

Oct 2019

Vincent Cricket Association
PLAYING CONDITIONS
SENIOR RESERVE T20 COMPETITION

Games to commence at 1pm, unless otherwise agreed by the two Captains.

A two piece ball (Kookaburra Red King) or equivalent may be used.

A team can consist of 12 players but prior to the match starting the captain of the team must nominate one player as a non-batter and one player as a non-bowler and advise the umpires and opposing captain of the names of these players.

Only 11 players are allowed to field at any time.

No Bowler may bowl more than four overs, and if overs are reduced due to intervening weather, no bowler may bowl more than 1/5th of the total overs. The break between innings will be 10 minutes.

Fielding restrictions are for 6 overs, only two fielders are allowed outside the 30 yard circle. Where 30 yard circles are not marked, an agreement will be needed between the Captains as to where this imaginary circle is located. If Umpire(s) are appointed to the game, the Umpire(s) will determine the location.

For the remaining overs, a maximum of 5 fielders are allowed outside this circle, and for the duration of the match, no more than 5 fielders are allowed on the leg side.

The ball after a no ball (all modes of no ball) will be a free hit. Field changes are not permitted for the free hit, unless there is a change of striker. The batsman cannot be dismissed off the free hit, other than under the circumstances of a no ball or wide. If the free hit delivery is not legitimate, then the next delivery becomes a free hit.

Wide shall be called and signalled if the batsman is unable to execute a "normal cricket shot", from where he would normally be standing at the crease. As a guide, any ball passing behind the batsman's legs and missing leg stump, shall be called and signalled "wide". A distance of 600mm on the offside is seen as a guide.

A fast short pitched ball is defined as a ball which passes, or would have passed above the shoulder height of the batsman, standing upright at the crease. The Umpire at the bowlers end shall advise the bowler and the batsman on strike when such delivery has been bowled. A Bowler shall be restricted to one fast short pitched delivery per over. All subsequent deliveries in the same over shall be called and signalled "no ball".

Any delivery which passes or would have passed, on the full above waist height of the striker, standing upright at the crease, is deemed unfair, whether or not it is likely to inflict physical injury on the striker. The Umpire at the Bowler's end shall call "no ball", and issue a first and final warning to the Bowler, then inform the other Umpire, Captain of the fielding side, and the Batsman of what has occurred. Any repetition will invoke a call of "no ball", removal of the Bowler from the bowling crease, and completion of the over by another Bowler. In neither of these instances does a free hit apply.

In the event of a tie, there will be a one over eliminator, which will take place within 10 minutes of the conclusion of the last innings. Each team will select three batsmen and one bowler. Each team is subject to the same fielding conditions as were in place at the conclusion on the last innings. The team batting second in the match will bat first in the eliminator, and the bowling team shall use the same ball as was used in the match. The loss of two wickets ends the teams one over "innings".

In the event the teams remain tied after each has batted, the team that hit the most sixes in both it's main innings and eliminator innings shall be the winner. If the number of sixes is equal, then the side which scored the most fours and sixes combined in both innings, shall be the winner.

If bad weather should intervene, the Captains, together with the Umpire(s), (if appointed) should agree on a suitable format for the games. As a guide, a minimum of 10 overs per side should be achieved, with a proportional reduction in the number of overs each bowler may bowl.