



# Manitoba Cricket Association

## Rules and Playing Conditions April 24, 2022

**PREAMBLE:** All matches in all divisions shall be conducted in accordance with the current MCC Laws of Cricket (2017 Code 2nd Edition – 2022), the current ICC Rules for one day cricket where applicable, and the MCA Local Rules and Conditions of play. Any conditions of play not covered herein shall be decided upon within seven (7) days of written notice to the League at a duly constituted League Committee Meeting and Executive.

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## 1. START OF PLAY AND LENGTH OF AN INNING

### **Elite Division: 50 overs each inning**

Team batting first 10:00 AM to 1:30 PM (210 minutes inclusive of two drink breaks taken one (1) hour and 10 minutes apart from the start of the game.)

[Lunch Interval of 30 Minutes]

Team batting second 2:00 PM to 5:30 PM (210 minutes inclusive of two drink breaks taken one (1) hour and 10 minutes apart from the start of the game.)

### **Premier Division: 40 overs each inning**

Team batting first 10:00 AM to 12:50 PM (170 minutes inclusive of one drink break at the end of the 20th. over)

[Lunch Interval of 30 Minutes]

Team batting second 1:20 PM to 4:10 PM (170 minutes inclusive of one drink break at the end of the 20th. over)

### **Divisions 1: 40 overs each inning**

Team batting first 10:00 AM to 12:50 PM (170 minutes inclusive of one drink break at the end of the 20th. over)

[Lunch Interval of 30 Minutes]

Team batting second 1:20 PM to 4:10 PM (170 minutes inclusive of one drink break at the end of the 20th. over)

## **Division 2: 30 overs each inning**

### **Morning Matches**

Team batting first 10:00 AM to 12:05 PM (125 minutes inclusive of one drink break at the end of the 15th. over)

[Innings Interval of 20 Minutes]

Team batting second 12:25 PM to 2:30 PM (125 minutes inclusive of one drink break at the end of the 15th. over)

### **Afternoon Matches**

Team batting first 3:00 PM to 5:05 PM (125 minutes inclusive of one drink break at the end of the 15th. over)

[Innings Interval of 20 Minutes]

Team batting second 5:25 PM to 7:30 PM (125 minutes inclusive of one drink break at the end of the 15th. over)

## **Division 3: 30 Overs each inning**

### **Morning Matches**

Team batting first 10:00 AM to 12:05 PM (125 minutes inclusive of one drink break at the end of the 15th. over)

[Innings Interval of 20 Minutes]

Team batting second 12:25 PM to 2:30 PM (125 minutes inclusive of one drink break at the end on the 15th. over)

### **Afternoon Matches**

Team batting first 3:00 PM to 5:05 PM (125 minutes inclusive of one drink break at the end of the 15th. over)

[Innings Interval of 20 Minutes]

Team batting second 5:25 PM to 7:30 PM (125 minutes inclusive of one drink break at the end of the 15th. over)

#### A. MINIMUM NUMBER OF OVERS PER DIVISION

- Elite Division – 20 overs
- Premier and Division 1 – 20 overs
- Division 2 and 3 – 12 overs

#### B. EXTENSION OF PLAY TIME

When a match is interrupted by weather, play can extend up to **30 minutes** to allow the team batting second to get its allotted minimum overs to constitute a match, weather permitting.

#### C. INTERVAL FOR DRINKS

Drink breaks shall be taken as described above. In the case of a delayed start, the interval for drinks shall be taken at equal intervals as agreed upon by the umpires and captains. Law 15.9 shall be strictly observed, except that under conditions of extreme heat, the umpires may permit extra intervals for drinks. Drinks must be taken within the 30-yard circle and no player shall leave the field without the umpire's consent.

#### D. CHANGES TO LEAGUE SCHEDULE AND FIXTURES

- i. Matches cancelled due to provincial public health restrictions will be rescheduled with the consent and approval of impacted teams.
- ii. The League Chairman and Executive Committee reserves the right to change the league schedule to correct any scheduling errors such as duplicate games on the same ground, or any obvious error caused by the scheduling application.
- iii. The Executive may cause changes to the league schedule to accommodate Cricket Canada and MCA events.

## 2. DELAYED START WHEN A TEAM IS AT FAULT

- a. The team that is responsible (delinquent team) for the delayed start will be subject to a penalty of \$100.00. This is the only financial penalty.
- b. Additionally, if the delinquent team is batting first, their inning will be reduced by 1 over for every 4.2 minutes of delay. E.g. if 20 minutes was lost then the penalty is  $20\text{mins}/4.2\text{ mins} = 4.76$ . The decimal will be ignored, their inning is reduced by 4 overs.
- c. If the delinquent team bowling first is able to complete the full allotment of overs by the scheduled end time of the inning, or the batting team is bowled out before the originally cessation time of the first innings, then no additional penalty is applied.
- d. If the delinquent team bowling first is not able to complete the full allotment of overs by the scheduled end time of the inning, then the following will apply:
  - I. A penalty of 4 runs/over for every over not yet started will be added to the batting side total runs.
  - II. The delinquent team's batting inning will be reduced by the amount of overs not started by the scheduled end time of the inning as referred to in 2. d (1) .
  - III. The interval between the innings will be reduced by the amount of time needed to complete the overs on of the first innings, providing there is at least 10 minutes between innings.
  - IV. The delinquent team must bowl the full allotted amount of overs.

*Scenario Example: In an Elite Match, at 1:30pm 47.3 overs has been bowled. At 1:30pm the umpire will add a penalty of 8 runs (for the 49<sup>th</sup> and 50<sup>th</sup> overs) to the batting team's total, inform the delinquent team that they must complete the 50 overs and 2 overs will be deducted from their inning when batting.*

- e. The umpire shall indicate to the fielding captain from time to time during the game; at drink breaks, any interruption or pauses of the game, if they are below, above or on target of the over rate.
- f. The umpires and match referee (if one is officially appointed) are the sole adjudicators of the over rate and will take into consideration delays caused by injuries and non-intentional pauses to the game.

- g. The financial penalty must be paid in full to MCA before the affected team(s) play their next scheduled league game. Failing to do so, the delinquent team(s) will not be eligible to play any further matches, thus losing by forfeiture until the fees are paid.
- h. Umpires will inform the captains when the infractions occur and describe the fine on the score sheet before obtaining the captains signatures. They will also notify the league chairman.
- i. All penalties in this regard shall be imposed immediately when the ball becomes dead after the scheduled or re-scheduled time for the cessation time for the innings even if this time is during an over. However, the penalty runs shall be awarded at the instant of the last delivery.

### 3. DELAY CAUSED BY SLOW OVER RATE

- a. Over rate for all matches is 4.2 minutes per over (4 minutes and 12 seconds).
- b. The umpire shall indicate to the fielding captain from time to time during the game: at drink breaks; or, any interruption or pauses of the game, if they are below, above or on target of the over rate.
- c. If a team does not complete the allotted overs by the scheduled end of the inning a penalty of 4 runs per over will be awarded to the batting side.
- d. At the scheduled end of the inning, the over in progress will be deemed as completed.
- e. Any penalty due to slow over rate must be indicated by the umpire and recorded by the scorer at the moment of the scheduled end of the inning.
- f. The umpires and match referee (if one is officially appointed) are the sole adjudicators of the over rate and will take into consideration delays caused by injuries and non-intentional pauses to the game.
- g. The bowling side must still complete bowling of all allotted overs.

*Scenario Example 1: In a Premier Match, at 12:50pm 37.3 overs has been bowled. At 12:50pm the umpire shall indicate to the scorers that a penalty of 8 runs (for the 39<sup>th</sup> and 40<sup>th</sup> overs) are to be added to the batting total. Play will continue until 40 overs are bowled.*

*Scenario Example 2: In a Premier Match, at 4:10pm 37.3 overs has been bowled. The batting team is chasing a total of 175 runs and are currently at 150 runs. At 4:10pm the umpire shall indicate to the scorers that a penalty of 8 runs (for the 39<sup>th</sup> and 40<sup>th</sup> overs) are to be added to the batting total, making the current score 158 runs. Play will continue until 40 overs are bowled or when the target is reached.*

*Scenario Example 3: In a Premier Match, at 4:10pm 37.3 overs has been bowled. The batting team is chasing a total of 175 runs and are currently at 170 runs. At 4:10pm the umpire shall indicate to the scorers that a penalty of 8 runs (for the 39<sup>th</sup> and 40<sup>th</sup> overs) are to be added to the batting total, making the current score 178 runs. Play will cease as the target has been reached and match is concluded. Calculation: 37.3 overs in progress, there 38 overs deemed as completed. Penalty applied will be 2 overs x 4 runs = 8 runs.*

#### 4. INTERRUPTED AND PREMATURELY TERMINATED MATCHES - CALCULATION OF THE TARGET SCORE AND DLS

When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original scheduled or rescheduled time for cessation of play. If required, the original time shall be extended to allow for one extra over for each team.

When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of 1 over per 4.2 minutes, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

The revision of the number of overs should ensure, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

##### Interrupted Matches - Calculation of the Target Score

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 originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie. (Refer DLS Regulations)

### Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method (refer DLS Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

### Duckwork-Lewis-Stern (DLS) Application

Only one version of the Duckwork-Lewis-Stern (DLS) method of calculation is to be used for all sanctioned games. This version will be approved by the league committee and is to be administered by the umpires during the game. Teams are not permitted to use any other version or several other versions during the game as this may result in different 'par score'.

## 5. PLAYER REGISTRATION DECLARATION, SUBSTITUTES AND RUNNERS

- a. Each captain shall list **11 players** plus a maximum of **4 substitute** fielders on Cricket SASA Scoring Portal and on the team declaration form to be given to the umpire(s) before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain. Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the umpires, in exceptional circumstances, allow subsequent additions. All players listed on the team declaration form must be eligible to play for that team. A runner for a batsman when batting is not permitted.
- b. If at the start of play, the fielding team does not have all its listed players, then that team can use substitutes **ONLY LISTED ON THE TEAM DECLARATION LIST**. Teams should not rely on substitutes to get their games started. Substitutes will not be part of the minimum 7 players required to start a game
- c. A team must have at least seven (7) players dressed in playing cricket attire in the presence of the umpire immediately prior to the toss.
- d. Each team must have a minimum of 8 players registered on their roster in the playing 11 in all games. Therefore a maximum of 3 guest players can play in any game. A guest player is someone not on teams registered roster of players.
- e. If needed, a team may include ONE U-19 player (see Section 8, 14a.) as a guest player to be counted as one of their registered 8 players.



- f. A team not playing a minimum of 8 players registered to their roster in a match will forfeit the match. The win and points will be awarded to the opposition and the default team will have to pay a penalty of \$200 before their next scheduled league match.
- g. Guest players, a maximum of 3 per game, can only play for one other team in a higher division.
- h. A team that declares and plays a player as part of their playing 11 or substitutes who has previously played as a guest player for another team will forfeit the match. The win and points will be awarded to the opposition and the default team will have to pay a penalty of \$200 before their next scheduled league match.
- i. Any player found to have been deliberately registering with multiple teams, or using multiple identities, or play as guest player for more than one team, will immediately be banned from playing for the remainder of the season. The MCA Executive will launch a disciplinary investigation and further penalties may be applied.
- j. The team declaration list must be handed to the umpires even in rain delay matches at the designated time.
- k. Umpires have the right to request proof of government issued identification at any time. Government identification must be a photo ID such as Driver License or Passport.

## 6. THE TOSS

- a. If one team is not present to take part in the toss at the designated time, then the umpire must award the toss to the team that is present.
- b. If both teams are not present to take part in the toss, then the toss shall be taken when they both arrive
- c. The captains shall toss for the choice of innings, on the field of play and in the presence of one or both umpires, not earlier than 30 minutes and not later than 15 minutes before the scheduled or any rescheduled time for the match to start.
- d. As soon as the toss is completed or the toss is awarded, the captain of the side winning the toss shall immediately notify the opposing captain and the umpires of his decision to bat or field. Failure to notify immediately will result in the toss being awarded to the opposing team. Once notified, the decision cannot be changed.
- e. No player can play unless he/she is dressed in the colored clothing approved for his/her club.
- f. If by 45 minutes after the scheduled start of the day's play in the case of delays, a team does not have 7 players or fails to take the field or start the game, it will automatically default the match.

## 7. RAIN DELAYS

- a. Fitness for play. It is the responsibility of the league chairman to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to start. (note: an umpire has no authority prior to the start of the game - i.e. 30 minutes prior to the start) Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.
- b. The team declaration list must be handed to the umpires even in rain delay matches at the designated time.
- c. Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- d. Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
- e. If at any time the umpires together agree that the conditions of ground, weather or light or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or recommence.
- f. When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any player or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.
- g. Umpires are reminded of the danger that lightning poses and must immediately suspend play when a flash of lightning is visible. Play must not resume until it is completely safe for players to go out in the field.
- h. If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

## 8. GENERAL RULES FOR ALL DIVISIONS

1. Each team must register a playing roster with a minimum of 11 players prior to the start of the summer league and by a date set by the MCA Executive.
2. All players must be registered with the MCA and on the MCA Cricket SASA Application.
3. A clear photograph of each player must be included at the time of registration on the MCA Cricket SASA Application. The administrator of the MCA Cricket SASA Application can reject photos that are not clear and without any fault. A player registration cannot be completed without an acceptable photo.
4. The fees paid by each club includes registration for a maximum of 15 players per club. A club that exceeds the 15-player registration limit must pay an additional 25.00 for every player above the 15-player limit.
5. All NEW player registrations must be submitted by midnight Wednesday before the game. This registration includes insurance and any applicable registration fee.
6. Each team shall be entitled to choose the colors and design of its playing shirts and trousers.
7. The playing shirt and trousers shall be coloured other than white, cream or any light colour.
8. Skins and T-shirts may be worn under the playing shirt, if white in colour they must not protrude from the sleeves.
9. Pads (batting or wicket keeping) shall be coloured. White pads are not permitted.
10. Single spiked, cloverleaf or any other metal spiked boots are prohibited on the pitch for batting or bowling.
11. Players cannot switch to another team after he has played in **one match**. Under exceptional circumstances a player can apply to the League to change teams, but must have the approval of the team he is leaving and the team he is going to. An MCA Transfer form must be filled out and approved by the League Chairman.
12. Players are allowed to play only with one other team in any higher division other than the team they are registered.
  - a. Players registered in Premier Division will have permission to be a guest player with one other team in the Elite Division.
  - b. Players registered in Division 1 will have permission to be a guest player with one other team in the Elite Division or Premier Division.
  - c. Players registered in Division 2 will have permission to be a guest player with one other team in the Elite Division, Premier Division or Division 1.
  - d. Players registered in Division 3 will have permission to be a guest player with one other team in any other division.

13. Once a player has played for a team in a division he/she cannot change teams in that division or any other divisions.
14. A player cannot play for more than one team in the same division except for U-19 players, over 50 and women players.
  - a. U-19 players: have not reached their 19<sup>th</sup> birthday as of May 1<sup>st</sup>, 2022.
  - b. Over 50: have reached their 50<sup>th</sup> birthday as of May 1<sup>st</sup>, 2022.
15. If a player's team is playing on the same day as his second team only one player can move up to play. If there is no clash, then maximum of 3 players can move up.
16. All players under the age of 18 years must wear a helmet while batting.
17. Anyone who was selected to play for Manitoba senior provincial team between the years of 2018-2022 (Five years) inclusive, can only play in one Team/ Division.
18. A team shall not play any member of a touring team in the MCA League Competition.
19. A team shall not play more than one out-of-province player in any League game.
20. A team shall not play an elite out-of-province player in any League game. [An elite player is anyone who represented his province or country (i.e. played in competition nationally or internationally) in the last 8 years.]
21. Non-registered persons will not be allowed on the field of play.
22. If any team finds it necessary to default [i.e. not play] a match, that team will be fined **\$100.00**. This fine must be paid by the Wednesday following the defaulted game. ["Before Wednesday of the next scheduled game."] Failure to pay will result in immediate suspension. Games missed due to suspension will be deemed to be forfeited.
23. As a safety measure and for insurance purposes, players are asked not to practice in the vicinity of spectators and players. Practice in front of the pavilion at any time is not allowed.
24. One new ball as supplied by the League will be used per innings.
25. Any MCA member(s) using inappropriate [e.g. foul, abusive, threatening] language on or off the field of play to an opponent, teammate, umpire or MCA official, or whose behavior is, or borders on unsportsmanlike conduct, may be suspended from the day's game following consultation between the umpires and captains in the game. Such conduct or behavior may be brought to the attention of the Disciplinary Committee/Adjudicator in writing for further disciplinary action. This rule extends to other MCA members in the cricket area. [NOTE: - If the League fails to formulate a Disciplinary Committee (or appoint an Adjudicator) within 14 days of any complaint, the MCA Executive would have to act to expedite matters.]
26. Teams listed FIRST in each week's schedule are considered HOME teams; those listed SECOND are AWAY teams. The HOME team is responsible for the laying of the matting, placing of the flags (boundary markers), and any other duties necessary to get the game started. The AWAY team is

responsible for all post-game activities – putting away matting, covering pitch, flags, discs, scoreboard, etc. BOTH TEAMS are responsible for leaving the playing area (i.e. in and around pavilion, field, nets, and bushes) clean and tidy.

27. For division 2 and 3 matches, the teams playing in the afternoon will share the away team duties; home team will pick up the mat and the away team will collect the boundaries and general cleanup of the ground. If a team is found to have not carried out these duties, they will be assessed a fine of **\$50**.
28. If a club has two (2) or more of its members selected to represent Manitoba or Canada [playing, officiating or coaching] and this result in their absence from a regular scheduled League game, such game shall be rescheduled.
29. Clubs are reminded that use of the pitches/grounds at the Assiniboine Cricket Park is by agreement between the Assiniboine park conservancy and MCA. Any club(s) playing unscheduled or 'friendly' matches on these grounds MUST obtain prior approval from the MCA.
30. Practice – Teams must pick up practice mats from the practice pitches after each use, and clean up any other practice equipment. Any team that fails to do so will be assessed a fee of \$50.00 and will be suspended from League play until the fine is paid to the MCA.
31. Any point not dealt with in these rules will be dealt with by the League, or by the Executive committee.
32. **Points awarded are as follows: 4 points for a win, 0 points for a loss. Tie/Abandoned matches – 2 points**
33. If two or more teams have the same number of points [tied on points] at the end of the season, the team with the highest Net Run Rate (NRR) shall be declared the winner.
34. At Assiniboine Park, The 2 trees within the field of play of the **South** ground and the branches of the tree hanging over the field of play of the **North** ground shall be regarded as boundary.
35. Umpires are reminded to inspect the crease markings, and ensure that any obstacle in or over-hanging the boundary are noted and brought to the attention of the captains.

## 9. TEAM PROMOTION AND RELEGATION

Team Promotion and Relegation will take effect the following season and will be based on the final league standings as follows:

### Promotions:

Elite Division – One team, the winner of the Premier Division will be promoted to the Elite Division.

Premier Division – Two teams, the winner and runners up from Division 1 will be promoted to the Premier Division.

Division 1 – Two teams, the winner and runners up from Division 2 will be promoted to Division 1.

Division 2 – Two teams, the winner and runners up from Division 3 will be promoted to Division 2.

### Relegations:

Premier Division – One team, the last placed team of the Elite Division will be relegated to the Premier Division.

Division 1 – Two Teams, the last two placed teams of the Premier Division will be relegated to Division 1.

Division 2 – Two Teams, the last two placed teams of Division 1 will be relegated to Division 2.

Division 3 – Two teams, the last two placed teams in Division 2 will be relegated to Division 3.

## **10. POWER PLAY AND FIELDING RESTRICTIONS**

### **A. POWER PLAY:**

- Power Play 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- Power Play 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
- Power Play 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

### **B. POWER PLAY: INNINGS OF 40 OVERS**

- Power Play 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.
- Power Play 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive
- Power Play 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive

### **C. POWER PLAY: INNINGS OF 30 OVERS**

- Power Play 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 30 overs, these are overs 1 to 6 inclusive.
- Power Play 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 30 overs, these are overs 7 to 24 inclusive
- Power Play 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 30 overs, these are overs 25 to 30 inclusive

## D. CHANGES IN GAME DURATION

LAW 41.2.4 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.

41.2.5 If play is interrupted during an innings and the table in 41.2.4 applies, the Power Play take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
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
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10



## APPENDIX 1

### Calculation Sheet for Use When Delays or Interruptions Occur in First Innings.

#### Time

Net playing time available at start of a 50 over match	420 minutes (A)
Net playing time available at start of a 40 over match	340 minutes (A)
Net playing time available at start of a 30 over match	250 minutes (A)
Net playing time available at start of a 20 over match	170 minutes (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost [C – (D + E)]	_____ (F)
Remaining playing time available (A - F)	_____ (G)
G divided by 4.2 (to 2 decimal places)	_____ (H)

Max overs per team [H/2] (rounded up if not a whole number) \_\_\_\_\_ (I)

Max overs per bowler [ I / 5 ] \_\_\_\_\_

Duration of Power Play Overs (Refer to 41.2.6) \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

#### Rescheduled Playing Hours

First session to commence or recommence \_\_\_\_\_ (J)

Length of innings [I x 4.2] \_\_\_\_\_

(K)

Rescheduled cessation time (round up fractions) [J + (K – B)] \_\_\_\_\_

Length of interval \_\_\_\_\_

Second session commencement time \_\_\_\_\_ (L)

Rescheduled cessation time = (L + K) \_\_\_\_\_

## APPENDIX 2

### Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings.

#### Time

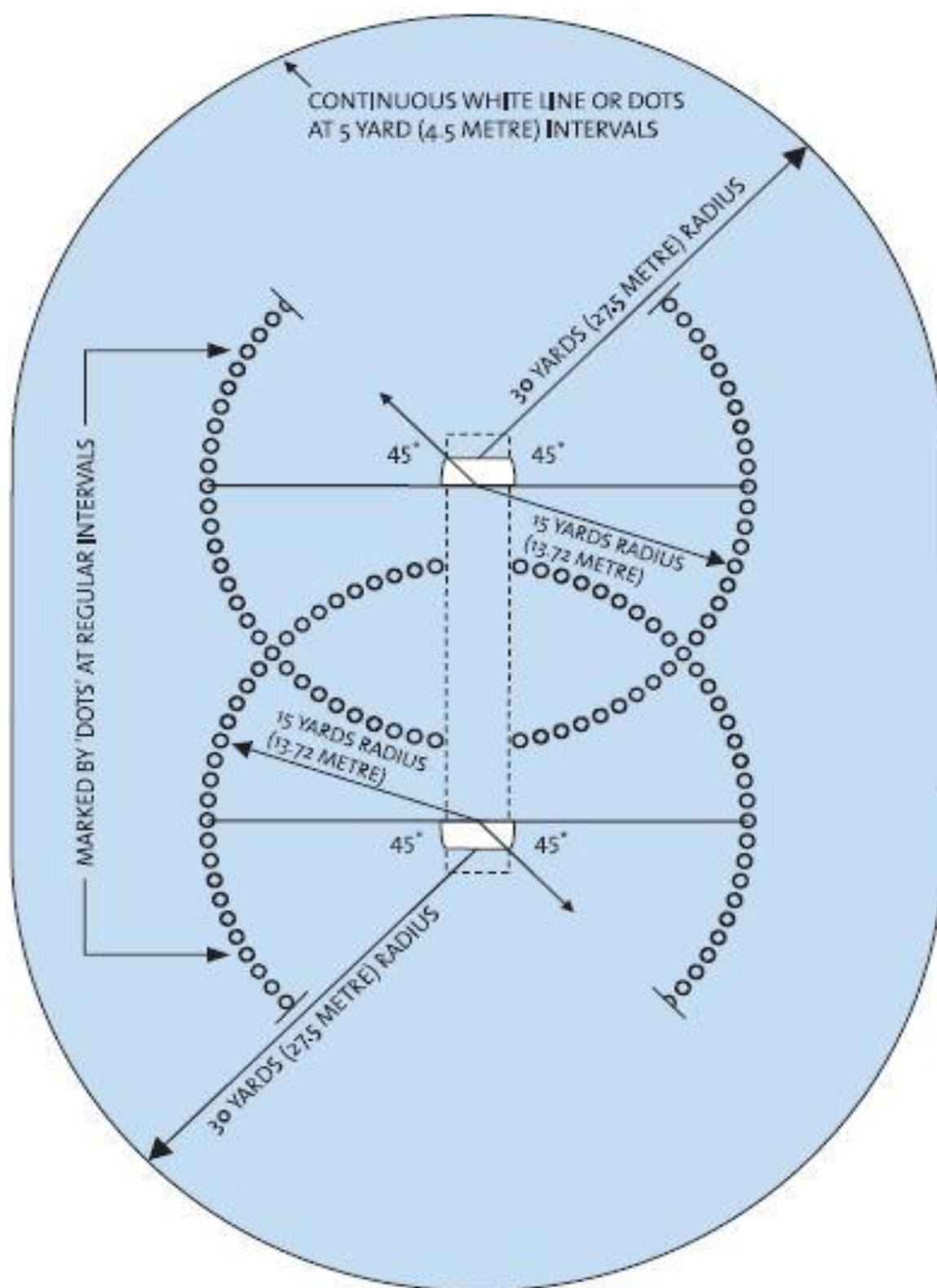
Original cessation time of innings	_____ (A)
Time at start of interruption	_____ (B)
Restart time	_____ (C)
Length of interruption [C – B]	_____ (D)
Extra time available (incl. any interval make up time)	_____ (E)
Total playing time lost [D – E]	_____ (F)
Amended cessation time of innings [A + E]	_____ (G)

#### Overs

Maximum overs at start of innings	_____ (H)
Overs lost [F / 4.2] ignore fractions	_____ (I)
Adjusted maximum length of innings [H – I]	_____ (J)

#### Overs per bowler and Fielding Restrictions

Max. overs per bowler [J / 5]	_____ overs
Duration of Power Play overs (initial, batting side)	
First Innings	_____ + _____
Second Innings	_____ + _____



PITCH MARKINGS

