



# HASTINGS RIVER DISTRICT CRICKET ASSOCIATION INC.

**T – 20**

## **PLAYING CONDITIONS**



October 2025

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## **T - 20 COMPETITION PLAYING CONDITIONS**

Except as varied hereunder, all MCC Laws of Cricket 2017 Code (3rd Edition - 2022) shall apply within the Association's T-20 competitions. Where no mention of a Law is made, Playing Conditions for the T-20 competitions shall be consistent with the One Day Playing Conditions.

### **LAW 11      INTERVALS**

There shall be no drinks breaks during an innings.

### **LAW 12      START OF PLAY; CESSATION OF PLAY**

Session one shall be 80 minutes.

The innings break shall be 10 minutes.

Session two shall be 80 minutes.

### **LAW 13      INNINGS**

#### **13.1    Uninterrupted match.**

13.1.1 Each team shall bat for 20 six-ball overs, unless dismissed earlier.

13.1.2 If the team bowling first fails to bowl the required number of overs by the scheduled time for the cessation of the session (80 minutes), play shall continue until the full quota of overs have been bowled. In addition, the batting side will be credited with a bonus six (6) runs for every whole over that had not been bowled prior to the cessation of the session.

13.1.3 The innings of the team batting second shall be limited to the number of overs bowled by it, at the scheduled time for the cessation of the first session.

13.1.4 The over in progress at the scheduled cessation time shall count as a completed over.

13.1.5 If the team batting first is dismissed, and the last wicket falls after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as a complete over).

13.1.6 If the team bowling second fails to bowl 20 overs, or the number of overs as provided in clauses 13.1.3 or 13.1.5, by the scheduled cessation time, the hours of play shall be extended until the required number has been bowled or a result achieved. In addition, the batting side will be credited with a bonus six (6) runs for every whole over that had not been bowled prior to the cessation of the session.

13.1.7 The Umpires may increase the number of overs to be bowled by the team bowling second if the Umpires are of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first. These events may include injuries, time to dry a wet ball, time taken to find a lost ball, batsmen wasting time.

#### **13.2    Delayed or interrupted matches.**

13.2.1 The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 10 overs per team, subject to the provisions of clause 13.3 and 13.4.)

13.2.2 The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (4 mins. per over) in the total time available for play.

13.2.3 If the team bowling second fails to bowl the required numbers of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.

13.2.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter has been dismissed in less than the agreed number of overs.

13.2.5 If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings as determined by recalculation of the overs to be bowled.

13.2.6 Fractions are to be ignored in all calculations re number of overs.

13.3 **Delay or interruption to the innings of the team batting first.**

13.3.1 If the number of overs of the team batting first is reduced, a fixed time will be specified for the commencement and close of each session for the match, by applying a rate of 15 overs per hour (4 mins. per over).

13.3.2 When calculating the length of playing time available for the match, or the length of 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.

13.3.3 This calculation must not cause the match to finish earlier than the original time for cessation of play.

13.3.4 If required, the original time shall be extended to allow for one extra over per team.

13.3.5 If the team bowling first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall cease.  
Clause 13.1.3 shall also apply.

13.3.6 If the team batting first is dismissed and the last wicket falls at or after the scheduled time for the interval, 13.1.5 shall apply.

13.4 **Delay or interruption to the innings of the team batting second.**

13.4.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs to be bowled shall be calculated at a rate of 4 minutes per overs in respect of the lost playing time.  
Should this result in a fraction of an over the fraction shall be ignored.

13.4.2 In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

13.4.3 To constitute a match, a minimum of 10 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

- 13.4.4 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.
- 13.4.5 A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- 13.4.6 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

## LAW 16

### THE RESULT

#### 16.1 Determination of winner.

- 16.1.1 A result can be achieved:
  - only if both teams have had the opportunity of batting for at least 10 overs, subject to the additions to Law 13, unless:
    - one team has been dismissed in less than 10 overs, or
    - the team batting second scores enough runs to win in less than 10 overs.
- 16.1.2 A match shall be a Draw if both teams have not had the opportunity to bat for a minimum 10 overs because:
  - a) The innings of the team batting first could not commence prior to 1 hour 20 minutes after the scheduled start of play, or
  - b) The innings of the team batting second could not commence prior to 1 hour 20 minutes before the scheduled close of play, or
  - c) The innings of the team batting second would be reduced to less than 10 overs, as a result of an interruption to play after its commencement.
- 16.1.3 In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner.
- 16.1.4 In any match in which both teams have had the opportunity to bat for a minimum of 10 overs, but have not had the opportunity to bat for the same number of overs:
  - the result in First Grade or May Kelly matches shall be determined by the Duckworth Lewis Stern (DLS) method.
  - the result in all other matches shall be determined by the run rate method.
- 16.1.5 The result of a match may be a tie regardless of the number of wickets lost by the team batting second.

#### 16.2 Target Score.

- 16.2.1 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 10 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.
- 16.2.2 This revised target is to be calculated using DLS in First Grade or May Kelly matches or the run rate method in all other matches.
- 16.2.3 The target set will always be a whole number and one run less will constitute a Tie.
- 16.2.4 If the innings of the side batting second is suspended (with at least 10 overs having been bowled) and it is not possible for the match to be resumed, the match will be

decided by comparison with the par score determined at the instant of the suspension by the run rate method.

16.2.5 If the score is equal to the par score, the match is a Tie. Otherwise, the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the par score.

## **LAW 17 THE OVER**

### **17.1 Number of overs per bowler.**

17.1.1 No bowler shall bowl more than 4 overs in an innings.

## **LAW 21 NO BALL**

21.1 The delivery following ANY No ball shall be a free hit for whichever batsmen is facing it.

21.2 If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batsmen is facing it.

21.3 For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit is called a Wide.

21.4 Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery.

21.5 The bowlers end Umpire shall signal a free hit by (after the normal No ball signal) extend one arm straight upwards and moving it in a circular motion.

21.6 A fielding No ball breach will enable the field to change.

21.7 The Umpire shall call No ball if a bowler bowls a ball above head height of the batter standing upright at the popping crease.

George Spencer – 2 runs and 8 ball maximum in over. Last over is 6 legal deliveries.

## **LAW 22 WIDE BALL**

22.1 A delivery passing the striker on the off side outside the off side wide guideline (75cm from the outside of the off stump) shall be called a Wide provided the striker maintains a normal batting position and has not brought the ball within reach.

22.2 If, in the opinion of the Umpire, the striker has brought the ball within reach, the off side wide guideline shall be disregarded and the Umpire shall apply a general interpretation consistent with the normal operation of the law.

22.3 Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he/she has brought the ball within reach.

22.4 A delivery passing the striker's stumps on the leg side, without any contact with the striker's bat or person, shall be a Wide unless:

- i) the ball passes between the striker and the stumps,
- or       ii) the striker moves towards the off side and, in the Umpire's opinion, the ball would have made contact with the striker in their normal batting position,
- or       iii) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this instance, only a delivery passing the striker outside the off side wide guideline on the leg side shall be a Wide.

**Note 1:** 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. Law 22 shall otherwise apply.

**Note 2:** 22.4 shall only apply to May Kelly matches. George Spencer – 2 runs and 8 ball maximum in over. Last over is 6 legal deliveries.

## **LAW 28 THE FIELDER**

### **28.1 Restrictions on the placement of fielders.**

At the instant of delivery.

- a) During the first 6 overs (Powerplay 1) of each innings no more than two (2) fielders are permitted outside the fielding restriction area.
- b) During the remaining over (Powerplay 2) no more than five (5) fielders are permitted outside the fielding restriction area.

### **28.2 Fielding restrictions in reduced over matches.**

In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the table below. This shall apply to both innings of the match.

<u>Total overs in Innings</u>	<u>No. of overs for which fielding restrictions will apply</u>
10 – 11	3
12 – 14	4
15 – 17	5
18 – 19	6

## **LAW 40 TIMED OUT**

### **40.1** After the fall of a wicket, the incoming batter must be ready to receive the ball, or for the other batter to receive the next ball within one and a half minutes (90 seconds) of the dismissal.