

SENIOR T20 COMPETITION

- 48) The T20 competition will be played by all Senior teams in groups of 3 or 4 to be decided by the Executive. Group winners will qualify for the finals.
- 49) T20 days will normally consist of 3 games starting at 10:30, 1:30 and 4:30 respectively. The two nearest teams should play in the first game, with the loser 'staying-on' for the second game in a 3 team contest.
- 50) Scheduled games will be of 20 six-ball overs per side.
- 51) No more than 4 overs will be bowled by any one bowler unless a reduced overs game is played when this number will be adjusted accordingly (see *Appendix 1*).
- 52) A 25 metre circle will be marked with a maximum of 2 fielders allowed outside this circle in the first 6 overs, and a maximum of 5 fielders outside the circle in the remaining 14 overs (see *Appendix 1 for reductions applicable to reduced overs games*).

WIDES & NO BALLS

- 53) A delivery which passes behind the legs of a batsman standing in his normal position will be called a wide ball with a 1 run penalty and an extra ball to be bowled.
- 54) A no ball will be penalised with the award of 1 run to the batting side with the following ball being deemed a 'free hit'. (n.b. no change to the field is allowed for a free hit **unless** the batsmen change ends **or** the no ball was called due to contravention of Clause 52 above). A batsman can only be given out 'run out' or 'obstructing the field' from a free hit.

WINNERS

- 55) The winner will be the team who scores the most runs. In the event of the scores being level at the end of the match, irrespective of how many wickets have fallen the winners will be decided by a 'super over' of six balls to be conducted as per *Appendix 3* of these Playing Conditions.
- 56) For a 3 team T20 day the winners will be decided by;
 - the team who wins most matches. If equal
 - the team with the highest run-rate (runs scored (excluding super overs) / overs faced ⁽¹⁾), or if still equal
 - the teams who took most wickets (excluding super overs), or if still equal
 - by a bowl out between the 3 teams, conducted as per *Appendix 4* of the Playing Conditions

⁽¹⁾ *A team which is 'All Out' in an innings is deemed to have faced their full quota of overs*

TIMINGS AND PENALTIES

- 57) At the fall of a wicket the incoming batsmen has 90 seconds to make their way to the wicket and be ready for the next delivery.
- 58) There will be an allotted time of 75 minutes set aside for each innings of 20 overs (n.b. umpires will pay specific attention to time wasting).
- 59) If an over is started within the 75 minutes it will be completed without penalty.
- 60) The innings length will be adjusted for reduced overs games as per the details in *Appendix 1*.
- 61) A penalty of 10 runs per over will be awarded for any overs not bowled within the allotted time.

WEATHER DISRUPTIONS

- 62) If, in the opinion of the umpire(s) (in consultation with the team captains) the prevailing weather is likely to result in an unfinished game, they may decide to start a reduced overs game before the times outlined in Appendix 1. If no appointed umpire(s) are available then the team captains may decide on this course of action if they both agree. If no appointed umpire(s) are available and agreement cannot be reached then match timings as per Appendix 1 will prevail.
- 63) A game which has not started 2 hours after the scheduled start time OR which remains unfinished and play is not in progress 2½ hours after the scheduled start time, shall be declared void and replayed at a date and venue to be decided by the Match Secretary, UNLESS:-
- 64) in a 20 over game, 10 or more of the 2nd innings overs have been completed, in which case the result will be determined by the NoSCA Rain Calculator using the 'Cup' option. For the avoidance of doubt, T20 games reduced to less than 20 overs from the start may not use the Rain Calculator to determine the result.