-block it is behind the allocated time.

Example: where a team completes the 20th over 10 minutes after the allocated time for completion, then the ruling would be as follows:

$10 / 4 = 2.5$  overs x 6 runs = 15 penalty runs added to the batting teams total.

#### **20.4.2 Delayed or Interrupted Matches**

- (a) If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. An additional 30 minutes can be added to the scheduled cessation time (where possible) to enable a result. Refer Rule 17.2.3(e). If the reduction calculation results in fewer than 5 overs the match shall be abandoned.
- (b) Where 5 completed overs or more have been bowled and an interruption is continuing, compulsory closure of the first side's innings shall occur when the reduced overs calculated in 18.3.2(a) equate with the number bowled.
- (c) The side batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number, including any part over, as in (a) or (b) above.
- (d) The second side's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until scheduled cessation time to less than that listed in the Table at 18.3.3 for those overs. In such case the overs for the reduced time shall be its entitlement, even if fewer than 5 overs.
- (e) If play ceases due to players being off the field or leaving it after the scheduled cessation time, the match shall end the overs already bowled shall be the side batting second's entitlement for the purposes of this Rule.
- (f) Calculation of target score for all XIs shall be in accordance with the procedure in 18.6.4 substituting "25 over" with "5 overs" in 18.6.4 (a) and 18.6.4 (b).

#### **20.5 OVER LIMITS FOR BOWLERS**

##### **20.5.1 Limit Per Bowler**

A bowler shall not deliver more than one-fifth of the maximum of overs permitted in 20.4. Where overs from a bowler already exceed a reduced limit the number bowled shall be that bowler's limit.

##### **20.5.2 Limit Reached or Exceeded**

No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by that player.

##### **20.5.3 Fractional Adjustments**

Where the re-calculation of a bowler's limit results in a fraction the limit shall be raised to the next whole number for as many bowlers as is necessary to absorb the balance in whole overs.

##### **20.5.4 Part-Over Incapacity or Suspension**

A part of an over bowled under the provisions of Law 17.8 shall count as one full over in the limit of each bowler concerned in that over.

#### **20.6 THE BALL**

Red CV-approved balls will be used as per 15.8.3. One new ball shall be used for each innings.

#### **20.7 THE RESULT**

##### **20.7.1 Normal Conditions**

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.

Commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.

#### **20.8 FIELDING RESTRICTIONS**

The following fielding restrictions apply:

- (a) At the instant of delivery there shall not be more than five fielders on the leg side.
- (b) For the first six overs (1-6) of each innings, a maximum of two fielders are permitted to be outside of the field restriction circle (defined in 18.8) and for the next 14 overs (7-20), only five fielders are permitted to be outside the field restriction circle (defined in 18.8).
- (c) For the team batting first, in an interrupted match, the field restrictions will apply as follows:

Total Overs In Innings	No of overs for which restrictions in 20.8(b) above apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

- (d) For the team batting second, when the number of overs is reduced, where possible the restrictions determined in 20.8(c) are to be maintained for the same proportion of the innings of the side batting second as for the innings of the side batting first (fractions to be ignored).

## 20.9 DECLARATIONS

The captain of the batting side may not declare an innings closed at any time during the course of a match.

## 20.10 NO BALL AND WIDE

The Rules specified in 18.10 (No Ball) and 18.10.3 (Wide) apply, except that only one short-pitched delivery per over may be bowled. (see below)

### 18.10 NO BALL - One Day Limited overs

#### 18.10.2 Fast Short-Pitched Deliveries above Shoulder Height of Striker

- (a) In any one over a bowler shall be permitted to bowl two fast short-pitched deliveries which, having bounced, pass or would have passed above shoulder height of the striker standing upright at the crease. Should a third such delivery be bowled in an over either umpire shall call and signal no ball and indicate this is a first and final warning in accordance with Law 41.6.3. If the bowler is no-balled for the same offence a second time in the innings the removal procedures of Law 41.6 shall be applied.
- (b) Any fast short-pitched delivery, not being a no ball which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled "wide" ball by the umpire at the bowler's end.

#### 18.10.3 Dangerous and Unfair Bowling High Full-Pitched Deliveries

Either umpire shall call and signal no ball for any high non-pitching deliveries in breach of Laws 41.7 and 41.7.4. Any cautionary or other action is to be implemented by the bowler's end umpire as required. The umpires shall have discretion to not apply warnings for bowlers in the Men's 3rd & 4th XI's and Women's 2nd XI competitions should they consider the delivery was not 'dangerous'. Under this Playing Condition, any ball striking a batter on the full above waist high, no matter the pace, will be considered 'dangerous'.

### 18.11 WIDE BALL - One Day Limited Overs

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. Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide. Instructions to umpires in respect of wides is contained in the "Wide Ball Interpretation in "Red Ball Cricket" appendix to these rules.

In summary the following applies.

(a) Leg side

All balls that pass down the leg side and behind the striker shall be interpreted as negative bowling and called "Wide". The delivery is not a Wide if it passes on or inside the "Wide Guideline (Leg Side)" crease marking when the striker moves towards the off side or it passes between the striker and leg stump.

(b) Offside

A delivery shall be called "Wide" if it passes:

- (i) outside the "Wide Guideline (Off Side)" with the batsman in a "normal" batting stance;  
or
- (ii) wide of the return crease, regardless of the striker bringing it within reach or a bowler bowling around the wicket bowling full pitched yorkers on the off side just within the "Wide Guideline (Off Side)".
- (iv) The delivery is not a Wide if the batsman moves to the off side and brings the ball within reach.

(c) Wide - Reverse Sweep or Switch Hit.

When a switch hit or reverse sweep is played or attempted the striker is deemed to have brought the ball within reach on both sides of the wicket and the Wide Guideline (Off Side) shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

#### **20.11 LAW 31 - TIMED OUT**

Law 31 will apply. Either the incoming or not out batter, whichever the circumstances of the match require, must be in position to take guard to be ready to receive the next ball within 90 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready near the boundary so as enter the field of play immediately a wicket falls, and is expected to jog to the wicket.

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