



## 1<sup>ST</sup> XI LIMITED OVER FORMAT RULES

1. Matches shall be of 45 overs a side and shall start at 12.30pm.

Matches in the Premier Division and Division One will use a pink ball coloured ball and players will wear coloured clothing in the Premier Division and either coloured or white clothing in Division One.

Matches in Divisions Two and Three will use a red ball and wear white clothing.

Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.

The latest finish time in rain affected games is 8.10pm. This time is known as the scheduled close of play as described below.

The latest start time for a 20 over per side match is 5.20pm.

2. There will be a tea interval of 30 minutes in between innings. In matches where time is lost for inclement weather, the tea interval may be taken (at the discretion of the umpires) during a rain delay, in order to save time subsequently – see 4.iii. In this instance the interval between the innings will be 10 minutes and 20 minutes will be saved from any time lost to the weather.
3. No bowler shall bowl more than 9 overs in a match, nor more than one fifth of the total number of overs in the innings except where that total is not divisible by 5.

If, for example, a match is reduced to 41 overs, one bowler may bowl 9 overs and 4 other bowlers shall bowl 8 each. (Note – in certain situations this may lead to a bowler having already exceeded his recalculated quota of overs following a rain interruption.).

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler who has not bowled the previous over and will not bowl the next over. Such part of over will count as a full over only in so far as each bowler's limit is concerned.

### 4. Interruptions to play

- i. If due to inclement weather a match starts up to 30 minutes late, it shall remain a match of 45 overs. In the event that the match commences more than 30 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 30 minutes of 'free' time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.
- ii. 30 minutes of delays for inclement weather are allowed in total (including prior to the start and during either innings) before any overs are deducted (the "free" time).



- iii. In matches where time is lost due to inclement weather the tea interval may be taken (at the discretion of the umpires) during a rain delay in order to save time subsequently. In this instance 20 minutes will be deducted from any lost time used to calculate future over reductions.
- iv. When play is suspended during the first innings the object shall be to rearrange the number of overs so that both sides have the opportunity of batting the same number of overs (minimum 20 overs per side). One over shall be deducted from each innings for every 8 minutes or part thereof lost during the first innings.
- v. If owing to a delayed start to the second innings or a suspension of play during the second innings there is insufficient time for the side batting second to face the same number of overs as the side batting first, then the number of overs to be bowled will be those that could be bowled by the scheduled close of play assuming a rate of 4 minutes per over subject to a minimum of 20 overs. The number of overs to be faced by the team batting second will never be increased after an interruption.
- vi. In the event of a suspension occurring in the middle of an over, the number of full overs to be bowled will be calculated and any balls remaining to be bowled in the over during which play was suspended will be added.
- vii. Should the loss of time result in less than 20 overs being available to both teams the game shall be abandoned, regardless of the match situation when this point is reached.
- viii. It is not possible to declare the innings or retire any remaining batsman out in the first innings, to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.

#### 5. Restrictions on the placement of fielders

- i. Two semi-circles shall be drawn on the field of play.
- ii. 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 (27.4 metres). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.
- iii. The field restriction area should be marked by painted white 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
- iv. At the instant of delivery, there may not be more than five fielders on the leg side.
- v. At the instant of delivery:
  - a. Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 10 inclusive.
  - b. Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 11 to 35 inclusive

- c. Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 36 to 45 inclusive
- d. 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.
- e. If play is interrupted during an innings and the table below applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

#### EXAMPLES

A 45 over innings 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.

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.

- vi. In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

<u>Innings duration</u>	<u>Powerplay 1</u>	<u>Powerplay 2</u>	<u>Powerplay 3</u>
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

<u>Innings duration</u>	<u>Powerplay 1</u>	<u>Powerplay 2</u>	<u>Powerplay 3</u>
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	9	24	8
42	9	24	9
43	10	24	9
44	10	24	10
45	10	25	10

## 6. Slow play

- i. All sides are expected to be in position to bowl the first ball of the last over of their innings within 3 hours 20 minutes playing time.
- ii. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, 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 team fielding second fails to bowl the required number of overs by the scheduled time for the cessation of the innings, then the batting side will be credited with 6 runs for every whole over that has not been bowled. 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.
- iii. In reduced overs games the time required to bowl the overs will be adjusted such that the fielding side should complete their overs at a minimum rate of 15 overs per hour with the same penalties as above for failing to achieve this over rate. Umpires should make team captains aware of the newly calculated deadlines for completion of the innings in these reduced over games.

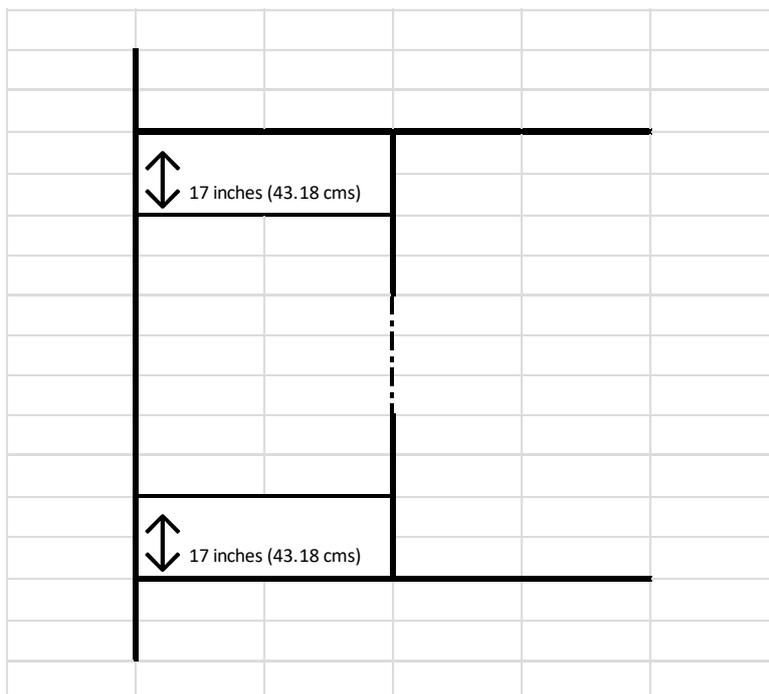
## 7. No balls

- i. The delivery following any no ball called shall be a free hit for whichever batsman is facing it.
- ii. 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.
- iii. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball.

- iv. Field changes are only permitted for free hit deliveries if there is a change of striker. However, 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.
- v. 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**

- i. 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.
- ii. Any offside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide to the umpires for the calling of off-side wide balls the pitch markings must be expanded to include lines 17 inches (43.18cm) inside either return crease at both ends of the pitch (see below).



- iii. A wide should be called for any ball that passes on the leg-side of the stumps. The only exception to this rule is if the batsman has moved to the leg-side and the ball passes between him and the stumps, then a wide is not called.



## 9. The result

- i. A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs.
- ii. Save as hereinafter provided the side which scores the most runs shall be the winner.
- iii. 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, this revised target score being calculated by the Duckworth-Lewis-Stern method.
- iv. It is the responsibility of the Home Club to ensure that someone is present at each match who has access to the ECB Play Cricket Scorer App. This App is available on iOS or Android, it is free, it does not require a log-in nor a network to be fully functional. This App contains a Duckworth/Lewis calculator which should be used to calculate revised target scores or to determine the result in the case of an abandonment. The umpires will only be responsible for recalculating the overs and giving these details to the captains, scorer and Duckworth-Lewis-Stern Official. If the home club does not provide the above App in a rain interrupted game, then they will be deemed to have forfeited the match. The away club will be declared the winners and the offending club will take no points from the match
- v. The revised target score for the second innings will be determined by the Duckworth-Lewis-Stern Official and agreed by the captains, umpires and scorers.
- vi. If after the restart of play it is discovered that the wrong Duckworth-Lewis-Stern target has been set then nevertheless the incorrect target shall stand.
- vii. If the revised target score is exceeded then the team batting second will be the winner. If the revised target score is equalled then the scores are tied.
- viii. If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 20 overs) then the result shall be decided by the Duckworth-Lewis-Stern method.

## 10. Points will be awarded on the following basis

- i. for the winning team 20 points.
- ii. for a tie each side 8 points plus bonus points as described below.
- iii. for a loss 0 points plus bonus points as described below
- iv. For an abandoned/cancelled game 6 points to both sides (i.e. when a minimum of 20 overs have not been available for each innings).
- v. Bonus points will be awarded as follows:-

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- Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.
- Batting side 1 point up to a maximum of 4 points awarded at 117, 153, 189 and 225 runs.

In a game with a reduced number of overs, the targets for gaining batting and bowling bonus points will be adjusted as follows

The runs per over required to obtain bonus points are listed below:

4 batting bonus points if run rate for available overs is greater than or equal to 5.00

3 batting bonus points if run rate for available overs is greater than or equal to 4.20 and less than 5.00

2 batting bonus points if run rate for available overs is greater than or equal to 3.40 and less than 4.20

1 batting bonus points if run rate for available overs is greater than or equal to 2.60 and less than 3.40

The number of wickets needed for bowling points will be adjusted as below:

Award bonus points for 3,5,7,9 wickets in innings of 40-45 over duration.

Award bonus points for 2,4,6,8 wickets in innings of 30-39 over duration.

Award bonus points for 1,3,5,7 wickets in innings of 20-29 over duration.

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