

2018 TVCL MATCH RULES (PROVISIONAL)

1st February 2018

Following the AGM we have now updated & re-organised the Match Rules into three sections to remove the various duplications across the different formats.

The sections have been renumbered – to help prevent checking/reading the wrong pages for your particular fixture from the Handbook on match day.

- 1) Match Rules (Generic)
- 2) Traditional Match Rules *(Numbering = T)*
- 3) Win/Lose Match Rules *(Numbering = W)*
 - A) W/L Part A = Levels 1 & 2 *(Numbering = A)*
 - B) W/L Part B = Levels 3 & below *(Numbering = B)*

As advised at the AGM there will be an opportunity at the coming SGM (date tbc), to adjust the implementation of the introduced Win/Lose Rules introduced for Level 3 & below.

Equally, if there are any other Match Rule 'bugs' do let me know & we can see if we can resolve.

If you wish to make contact, happy to hear from you shortly.

Best regards,
Martin Wilson
TVCL Rules & Match Conditions
RMC@TVLcricket.com

MATCH RULES

1. LAWS

TVCL Matches shall be played according to the Laws of Cricket (2017 Code – 1st Edition), that came into force with effect from 1st October 2017, and any subsequent new Laws or amendments, and such experimental laws as from time to time may be applied to Club Cricket, or may be decided upon by the Management Committee. The Management Committee shall liaise with the Umpires Sub-Committee (“USC”) before making any such decision.

- Law 41 (Unfair play) – the application of a 5 run penalty under this Law, is only permitted to be applied by ECB ACO Qualified Umpires.
- Law 42 (Players’ conduct) - the application of in-match penalties shall only be applied by TVCL Panel Umpires and only in Divisions 1, 2a & 2b. Otherwise any misconduct is to be reported as a complaint after the match as per the Discipline, Complaints & Appeals Procedures.

2. FIXTURES

- 2.1) The fixture schedule of all TVCL Matches is co-ordinated by the Fixture Secretary. TVCL Matches are contested, within the TVCL Season, between Member Clubs as a “Home Team” and “Away Team”.
- 2.2) All TVCL Matches are to be played on Saturdays allocated by the Management Committee and as published by the Fixture Secretary. The fixtures between the Member Clubs shall take place on consecutive Saturdays in the TVCL Season commencing on the Saturday fixed by the Management Committee.
- 2.3) If a Member Club is playing in the final of a recognised major cricket competition on the same weekend as a TVCL Match (this includes the preceding Friday) that weekend's TVCL Match involving the said Member Club may be rearranged for a later date, not later than the Sunday prior to the last Saturday of the TVCL Season, subject to the prior approval of the Management Committee. Any other required variation of fixture dates allocated, shall be subject to the approval of the Fixture Secretary, and at least twenty eight calendar days’ notice of such variation must be given by and to both Member Clubs concerned.
- 2.4) If any Member Club withdraws a Team during the Season, any points gained (or deducted) due to fixtures with that Team, shall be removed from the relevant League Table, however the match and player statistics will continue to be valid.

3. DESIGNATED VENUES

- 3.1) All TVCL Matches shall be played at a Venue that has been designated by Member Clubs by the **28th February** prior to that TVCL Season and subsequently approved by the Grading & Standards Sub-Committee (“GSSC”) and the Management Committee.
- 3.2) No pitch shall be used which is considered unsatisfactory for the purpose by the GSSC. Failure to comply with this requirement may result in a penalty being imposed.

- 3.3) Any Home Team wishing to play a match at a Venue other than its Designated Venue must first obtain permission from the Management Committee. Applications to the TVCL Secretary should normally be submitted not later than 1st April in order that the GSSC may have the opportunity to consider the suitability of the alternative Venue and if there is any effect of the change on other TVCL Matches.
- 3.4) In exceptional circumstances only, a late application for a change of Venue may be made, which should in any event be received and addressed to the TVCL Secretary by no later than **10:00pm on Wednesday** preceding that TVCL Match. The Management Committee is not bound to grant permission to a late change to the Venue and will only do so where such a change does not affect the playing arrangements for another TVCL Match scheduled to be played at the same Venue on the same day.
- 3.5) In the event of a Home Team being unable to play a TVCL Match at their Designated Venue owing to restrictions imposed, for example because of foot and mouth disease, no postponements shall be permitted. However, the Teams shall be permitted to a late change to the Venue of any TVCL Match that would otherwise have to be 'Cancelled' due to such restrictions. The new Venue must be acceptable to both Teams. Any additional Venue hire costs, other than those normally incurred by the Home Team, shall be shared equally by both Teams. Member Clubs are expected to make every effort to find a suitable alternative Venue.

4. VENUE (PITCHES, OUTFIELD AND SURROUNDS)

- 4.1) All Member Clubs are expected to ensure that their Venue is prepared and fit to play TVCL Matches, including the pitch, outfield and surrounds.
- 4.2) All TVCL Matches in Levels 1-5 shall be played on grass pitches.
- 4.3) All TVCL Matches below Level 5 shall be played on a grass pitch, unless such a pitch is unfit or unavailable. The Home Team must advise the Away Team by **10:00pm on the Wednesday** prior to that Saturday TVCL Match (or within an equivalent period prior to a fixture arranged for any other day), that it will be played on an artificial surface and advise of any restriction on the use of normal cricket footwear. Failure to do so will result in a penalty being imposed by the Management Committee.
- 4.4) The pitch must be fully prepared and correctly marked as per the Laws. As shown in Appendix C of the Laws, the popping crease must be a minimum of 12 feet (3.66m) in length. The bowling crease must be 8 feet 8 inches (2.64m) in length, and must be 4 feet (1.22m) behind and in parallel to the popping crease. The return creases must be at right angles to both the popping crease and bowling crease and must be marked from the popping crease to a minimum of 8 feet (2.44m) behind it.
- Note: extending the length of the popping crease, on both sides of the pitch, may assist Umpires for any run-out appeals.*
- 4.5) Home Teams are expected, where possible, to refresh the pitch markings between innings.
- 4.6) Boundaries must be defined and markers used if available. Sight-screens are to be aligned prior to the start, and must be positioned outside of the boundary at all times.

5. PITCH COVERS

- 5.1) All Member Clubs with Teams in Levels 1-3, must have full length pitch covers and also covers for the bowlers' run-ups for a minimum of 10 metres. The Management Committee or GSSC shall have the right to visit any Member Club that has a Team(s) in the aforementioned Levels in order to inspect the covering facilities and to take any action that is considered appropriate.
- 5.2) Before the start of play such covers as above shall be used at the discretion of the Home Team and its Grounds Authority to protect the pitch and bowlers' run-ups as may be required.
- 5.3) Once the TVCL Match has commenced, full covering of the pitch and bowlers' run-ups may be used as and when requested throughout any break in play at the request of either of the Captains, and the Umpires shall be notified.

6. PLAYER CLOTHING

All players participating in TVCL Matches shall wear predominantly white clothing, including any under garments with longer sleeves.

N.B. Sponsors logos, Member Club badges which are not white, but are discreetly worn, are acceptable.

7. ECB SAFE HANDS – CRICKET'S POLICY FOR SAFEGUARDING CHILDREN

The TVCL fully endorses, and requires all Member Clubs to observe, all youth mandates, directives and guidance issued by the England and Wales Cricket Board and requires all Umpires, Scorers, Captains and Officials to ensure that they are enforced, in particular those listed below (for convenience more details are shown separately outside these Rules in "Appendix 1 – ECB Guidance Notes")

- ECB Guidelines on Changing Rooms and Showering Facilities
- ECB Safety Guidance on the Wearing of Cricket Helmets by Young Players
- ECB Fielding Regulations
- ECB Fast Bowling Directives

The ECB Fielding regulations and Guidance on Cricket Helmets must be adhered to and enforced by the Umpires and Captains. Play shall be **suspended** by the Umpires and/or Captains should any such young player breach these requirements. Play will only recommence once appropriate protective equipment has been fitted, or the player has moved from the close fielding position. Umpires will be allowed to add on time for any such stoppage with regards to any Over Rate calculation.

8. UMPIRES

- 8.1) All Panel Umpires should be members of the ECB ACO. All Umpires who officiate regularly, but are not members of ECB ACO, also need to be DBS checked as per ECB Safe Hands Guidelines.
- 8.2) Panel Umpires will be appointed for all TVCL Matches in Levels 1 & 2. Panel Umpires may also be appointed in Levels 3 & 4 subject to availability and request by Member Clubs. All such appointments shall be at the discretion of the Umpires Sub-Committee (“USC”). The Management Committee reserves the right to appoint Panel Umpires for any other TVCL Match at its sole discretion. Member Clubs will be advised of Panel Umpire appointments and their telephone numbers in advance.
- 8.3) In all TVCL Matches in Level 3 and below, where Panel Umpires are not appointed upon request, the Member Clubs are expected to make every effort to provide one Club Umpire each per Team.
- 8.4) For TVCL Matches in Levels 3 & 4, where Panel Umpires are not appointed or unless that Member Club has provided a minimum of one Umpire to either of the current TVCL (or a Premier League) Umpires Panel, each Team that fails to provide a Club Umpire shall be penalised as follows:

Number of Matches with no Umpire provided	Penalty
1 st & 2 nd	None
3 rd & any subsequent omissions	5 Penalty Point Deduction on each and every occasion.

- 8.5) No Team shall refuse to allow a Panel Umpire or a Club Umpire (provided that they are not a player serving a suspension) to officiate in a TVCL Match.
- 8.6) All Panel Umpires shall be entitled to receive expenses at a value as determined by the Management Committee.
- In Levels 1 & 2, this shall be payable* by the Home Team before the start of the TVCL Match.
 - In Levels 3 and below, Member Clubs, whether Home or Away, are responsible for paying* any expenses for their own appointed Panel or Club Umpires.

**Note: Should a Member Club make the request, a Panel Umpire must sign an expenses claim form prior to being paid.*

- 8.7) In the event of a TVCL Match being Cancelled before the start time due to inclement weather, or for any other reason, each Panel Umpire appointed shall be notified immediately the decision to Cancel has been made. Should a Panel Umpire not be so informed and arrives at the allocated Venue, they shall be entitled to half of the determined expenses, payable as per Match Rule 8.6 if possible on the day, or in any event no later than seven calendar days after the date of that TVCL Match.
- 8.8) Failure by a Team to pay Panel Umpires as designated above shall be reported by the Panel Umpire(s) and may render the offending Team liable to a financial penalty being imposed on it by the Management Committee as it deems appropriate.

9. SCORERS

- 9.1) A scoring facility shall be provided at the Venue which has adequate light, is comfortable and clean, and has adequate cover in the event of inclement weather.
- 9.2) All Member Clubs are expected to make every effort to provide one Scorer for each of their Teams. Ideally two people should be scoring during each TVCL Match at all times.
- 9.3) In Levels 1 & 2, a competent scorer shall be provided by each Team, who will be available to score and who shall take no part on the field of play during that TVCL Match.
- 9.4) In Levels 1 & 2, each Team that fails to provide a dedicated Scorer in accordance with Match Rule 9.3 shall be penalised as follows:

Number of Matches with no dedicated scorer provided	Penalty
1 st & 2 nd	None
3 rd & 4 th	£25 fine on each occasion
5 th & any subsequent omissions	3 Penalty Point Deduction on each and every occasion.

10. POST MATCH ADMINISTRATION

- 10.1) The format of communications shall be determined by the Management Committee prior to each TVCL Season.
- 10.2) Following the conclusion of a TVCL Match, even if Cancelled or Abandoned, in all Levels the **Home Team** is responsible to ensure that the Match Result Form (“MRF”) is submitted on the same day, as soon **as possible** but no later than **11:59pm** in all cases (even if the MRF is submitted by the Away Team using an electronic scoring interface the Home Team is responsible to check that it has been uploaded correctly).

Should the MRF have not been submitted (or has been submitted, but with an incorrect Match Result), the submission / correction must be received no later than **11:59pm on Tuesday** after that TVCL Match, otherwise the Home Team will be deducted **5 Penalty Points**.

*(Additionally if a TVCL Match is to be Cancelled (Forfeited) prior to the fixture, the MRF should be submitted as soon as possible by either Team, but it is the **Home Team** which is responsible to ensure that this has been submitted prior to this deadline.)*

- 10.3) Following the conclusion of a TVCL Match, except in the instances of a Cancelled Match, the following reports must be submitted by no later than **11:59pm on Tuesday** after that TVCL Match:
- The **Home Team** must complete and submit a Match Scorecard (“MSC”).
 - Both **Home & Away Teams** must complete and submit a Captain’s Form (“CF”).

Should either the MSC or the CF have not been submitted by the following weeks **11:59pm Tuesday** deadline the Team responsible will, in addition to the fine, be deducted **5 Penalty Points**.

Separately or in addition, should any “UNKNOWN” players remain on the MSC after a further weeks Tuesday deadline, **Each Team** still with “UNKNOWN” players, will be deducted **5 Penalty Points**,

and shall be referred to PESC as a deemed breach of Player Eligibility rules for selecting an ineligible player.

- 10.4) In Levels 1-4, except for a Cancelled Match, both **Home & Away Team Captains** shall each separately assess the performance of the Umpires standing (both Panel and Club appointed) and must complete and submit the Electronic Umpire Performance Report by no later than **11:59pm on Tuesday** after that TVCL Match.
- 10.5) Panel Umpires shall complete and submit the Umpires' Form ("UF") at the end of each TVCL match to assess various criteria including Knowledge and Discipline (both Captains), Team Discipline (both teams), Outfield, Pitch, Umpire Facilities, and Hospitality. Each of these should initially be given 6 marks (the maximum possible) and then any deductions made where the Umpires observe shortcomings.
- 10.6) A fine of **£15** will be levied against the Member Club for each and every infringement of Match Rules 10.2, 10.3a, 10.3b and 10.4 by its Teams, and will be payable as per the TVCL D&C Rules on Non-Payment of Fines.

11. MATCH RESULTS AND POINTS

11.1) Match Result definitions

Each Team's position in their Divisional Table shall be determined by reference to the total number of Match Points and Bonus Points it gains during the TVCL Season base on these Result types.

Match Result Definitions	
Win <i>(Traditional)</i>	When one Team bowls out the other Team for less runs than it scored in the first innings, or when one Team scores more runs than the other Team achieved in the first innings.
Tie <i>(Traditional)</i>	When the Team batting second is "all out" and the runs scored by both Teams is equal.
Draw <i>(Traditional)</i>	When the Team batting second is not "all out" and has not scored more runs than the Team batting first, provided that all the available overs were completed.
Win <i>(Win/Lose)</i>	The Team that scores more runs in their innings (as maybe adjusted by DLS / ARR or Penalty Runs) than the other Team.
Tie <i>(Win/Lose)</i>	When the scores are level (or 1 less than the Target or Revised Target Score) at the completion of the match regardless of how many wickets have been lost by the team batting second.
Loss	Should the other Team achieve a Win.
Abandoned	When play had started, however little, and where neither Team were able to achieve a Win or a Tie due to the scheduled overs not being able to be completed due to adverse playing conditions.
Cancelled	Should there have been no play whatsoever.

11.2) **Match Points**

Traditional Match Result	Match Points	Bonus Points Available
Win	25	No
Tie	15 (each)	No
Draw or Loss	0	Yes
Abandoned	7 (each) *	Yes *
Cancelled (Washout)	7 (each)	No
Cancelled (Forfeited)	25 ‡ (for the opposing Team)	No

Win/Lose Match Result	Match Points	Bonus Points Available
Win	20	No
Tie	15 (each)	No
Draw or Loss	0	Yes
Abandoned	7 (each) *	Yes *
Cancelled (Washout)	7 (each)	No
Cancelled (Forfeited)	20 ‡ (for the opposing Team)	No

* For Abandoned TVCL Matches, each Team shall be awarded a minimum of 7 Match Points. However should a Team have achieved more than 7 Bonus Points, then that Team shall be awarded that number of Bonus Points only and zero Match Points.

‡ Exception for Cancelled (Forfeited) TVCL Matches: The Opposing Team shall only be awarded 7 Match Points for a Cancelled (Forfeited) result, when the majority of the Remaining Fixtures in that Division have a Match Result of either "Abandoned" or "Cancelled (Washout)". Remaining Fixtures excludes cancellations due to Match Rule 3.5 as well as any Cancelled (Forfeited) results in that Division.

11.3) **Bonus Points**

Traditional Match - Bonus Points						
Total Runs Scored	Points (Batting First)	Points (Batting Second)	Total Wickets Taken	Points (Bowling First)	Total Wickets Taken	Points (Bowling Second)
100	2	1	2	1	2	1
125	4	2	4	2	4	2
150	6	3	6	3	6	3
175	8	4	8	4	8	4
200	10	5	10	5	9	5

Note: 5 Bowling Bonus Points shall be awarded to the bowling Team, when a batting Team is "All Out" even if the batting Team has fewer than eleven players.

Win/Lose Match - Bonus Points			
Total Runs Scored	Points Batting	Total Wickets Taken	Points Bowling
75	1	1	1
100	2	3	2
125	3	5	3
150	4	7	4
175	5	8	5
200	6	9	6

Note: 6 Bowling Bonus Points shall be awarded to the bowling Team, when a batting Team is "All Out" even if the batting Team has fewer than ten players.

11.4) **Alternative Arrangements**

In the event of a Team being unable to play a TVCL Match owing to restrictions imposed for example because of foot and mouth disease, no Match Points shall be awarded to either Team. The final positions in any Division where such a Cancellation occurs, for example shall be determined by the Management Committee on an average Points per match basis, by dividing the total number of Points gained by a Team by the number of TVCL Matches played not affected by foot and mouth restrictions.

12. **CANCELLED (FORFEITED) FIXTURES**

- 12.1) If a Member Club forfeits, withdraws or fails to honour a TVCL Match for any reason, other than the weather, which is not considered satisfactory by the Management Committee then the opposing Team will be awarded Match Points for a Cancelled (Forfeited) result subject to Match Rule 11.2.

Note: Except in exceptional circumstances a Team will be deemed to have failed to honour a TVCL Match where that Team are not ready and prepared to commence the TVCL Match by the latest appropriate time listed in Match Rule 13.5. In such circumstances only after that time has passed may the game be declared as "Cancelled (Forfeited)".

- 12.2) The Member Club forfeiting a TVCL Match shall notify the Opposing Team Captain or Fixture Secretary (& receive acknowledgement) and the relevant Divisional Results Secretary immediately the decision is made that the fixture is to be forfeited.

Failure to notify the Opposing Team and Divisional Result Secretary immediately shall render the offending Member Club liable to a fine of **£15** and additionally the need to reimburse the Opposing Team all reasonable costs incurred. Any disputes as to costs are to be resolved by the Management Committee.

12.3) In all Levels, a Team that forfeits a TVCL Match shall be penalised on each occasion as follows:

Number of Cancelled (Forfeited) fixtures	Penalty
1 st & 2 nd instances	5 Penalty Point Deduction on each occasion
3 rd & any subsequent instances	10 Penalty Point Deduction on each and every occasion.

12.4) In addition to Match Rule 12.3, if a TVCL Match is forfeited after **10:00pm on Wednesday** prior to that Saturday (or within an equivalent period prior to a fixture arranged for any other day), the Member Club that forfeits the TVCL Match shall also have **5 Penalty Points** deducted at the absolute discretion of the Management Committee.

The offending Team may be subject to disciplinary action by the Management Committee and further Points, up to the maximum available from that fixture may be deducted from their Points total. The Management Committee may order the TVCL Match to be subsequently played under such conditions as it sees fit.

12.5) In the event of a Member Club being unable to fulfil all its Teams fixtures on any day, the playing of the highest Level/Divisional fixture(s), inclusive of the HCPCL, shall take precedence. If this rule is breached, Points may be deducted from more than one TVCL Team of that offending Member Club.

13. CANCELLED (WASHOUT) MATCHES

13.1) The consideration of the fitness of the prevailing conditions for play shall be strictly controlled by the application of the Laws of Cricket.

13.2) The decision by a Home Team to Cancel a TVCL Match due to the weather shall not normally be taken before that day.

13.3) The Home Team Ground Authority shall determine the fitness or otherwise of a Venue prior to any Umpires arriving. The Away Team shall accept any such decision.

13.4) The Home Team shall advise the Away Team and any Umpires as soon as possible once it has been decided that the fixture is to be Cancelled due to adverse playing conditions. Failure to notify such persons as required (& receive acknowledgement) to prevent the Away Team, or Umpires, from traveling unnecessarily, shall be liable for any reasonable expenses incurred by the Away Team. Panel Umpires would be eligible for half of their expenses (as per Match Rule 8.7).

Note: any travel expenses so incurred by an Away Team will be based on 4 cars travelling the distance between their Home club and the Venue.

13.5) Otherwise once the Umpires and/or Away Team have arrived, where no play has commenced at all due to adverse playing conditions by the following times, then the TVCL Match shall be declared as Cancelled because the minimum Duration cannot be completed.

Format	1:00pm Starts	12:30pm Starts
Win/Lose Matches	4:30pm	4:00pm
Traditional Matches	3:22pm	n/a

14. THE TOSS, TEAM SHEETS & BALLS

14.1) The Toss:

The Captains, and any Umpires, shall meet normally 30 minutes prior to the start time, for the Toss to be made. All Member Clubs are reminded that Captains need to introduce themselves to Umpires, whether Panel or Club appointed, upon their arrival.

In the event of the Toss being delayed due to the late arrival of players (not the weather), then once a minimum of 7 players from both Teams have arrived at the Venue, then the Toss must commence without further delay even if the designated Captain has not yet arrived. Play should then commence within 15 minutes of the delayed Toss.

14.2) The Balls:

The Home Team at all Levels shall provide the following and they must be available for inspection and approval by any Umpires and both Captains not later than at the meeting for the Toss:

- A) 2 new TVCL balls
- B) At least 6 spare TVCL standard balls of variable use and wear.

14.3) The Team Sheet:

A Team Sheet shall be completed before the Toss is made as required by the Laws.

No player may be changed on the Team Sheets after their submission without the consent of the opposing Captain. Once the TVCL Match has started, no changes are permitted.

In Levels 1-3, a Team Sheet shall be completed on official cards provided by the Management Committee and submitted to the Panel Umpires before the toss is made. In the absence of Panel or Club Umpires, the Team Sheets are to be exchanged between the Captains.

Prior to the commencement of the TVCL Match, any Umpires must be notified by each Captain as to the age group of all players participating who are in the Under 19 age group or younger irrespective whether the player is a fast bowler or not. This requirement also covers any young player who may subsequently take to the field as a substitute fielder.

14.4) Drink Breaks:

Drink Breaks, will be agreed by both of the Captains, with any Umpires, at the meeting for the Toss.

In Traditional Matches normally:

- A) Following the 26th over of the first innings.
- B) Following the 24th over of the second innings.

In Win/Lose Matches normally in the mid-point of either innings.

Umpires, in the interest of time, may call the drinks break early should there be a fall of a wicket in the preceding over.

In the event of hotter weather, a 2nd drinks breaks may be agreed for each innings. Umpires will factor in sufficient additional time to cover such additional drinks intervals with regards to any Over Rate calculation.

14.5) **Last Over:**

Umpires shall call the last scheduled over of each innings and ensure that the call is understood by the batsmen in possession, the Captain of the fielding Team and by the Scorers.

14.6) **Tea Interval:**

Up to 30 minutes shall be allowed for the Tea Interval between innings, or at a time agreed by both of the Umpires, or by both Captains in the absence of Umpires.

The Home Team shall provide, at its own cost, the Cricket Tea for both of the Teams, any Umpires and Scorers and D/L Managers.

TRADITIONAL MATCH RULES

(For Levels 1 to 7 only)

T1. HOURS AND DURATION OF PLAY

T1.1 Starting Time:

Traditional TVCL Matches shall take place in Rounds 6 to 14 and are expected to start at 1:00pm. Member Clubs are expected to ensure they start promptly.

T1.2 Duration of Play:

The normal Duration of play shall be a maximum of 100 overs.

The Team batting first shall occupy not more than 52 overs. The Team batting second shall occupy the balance of the 100 overs (where any incomplete over in the first innings will be counted as a completed over).

T1.3 The Ball:

One new TVCL Ball shall be used for each innings, except that the Captain of the Team fielding second may call for the new TVCL ball at any time in the 2nd innings. Once the new ball has been taken in the 2nd innings, the ball in use at the end of the 1st innings may not be used again (unless used as a spare ball).

T1.4 The Over Rate:

Teams shall maintain an over rate of 17 overs per hour (one over = 3.5 minutes).

It is the responsibility of both Captains, whether batting or bowling, to maintain this over rate (not the Umpires). Umpires may assist the Captains with monitoring.

T2. OVER RATE PENALTIES (Levels 1 & 2 only)

Whether or not the TVCL Match is officiated by Panel or Club Umpires, the following penalties will apply for slow over rates on an individual match basis:

Overs Not Bowled (at the expiry of the allowable time)	Point Deduction
0.1 Overs to 2 Overs	1
2.1 Overs to 4 Overs	2
4.1 Overs and greater	5

These Point Deductions shall not apply if the innings is completed in less than 40 overs.

An additional 10 minutes per innings shall be allowed for normal stoppages (e.g. 1 drinks break, dismissals, and normal ball searches). Should a second drinks break be agreed at the Toss, the Umpires shall allow a further 3 minutes for that innings.

Only in exceptional circumstances (e.g. on field injuries, protective equipment requests, or prolonged ball searches) will the Umpires have the discretion to increase the time allowed for stoppages.

The Umpires will agree the total time to complete an innings taking into account any time for exceptional circumstances. The whole numbers of overs in that innings shall be determined by rounding up and this whole number shall determine the allowable time. Any excess time of the total innings time compared to the allowable time will be divided by 3.5 to determine the numbers of overs not bowled. Points will be deducted according to the table above. The Umpires calculation shall be final and not subject to appeal.

The table below shows the allowable time to bowl the number of Overs, inclusive of the additional 10 minutes allowance per innings.

Duration of normal allowable time expressed in Minutes:

Overs	Mins								
17	69	34	129	40	150	41	153	42	157
43	160	44	164	45	167	46	171	47	174
48	178	49	181	50	185	51	188	52	192

(Half minutes have been rounded down on the odd overs)

T3. DELAYED OR INTERRUPTED TRADITIONAL MATCHES

T3.1 In all cases the TVCL Match shall only start or continue if both the Umpires decide that the conditions are fit for play in accordance with the Laws of Cricket. In a TVCL Match in which an ECB ACO Umpire (whose membership is current and is also qualified to minimum level 1) is standing with an Umpire who is not, then the ECB ACO Umpire will have the final decision on all aspects of safety including Ground, Weather and Light. In TVCL Matches where there are no Umpires appointed, both Captains must agree conditions are fit to play.

T3.2 In the First Innings

In a TVCL Match where there is a delayed start or an interruption in the first innings only, the first cumulative 30 minutes of the time lost shall be ignored.

Thereafter, overs shall be deducted from the maximum Duration on the basis of two overs for every completed seven minutes of time lost (one over deducted from each innings to maintain the 4 over difference).

The first innings shall not be reduced below 37 overs, otherwise the Match Result shall be declared as “Abandoned”.

T3.3 In the Second Innings

Except when the first innings has been completed due to dismissal or declaration prior to the full use of the maximum overs permissible - then in all other cases the second innings shall always be entitled to **4 overs less** than the completed number of whole overs which were bowled in the first innings.

Even if further time is lost during the second innings, no further reduction to the “entitled” number of overs in the second innings can be made.

Any incomplete over will not be considered, and in all cases the Team batting second will be “entitled” to receive an exact number of overs as shown in the table below:

1 st Innings (Overs Bowled at point of final GWL interruption)	2 nd Innings Overs “Entitlement”	Match Duration	Effective Match Duration	Split
52	48	100	100	4
51.5	47		98.5	4.5
51.4	47		98.4	4.4
51.3	47		98.3	4.3
51.2	47		98.2	4.2
51.1	47		98.1	4.1
51	47	98	98	4
50.5	46		96.5	4.5
50.4	46		96.4	4.4
50.3	46		96.3	4.3
50.2	46		96.2	4.2
50.1	46		96.1	4.1
50	46	96	96	4
... repeated until...				
38	34	72	72	4
37.5	33		70.5	4.5
37.4	33		70.4	4.4
37.3	33		70.3	4.3
37.2	33		70.2	4.2
37.1	33		70.1	4.1
37	33	70	70	4
36.5	Match Abandoned!			

- T3.4 If during the second innings play cannot be resumed due to prevailing GWL conditions (with reference to Match Rule T3.1) and only once no further play is at all possible, then at this stage the result shall be declared as “**Abandoned**” (not as a “Draw” as the Team batting second was unable to receive the remaining ‘entitled’ overs of the Duration).
- T3.5 In Levels 3 to 7, if play is still in progress at or after 7:45pm (for a 1:00 pm start), then should **both** Captains be in agreement, the Match Result can be confirmed immediately as “Abandoned”. However, if either Captain wishes to continue (subject to prevailing Ground, Weather and Light conditions allowing) then the remaining overs of the Duration shall be bowled as normal.

WIN/LOSE MATCH RULES

W1. HOURS AND DURATION OF PLAY

W1.1 Starting Time

- The Win/Lose Matches in Rounds 1 to 14 shall start at 1:00pm.
- The Win/Lose Matches in Rounds 15 to 18 shall start at 12:30pm.

Member Clubs are expected to ensure they start matches promptly.

Where there are no dedicated/non-player Umpires present, the Captains shall be responsible for the TVCL Match timings.

W1.2 Duration of Play (Maximum)

There will be two sessions of play of expected to be no longer than approximately 3 hours 10 minutes each, separated by a tea interval of up to 30 minutes.

Divisional Level	Maximum Overs
Levels 1 & 2	50 per Innings
Levels 3 to 7	45 per Innings
Levels 8 & below	40 per Innings

No declarations are permitted.

Should the Team batting first be dismissed before the overs to which it is entitled have been completed, the team batting second shall still be entitled to their Maximum Overs (as may previously have been reduced due to interruption).

W1.3 Duration of Play (Minimum)

There shall be a minimum of 20 overs per innings for there to be a result (unless either or both Teams were dismissed in less than their entitled overs).

Once a Match has been started, should the loss of time result in less than 20 complete overs being available to either Team, the game shall be declared as “Abandoned”.

W2. The Balls

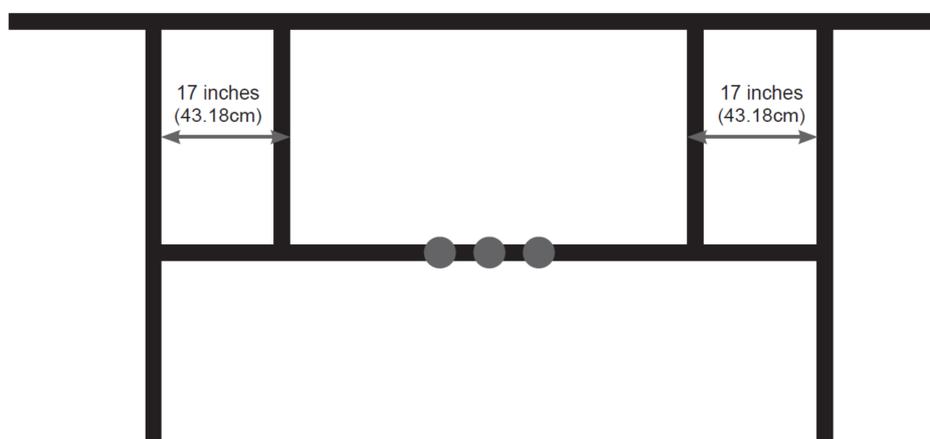
One new TVCL Ball shall be used from the start of each innings.

The ball used in the 1st innings may not be used in the 2nd innings (unless used as a spare ball).

W3. Additional Pitch & Outfield Markings

W3.1 Additional Crease Marking (Mandatory for Levels 1 & 2, recommended in all Levels)

An additional crease marking shall be made 17” inside and parallel to each Return Crease, joining the Popping and Bowling creases as shown below – which can aid the decision of Wides on the offside. (Please note that the crease is the inside edges of both these new markings.)



W3.2 The 30 Yard Ring (Mandatory in Levels 1 to 7)

Two semi-circles shall be drawn, with a radius of 30 yards from the back of each middle stump. The ends of each semi-circle shall be joined to the other by a straight line drawn parallel to the pitch to create the ring. The ring should be marked by painted 'dots' at approximately five-yard intervals. Each 'dot' will be, where possible, covered by a white plastic or rubber (but not metal) disc measuring no more than seven inches in diameter.

W4. BOWLER RESTRICTIONS

W4.1 At the start no bowler may bowl more than one fifth of the total overs.

Innings Length	Max. Overs per Bowler
50	10
45	9
40	8

W4.2 Following a reduction of overs, where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. For example, in a reduced 43 over match, 3 bowlers may bowl 9 overs, and no others more than 8 overs each.

W4.3 In the event of a reduction in overs after the commencement of the Innings, and a bowler has already bowled more than the revised limit as calculated in Match Rule W4.2, they shall no longer be able to bowl in that Innings (but may complete an in-progress over following an interruption).

For example: after 16 overs, rain interrupts play and the Innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. The revised calculation allows for 2 bowlers to bowl a maximum of 7 overs and 3 bowlers to bowl a maximum of 6 overs. Bowlers 1 and 2 have therefore already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs maximum.

W4.4 In the event of a bowler being incapacitated or suspended and being unable to complete an over, the remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part thereof. Such part of an over shall count as a full over for each bowler's limit.

W5. Free Hits

W5.1 The delivery following any kind of No Ball, shall be signalled as a "Free Hit" for whichever batsman is facing it. 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 also become a Free Hit for whichever batsman is facing it.

W5.2 The Umpire will signal a Free Hit (after the normal No Ball signal) by announcing "Free Hit" and then extending one arm straight upwards and moving it in a small circular motion.

W5.3 The Free Hit delivery counts as a regular ball in the over - unless it in turn is a Wide Ball or any form of No Ball.

W5.4 For any Free Hit, the striker can only be dismissed under the circumstances that apply for a No Ball, even if the delivery for a Free Hit is called a Wide Ball.

W5.5 Field changes are NOT permitted for the Free Hit delivery, except:

- a) to cater for a change of batsman (left vs right handed), or
- b) if the No Ball was a result of a fielding restriction breach, in which case the field may change to correct the breach, or
- c) any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

PART A - WIN/LOSE MATCHES (Levels 1 & 2 Only)

A1. Fielding Restrictions

A1.1 The following fielding restrictions shall apply during the Match. Any infringement of these fielding restrictions shall be called and signalled "No Ball" by the Umpires.

At all Times: At the instant of delivery, there may **NOT** be more than **five** fielders on the leg side.

Plus further restrictions apply during, at the instant of delivery, there may:

Powerplay 1: **NOT** be more than **two** fielders outside the 30 Yard Ring.

Powerplay 2: **NOT** be more than **four** fielders outside the 30 Yard Ring.

Powerplay 3: **NOT** be more than **five** fielders outside the 30 Yard Ring.

A1.2 The normal split of the 3 Powerplays in a 50 over innings is 10/30/10. In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay shall be reduced in accordance with the following table.

Upon resumption, the Powerplay phase in progress is determined with immediate effect as to the number of overs bowled, even if the interruption was mid-over.

Innings Length	Powerplay1	Powerplay2	Powerplay3	Innings Length	Powerplay1	Powerplay2	Powerplay3
	(overs inclusive of)				(overs inclusive of)		
20	≤ 4	4.1 ≤ 16	16.1 ≤ 20	35	≤ 7	7.1 ≤ 28	28.1 ≤ 35
21	≤ 4	4.1 ≤ 17	17.1 ≤ 21	36	≤ 7	7.1 ≤ 29	29.1 ≤ 36
22	≤ 5	5.1 ≤ 18	18.1 ≤ 22	37	≤ 8	8.1 ≤ 30	30.1 ≤ 37
23	≤ 5	5.1 ≤ 19	19.1 ≤ 23	38	≤ 8	8.1 ≤ 31	31.1 ≤ 38
24	≤ 5	5.1 ≤ 19	19.1 ≤ 24	39	≤ 8	8.1 ≤ 31	31.1 ≤ 39
25	≤ 5	5.1 ≤ 20	20.1 ≤ 25	40	≤ 8	8.1 ≤ 32	32.1 ≤ 40
26	≤ 5	5.1 ≤ 21	21.1 ≤ 26	41	≤ 8	8.1 ≤ 33	33.1 ≤ 41
27	≤ 6	6.1 ≤ 22	22.1 ≤ 27	42	≤ 9	9.1 ≤ 34	34.1 ≤ 42
28	≤ 6	6.1 ≤ 23	23.1 ≤ 28	43	≤ 9	9.1 ≤ 35	35.1 ≤ 43
29	≤ 6	6.1 ≤ 23	23.1 ≤ 29	44	≤ 9	9.1 ≤ 35	35.1 ≤ 44
30	≤ 6	6.1 ≤ 24	24.1 ≤ 30	45	≤ 9	9.1 ≤ 36	36.1 ≤ 45
31	≤ 6	6.1 ≤ 25	25.1 ≤ 31	46	≤ 9	9.1 ≤ 37	37.1 ≤ 46
32	≤ 7	7.1 ≤ 26	26.1 ≤ 32	47	≤ 10	10.1 ≤ 38	38.1 ≤ 47
33	≤ 7	7.1 ≤ 27	27.1 ≤ 33	48	≤ 10	10.1 ≤ 39	39.1 ≤ 48
34	≤ 7	7.1 ≤ 27	27.1 ≤ 34	49	≤ 10	10.1 ≤ 39	39.1 ≤ 49
				50	≤ 10	10.1 ≤ 40	40.1 ≤ 50

Examples:

The inning is interrupted after 8.3 overs and reduced to 32 overs (a split of 7+19+6). Therefore referring to the table, the Powerplay2 fielding restrictions shall take immediate effect when play resumes and last for a further 17.3 overs. Powerplay3 begins after the 26th over has been bowled.

The innings is interrupted after 18.5 overs and reduced to 22 overs (a split of 5+13+4). When play resumes, Powerplay3 fielding restrictions apply for the remaining 3.1 overs.

A2. STRICTER LAWS

No Ball

A2.1 Law 24.13 will apply except that the penalty for a 'No Ball' will be **2 runs**.

A2.2 A bowler shall be limited to one fast short pitched delivery per over, which is defined as one that passes or would have passed over shoulder height of the batsman standing upright at the popping crease. This ruling shall apply even though the striker may have made contact with the ball with their bat, person or equipment. (Any short pitched delivery passing over head height is a No Ball.)

The Umpire at the bowler's end will make it clear to both bowler and batsmen at the wicket when such delivery within this limited is bowled. It is unfair if this limit is exceeded in the same over and the Umpire shall call and signal No Ball on each such occasion.

Wide Ball

A2.3 Law 25 shall apply with the following addition;

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. A penalty of one run for a Wide Ball shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

A2.4 A leg side Wide Ball shall be called if, irrespective of where the ball pitches, it passes outside the line of the batsman and the leg stump, despite movement by the batsman.

(Note: a ball that passes between the batsman and the leg stump shall not be considered a Wide Ball. Additionally if a ball is hits the batsman or any part of their equipment, it shall not be called a Wide Ball irrespective of where it pitched or where it would have passed the stumps.)

A3. OVER RATE & PENALTY

A3.1 Teams shall maintain an over rate of 17 overs per hour (one over = 3.5 minutes). It is the responsibility of both Captains, whether batting or bowling, to maintain this over rate (not the Umpires). Umpires may assist the Captains with monitoring.

Cut-off Time

A3.2 Teams are expected to have completed the 49th over of their 50 overs within 3 hours 05 minutes playing time (49 x 3.5 minutes per over + 13.5 minute normal time allowance for any drinks breaks and lost balls). There will be no other additional normal time allowance.

For example in a Match starting at 1pm, the Cut-off Time to have started the last over, in the first innings shall be 4:05pm. For the second innings (due to start at 4:40pm) would have a Cut-off Time of 7:45pm.

A3.3 Only in Exceptional Circumstances (e.g. on field injuries, protective equipment requests, or prolonged ball searches) will the Umpires have the discretion to delay the Cut-off Time.

A3.4 If the innings is interrupted and a reduction of overs occurs, the Cut-off Time for the completion of the total innings shall be recalculated based on the reduced number of overs x 3.5 minutes, plus 13.5 minutes normal stoppage allowance (rounded up to a whole number) plus any Exceptional Circumstances as maybe determined by the Umpires. The Umpires shall consult with the Scorers

and confirm the new Cut-off Time to the Captain of the fielding team at the commencement of each innings or following any significant interruption in play.

- A3.5 If the innings is completed before the Cut-off Time, then no over rate penalty shall apply.
- A3.6 An over rate penalty will only be applied to an innings of 20 overs or more duration.

Penalty

- A3.7 In either Innings, if the fielding team fails to complete the penultimate over of the entitled overs by the Cut-off Time, then the batting Team will be credited with **6** penalty runs for every complete over that has not been bowled in time.

All penalties in this regard will be imposed immediately the ball first becomes dead after the Cut-off Time has passed for the innings.

The Umpires shall notify the Captain of the fielding team, the Batsmen and Scorers of the penalty, before the innings continues.

For example, in a 50 over innings, if the Cut-off Time has passed when say 47.4 overs have been bowled, then the batting Team shall immediately, before the 5th ball of that over is bowled, be credited with 12 penalty runs for the 2 complete overs not bowled by that time.

If the Team batting second is credited with penalty runs in this way and this consequently increases their score past that of Target set by the Team batting first, then the match shall immediately be deemed to be won by the Team batting second and the innings closed.

A4. DELAYED OR INTERRUPTED MATCHES

- A4.1 In all cases the TVCL Match shall only start or continue if **both** the Umpires decide that the conditions are fit for play in accordance with the Laws of Cricket. In a Match in which an ECB ACO Umpire (whose membership is current and is also qualified to minimum level 1) is standing with an Umpire who is not, then the ECB ACO Umpire will have the final decision on all aspects of safety including Ground, Weather and Light. In Matches where there are no Umpires appointed, both Captains must agree conditions are fit to play.

A4.2 Reduction of Overs Before the First Innings

Should a delay occur prior to the start of the TVCL Match, then the TVCL Match shall proceed simply based on a reduction in the number of overs available. The Umpires shall reduce the number of overs in the TVCL Match by 2 (one per innings) for every completed 7 minutes of time lost.

After the commencement of the Match, the first cumulative 30 minutes of the time lost in the whole Match shall be ignored, so as to reduce the potential need to apply the Duckworth Lewis ("D/L") method as explained in Section A5.

A4.3 Reduction of Overs in the First Innings

After the commencement of the TVCL Match, AND after the first cumulative 30 minutes of the time has been lost, thereafter the Umpires shall reduce the number of overs in the Match by 2 (one per innings) for every completed 7 minutes of subsequent time lost – AND – at the end of the 1st Innings a Revised Target Score will be calculated using D/L method.

A4.4 Reduction of Overs in the Second Innings

If following the completion of the first innings, AND once the 30 minutes allowable delay to the TVCL Match has been used, either a delayed start to the second innings or a suspension of play during the second innings, then the Umpires shall reduce the number of overs in the second innings by 1 for every completed 3.5 minutes of subsequent time lost – down to the minimum of 20 overs to constitute a Match.

On every occasion where there is a reduction of overs during the second innings, then a new Revised Target Score will be required, which will be calculated by the D/L method.

In the event of a suspension occurring in the middle of an over, the number of full overs remaining to be bowled will be calculated, and any balls remaining to be bowled in the over during which play was suspended, will be added.

Before taking the field to resume play, the Umpires will confirm with the Scorers and inform the Captains accordingly of the newly Revised Target Score.

A5. DUCKWORTH / LEWIS (D/L) METHOD

A5.1 The Home Team shall provide a D/L Manager (who may be the Scorer) and who must be present at all Home Matches.

A5.2 The Home Team shall provide for the use of the Scorers (and D/L Manager) a computer, configured with the D/L Professional version software (as provided by the TVCL) and a printer in order to produce the Par Score for Target sheets in the 2nd Innings.

A5.3 The Home Team (D/L Manager) will be responsible for the displaying the D/L Par Score (visible from the Pitch) at the end of each over and at the fall of each wicket in the 2nd Innings.

A5.4 In the event that the Home Team computer and/or printer should malfunction, (and the Away Team did not bring their computer as a back-up), then the Home Team (D/L Manager) must be competent to carry out the necessary calculations manually using the D/L Standard Edition methodology and tables. The Umpires and Captains must be immediately notified of any such computer malfunction.

A5.5 Should the TVCL Match be interrupted after the commencement (as per A4.3 or A4.4), and there has been a computer malfunction to prevent the use of the D/L Professional version and the D/L Standard Edition manual calculation is unable to be performed by the Home Team – then the Match Result shall be awarded to the Away Team and the Home Team will receive no points.

PART B - WIN/LOSE MATCH RULES (LEVEL 3 & BELOW)

B1. RESTRICTION ON FIELDERS

The following fielding restrictions shall apply during the Match. Any infringement of these fielding restrictions shall be called and signalled "No Ball" by the Umpires.

To be judged at the instant of delivery:

In All Levels for the whole Match, there must not be more than **FIVE** fielders on the leg side.

In Levels 3 to 7 only:

In the first 10 overs bowled of the Innings, there must:

- **NOT** be more than **TWO** fielders outside the 30 Yard Ring.

After the first 10 overs bowled, there must:

- **NOT** be more than **FIVE** fielders outside the 30 Yard Ring.

B2. STRICTER LAWS

No Ball

B2.1 Law 21 shall apply with just the normal 1 run scored for a No Ball.

B2.2 Additionally **any** short pitched delivery, which is defined as one that bounces & passes or would have clearly passed over **shoulder** height of the batsman standing upright at the popping crease, shall be called as a No Ball. (This ruling applies even though the batsman may have made contact with the ball with their bat, person or equipment.)

Wide Ball

B2.3 Law 22 shall apply with the following addition that 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 stumps.

Leg side: A Wide Ball shall be called if, irrespective of where the ball pitches, it passes outside the leg side line of the batsman in their stationary position - or the leg stump - whichever is furthest to the leg side at the start of the bowler's run-up.

(Note: a ball that passes between the batsman and the leg stump shall not be considered a Wide Ball. Additionally, if a ball hits the batsman or any part of their equipment, it shall not be called a Wide Ball irrespective of where it would have passed the stumps.)

Off side: Where a 17 inch crease marking is provided, if the ball passes outside the inside line of the 17 inch crease marking on the offside, it shall be called as a Wide Ball - unless the batsman has moved significantly towards the off side to bring the ball into play.

Any delivery passing outside the Return Crease will be a Wide Ball regardless of movement by the batsman.

Where a 17 inch crease marking is not provided, Umpires are instructed to apply a consistent interpretation throughout the Match.

B3. OVER RATE & PENALTY

Cut-off Time 1st Innings Only

B3.1 Teams in the 1st Innings are expected to complete their entitled overs within **3 hours 10 minutes**. There will be no other additional normal time allowance.

For example in a Match starting at 12:30pm, the Cut-off Time for the 1st Innings shall normally be 3:40pm.

B3.2 In Exceptional Circumstances (e.g. on field injuries, protective equipment requests, or prolonged ball searches) at the time of the significant delay, can the Umpires (or Captains), agree to an extension to the Cut-off Time.

B3.3 A delay to the Cut-off Time is also permitted in the event of interruption leading to a reduction of the length of the TVCL Match as detailed in B4.2 & B4.3.

B3.4 If the 1st Innings is completed before the Cut-off Time, or the 1st Innings has been reduced to 25 overs or less, then no Penalty shall apply.

Penalty

B3.5 **Only in the 1st Innings**, if the fielding team fails to complete the last of the entitled overs by the Cut-off Time, then the batting Team will be credited with **6 Penalty Runs** for every complete over that has not been bowled by that time.

At the Cut-off Time, the current over will be completed & then the Innings will be closed immediately.

The Umpires (or Captains) shall meet & confirm the number of complete overs lost & apply the Penalty Runs to be added to give the final 1st Innings score.

The Target Score = final 1st Innings score + 1 run.

The 2nd Innings will be reduced in length to match the number of completed overs in the 1st Innings.

(unless the 2nd Innings has already been reduced to fewer overs due to an earlier interruption, in which case no further reduction of overs will apply).

B4. DELAYED OR INTERRUPTED MATCHES

Reduction of Overs Before the 1st Innings (or within 5 overs)

B4.1 There shall be no 'golden half hour' therefore the deduction of Overs will commence immediately after the first **8** minutes is lost.

B4.2 Should a delay occur prior to the start (or within the first 5 overs), the Match shall proceed simply based on a reduction in the total number of overs available.

The Umpires (or Captains) shall reduce the number of overs in the Match by 2 (one per Innings) for every completed **8 minutes** of time lost. (down to a minimum 20/20 Match)

The Cut-Off Time of the 1st Innings will then be delayed by the number of overs lost (in one Innings) x **4 minutes**.

For example (45/45), a 64 minute delay would reduce the match by 8 overs in each Innings (37/37). So the 1st Innings cut-off time would be extended by 32 minutes (from 3:40pm to 4:12pm).

No Further Reduction of Overs During the 1st Innings

B4.3 Any interruption after the first 5 overs of the Match have been completed, the 1st Innings shall not be reduced (further) in length.

Any time lost thereafter will result in a reduction of overs in the **2nd Innings only**, at 1 over for every 4 minutes of time lost (down to a minimum 20 overs)

The Cut-Off Time of the 1st Innings will be delayed by the whole amount of time lost.

For example (45/45) after 15 overs have been bowled, a 64 minute delay would reduce the match by 16 overs in the 2nd Innings only (= 45/29). The 1st Innings cut-off time would then be extended by the whole 64 minutes (from 3:40pm to 4:46pm).

AND

At the end of the 1st Innings a **Revised Target Score** will be calculated using the Adjusted Run Rate Method prior to the beginning of the 2nd Innings.

Reduction of Overs in the 2nd Innings

B4.4 If following the completion of the 1st Innings, either due to a delayed start to the 2nd Innings or a suspension of play during the 2nd Innings, then the Umpires (or Captains) shall reduce the number of overs in the 2nd Innings by 1 for every completed 4 minutes of subsequent time lost (down to the minimum of 20 overs).

B4.5 In the event of a suspension occurring in the middle of an over, the number of full overs remaining to be bowled will be calculated, and any balls remaining to be bowled in the over during which play was suspended, will be added.

B4.6 On every occasion where there is a reduction of overs during the 2nd Innings, then a new Revised Target Score will be required, which will be calculated by the Adjusted Run Rate Method.

B4.7 Before taking the field to resume play, the Umpires (or Captains) and Scorers will confirm the newly calculated **Revised Target Score**.

B5. Adjusted Run Rate Method

B5.1 Should overs be lost in the Match leading to an unequal number of entitled overs in each Innings, then an Adjusted Run Rate ("ARR") shall be applied to the 1st Innings score (including any Penalty Runs), to generate a **Revised Target Score** for the 2nd Innings.

The ARR **shall only be calculated once** just prior to the commencement of the 2nd Innings.

The difference in completed overs between the two Innings will have a multiplier of 1.2% per over applied to calculate the ARR.

$$ARR = (1^{st} \text{ Innings Runs} / \text{Completed Overs}) \times (100\% + [\text{Difference in Complete Overs}' \times 1.2\%])$$

For example in 45 overs, the 1st Innings scored 216. Due to loss of time before the 2nd Innings starts, the 2nd Innings will only receive 36 overs.

1 st Innings Run Rate	216 / 45	= 4.80
Difference in Overs (between Innings)	9 overs x 1.2%	= +10.8% adjustment
ARR	4.80 x 110.8%	= 5.3184
Applied to 2 nd Innings overs	36 overs x 5.3184	= 191.4624
Revised Target Score	192 runs to Win (or 191 runs to Tie)	

Once the 2nd Innings has started, any further loss of overs will mean applying the same ARR to the reduced number of overs.

For example, the 2nd Innings above is further reduced from 36 to 25 overs.
The new Revised Target Score = 133 runs to Win (25 overs x 5.3184 = 132.96)

Note: if there was no interruption / loss of overs in the Match prior to the commencement of the 2nd Innings, the ARR will simply be the 1st Innings Run Rate, as no adjustment would be applicable prior to the 2nd Innings.

For example, the 2nd Innings begins with the full entitled 45 overs chasing a Target Score of 217. After 10 overs, 9 overs are lost leaving 36 overs remaining.

1 st Innings Run Rate	216 / 45	= 4.80
Difference in Overs (between Innings)	Zero x 1.2%	= 0.0% adjustment
ARR	4.80 x 100%	= 4.80
Applied to 2 nd Innings overs	36 overs x 4.80	= 172.8
Revised Target Score	173 runs to Win (or 172 runs to Tie)	

Should the 2nd Innings be concluded due to any interruption:

- B5.2 Where 20 overs have not been completed in the 2nd Innings, the Match shall be deemed "Abandoned".
- B5.3 Where 20 or more overs have been completed, then a new Revised Target Score is calculated for the number of overs bowled to the close of the Innings. If the runs scored in the 2nd Innings are:
- More than or equal to the Revised Target Score, then the Team batting second shall be the winner.
 - Equal to the "Revised Target Score minus 1 run" it shall be a Tie.
 - Less than the "Revised Target Score minus 1 run" then the Team batting first shall be the winner.

For example, in chasing a Target Score of 217, with no prior interruption before the 2nd Innings, and was then curtailed by rain after 25.4 overs with the score on 123, the Match Result would be a Tie!

1 st Innings Run Rate	216 / 45	= 4.80
Difference in Overs (between Innings)	Zero x 1.2%	= 0.0% adjustment
ARR	4.80 x 100%	= 4.80
Applied to 2 nd Innings	25.4 overs x 4.80	= 123.20
Revised Target Score	124 runs to Win (or 123 runs to Tie)	