

LEAGUE FIXTURES – WEATHER REDUCTIONS

- 1) In the event of delayed start due to weather, the Appointed Umpire(s) (if any) in conjunction with both captains can agree to a reduced over per side game using the following calculations.
 - The latest scheduled finish time is 7.30pm (teams are expected to bowl a minimum of 15 overs per hour with a 30 minute break allowed between innings).
 - Delayed starts will result in a loss of 5 overs per side for each 40 minutes delay (or part thereof) as follows:-
 - Start between 1.00 & 1.40 = 40 overs per side (10 overs per bowler maximum)
 - Start between 1.40 & 2.20 = 35 overs per side (9 overs per bowler maximum)
 - Start between 2.20 & 3.00 = 30 overs per side (8 overs per bowler maximum)
 - Start between 3.00 & 3.40 = 25 overs per side (7 overs per bowler maximum)
 - Start between 3.40 & 4.20 = 20 overs per side (5 overs per bowler maximum) – latest start time for league games
- 2) After a game has started no reduction in overs is permitted.

SENIOR LEAGUE CUP – WEATHER REDUCTIONS

- 1) In the event of delayed start due to weather, the appointed umpires in conjunction with both captains can agree to a reduced over per side game using the following calculations.
 - The latest scheduled finish time is 7.30pm. Teams are expected to bowl a minimum of 15 overs per hour with a 30 minute break allowed between innings.
 - Delayed starts up to 3.00 pm will not result in any loss of overs
 - Delayed starts after 3.00 pm will result in a loss of 5 overs per side for each 40 minutes delay (or part thereof) as follows:-
 - Start between 3.00 & 3.40 = 25 overs per side (5 overs per bowler maximum)
 - Start between 3.40 & 4.20 = 20 overs per side (4 overs per bowler maximum)
 - Start between 4.20 & 5.00 = 15 overs per side (3 overs per bowler maximum)
 - Start between 5.00 & 5.40 = 10 overs per side (2 overs per bowler maximum) – latest start time for cup games
- 2) After the game has started no further reductions are permitted.