## A red and black logo  Description automatically generated**2.4 OPEN AGE T20 COMPETITION MATCH RULES**

**Preamble**

The Open Age T20 competition rules override any other NWMCA rules where they are inconsistent.

### **2.4 OPEN AGE T20 COMPETITION MATCH RULES**

### **2.4.1 PARTICIPATION and ELIGIBILITY RULES**

1. Any club affiliated with NWMCA at an Open Age or Under Age level may enter a team in the T20 Competition
2. It is recommended that the competition be limited to senior open age players.
3. All players must be registered players with the club that has entered the team into the NWMCA Open age T20 competition.
4. **General Eligibility** – To play in a preliminary round of the NWMCA Open Age T20 competition a player must be registered or permitted to play with the club with which they are playing in the NWMCA Open Age T20 competition BEFORE the game commences.
5. Players who are registered with a club, that player generally plays in a team in an association other than the NWMCA (such as the VTCA or Mercantile Cricket Association), may play in the NWMCA Open Age T/20 competition.

### **TEAMS SELECTION AND NOMINATION**

1. Players must be selected in the team in PlayHQ BEFORE THE MATCH commences. Fill-in Players are NOT permitted to be used in the NWMCA Open Age T/20 competition.
2. No more than eleven (11) players can be listed on a team sheet.
3. Captain and the umpire/s should view the teams in PlayHQ BEFORE the game can commence.
4. The home team MUST provide a non-playing scorer. The away team’s scorer may be a player who is participating in the game, however, a non-playing scorer is preferred.
5. E-Scoring MUST be used by the home side.
6. The away team may use in E-Score.
7. If both teams use E-Score, the home team must ensure a physical scorebook is available to use if required.
8. Players’ Dress code is to be the same as in the Open Age One Day Grades as outlined in rule 1.7 paragraph 11.

### **FIXTURES**

1. Teams will be drawn to play each other in a fixture published by the NWMCA.
2. Matches will be fixtured to be played on Tuesday evening commencing at 5.30p.m. A match may commence early if both captains and umpires agree.
3. Changes to match dates and/or times are to be approved by the board.

### **MATCH BALLS**

1. EACH team will supply one **NEW** Crest 156gm Orange ball which has been purchased from the NWMCA.
2. EACH team is to ensure that **at least two used** Crest 156gm Orange balls are available for use during the game if required.

### **MATCH RESULTS**

1. Match Results must be finalised in PlayHQ within 30 hours of the match being played – that is 11.30pm on the following day (where the match is fixtured to start at 5.30pm
2. If any T20 match is washed out or abandoned without commencing, it will be replayed.
3. For matches conducted on a knock-out basis the winner will proceed to the next round.
4. Board approval is required to make any variations to NWMCA T/20 rules.

**FINALS**

1. The finals structure and which teams go through to the finals will be determined by the NWMCA Board and will be dependant on the number of teams entered into the T20 competition. Finals structure will be notified to all clubs before Round 1 of the competition
2. Finals matches will have a reserve day scheduled, being the Thursday in the same week as the original fixtured match.
3. **FINALS ELIGIBILITY** - To play in any FINAL of the NWMCA Open Age T/20 competition, a player must have participated in **at least half of the preliminary rounds** of the NWMCA Open Age T/20 competition.

### **2.4.2 START OF PLAY**

Matches will commence at the time fixtured.

**The home team (team named first on the fixture) will bowl first in all matches.**

### **2.4.3 INNINGS BREAK**

1. A break of no more than 5 minutes will be taken at the completion of the first team’s innings.
2. There will be no drink breaks except as made by special arrangement between the Captains and Umpires before the commencement of the game such as when extremely hot conditions are anticipated.

### **2.4.4 CESSATION OF PLAY**

Play will continue until a result is obtained but will not continue after 3 hours have elapsed from the scheduled time for the match to commence.

### **2.4.5 COMPULSORY CLOSURE – MAXIMUM OVERS**

1. Matches played in October and after 15th February:

The innings of the first side if not previously completed will be compulsorily closed on completion of 18 overs.

1. All other matches:

The innings of the first side if not previously completed will be compulsorily closed on completion of 20 overs.

### **2.4.6 COMPULSORY CLOSURE – REDUCED OVERS**

1. The maximum number of overs to be bowled will be reduced by one (1) over for each complete seven (7) minutes of total time lost during the first innings.

1. If the first side’s innings has not been completed before 6.50pm in a 20 over match, or 6.45pm in an 18 over game, then the innings will be compulsorily closed at the completion of the over in progress at 6.50pm or 6.45pm, which ever is appropriate This rule will not apply to an innings when lost time has already reduced the innings to less than the maximum overs for the particular match.
2. In the preliminary rounds, if the team batting first has NOT batted for at least 10 overs, and the game is abandoned due to prevailing conditions, the match will be DRAWN.

### **2.4.7 COMPULSORY CLOSURE – SECOND SIDE**

First side compulsorily closed

The second side shall be entitled to bat only for the same numbers of overs, including any part-over, bowled to the first side. The match will then finish.

First side not compulsorily closed

The second side shall be entitled to bat for the same number of overs that was applicable for compulsory closure for the side batting first.

### **2.4.8 SECOND SIDE – INNINGS NOT COMPLETED**

1. If the time for cessation of play is reached and the second side has not received their entitlement of overs, the winner of the match will be decided as specified in 2 and 3 below.
2. Winner determined by run rate
	1. If the side batting second has batted for at least 10 completed overs, the winner will be the side with the higher run rate.
	2. If the first side was dismissed, then the run rate of the first side will be determined by using the maximum number of overs which it would have been entitled to receive.

Example 1

Team batting first was dismissed for 145 after 16.4 overs in a match in October. The maximum number of overs for that match is 18 overs. The run rate for the team batting first is 145 divided by 108 balls (18 overs) = 1.3425 run rate

Example 2

Team batting first is dismissed for 145 after 16.4 overs in a match in December. The maximum number of overs for that match is 20 overs. The run rate for the team batting first is 145 divided by 120 balls (20 overs) = 1.2083

1. Winner determined by Super Over
2. If the side battingsecond has batted for less than 10 completed overs (including if the side batting second has not batted at all), the winner will be determined by a Super Over.
3. If scores are tied at the end of any match (including a final), the winner will be determined by a Super Over.
4. Super Over
5. Bowlers End – The umpires shall choose which end both teams will bowl their Super Over from.
6. At the end of each over, the umpires must change position
7. If there is only one independent umpire appointed to the match, then they shall be at the bowler’s end for both overs
8. Fielders – At the point of delivery in the Super Overs at least four (4) fielders, not counting the wicket keeper and bowler, must be within 30 metres of the pitch.
9. Fielders – At the point of delivery in the Super Overs, no more than five (5) fieldsmen, not counting the wicket keeper and bowler, shall be on the leg side.
10. At the end of the Super Over the result shall be determined by the team with the highest score, irrespective of the number of wickets lost.
11. Where scores are tied at the end of the Super Over, the result of the match will be decided on the single toss of a coin.
12. Super Over not possible

If a Super Over is not possible because of prevailing conditions, the result of the match will be decided on the single toss of a coin.

The home team (first named on the fixture) shall call heads or tail at the toss of the coin.

### **2.4.9 BOWLING LIMITS**

Each bowler will be limited to 4 overs.

### **2.4.10 BATTING**

A new batter has 60 seconds to be ready to face the next ball, otherwise the batter can be timed out.

### **2.4.11 FIELDING RESTRICTIONS**

At the instant of the bowler’s delivery, there shall be:

1. Not more than five fielders on the on-side; and
2. For the first 6 overs of an innings (5 overs in an 18 over match), at least seven (7) fielders, not counting the wicket keeper and bowler, must be within 30 metres of the pitch
3. For the remaining overs in an innings, at least four (4) fielders, not counting the wicket keeper and bowler, must be within 30 metres of the pitch.

The umpire will call and signal No Ball for any infringement of this rule by the fielding side.

### **2.4.12 FREE HIT FOLLOWING A FOOT-FAULT NO BALL**

1. The delivery following a ***“No Ball”*** called for a foot fault (**Law 21.5**) shall be a free hit for whichever batter is facing.
2. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will become a free hit for whichever batter is facing.
3. For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called Wide Ball.
4. Field changes are not permitted for free hit deliveries unless there is a change of striker. Or the no ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
5. The umpire at the bowler’s end will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

### **2.4.13 BOWLING AND FACING ENDS**

The first five overs of each innings will be delivered from the wicket at one end of the pitch. Bowlers will change ends after 5 overs have been bowled.

Batters will change ends on completion of each over, except at the end of the fifth, tenth and fifteenth over.



