

WIN/LOSE MATCH RULES

W1. HOURS AND DURATION OF PLAY

W1.1 Starting Time

- The Win/Lose Matches in Rounds 1 to 5 shall start at 1:00pm.
- The Win/Lose Matches in Rounds 6 to 14 shall start at 1:00pm. (Divisions 6 & below only)
- 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.

Matches in **Divisions 4 & below only** (1pm starts) – should both Home Team and Away Team be in agreement, they may start the Match at 12:30pm. However, this must be agreed before Wednesday 10:00pm prior to that fixture. Additionally, if on the day weather interferes to delay the start time, the Match timings may not be returned to a 1:00pm start.

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.

Divisions	Maximum Overs
1 & 2	50 per Innings
3 to 7	45 per Innings
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, or the Target Score has already been achieved).

Once a Match has been started, otherwise 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

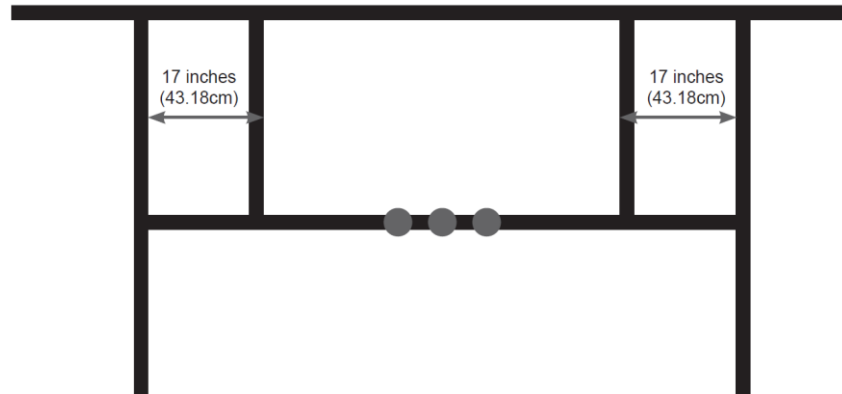
One new TVCL Ball shall be used from the start of each innings.

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 Divisions 1 to 7, but recommended for all)

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 Divisions 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 In all Divisions, a bowler may bowl a maximum of 1/5th of the Total Duration for that Innings.

W4.2 Where there has been a reduction of overs, please see the Table in **Appendix 6** for the associated reduction to the maximum number of permitted overs per bowler.

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 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 (50/50): 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 batter 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 batter 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 same batter, except:
- a) if the No Ball was a result of a fielding restriction breach, in which case the field may change to correct the breach, or
 - b) 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.

However, there are no Field change restrictions for the Free Hit if there has been a change to the batsmen facing.

W6. Wide Ball

- W6.1 Law 22 shall apply with the following addition;

Divisions 1 to 4

- W6.2 Umpires are instructed to apply a very strict and consistent interpretation regarding this Law to prevent negative bowling wide of the stumps.
- W6.3 Leg side: A Wide Ball shall be called if, irrespective of where the ball pitches, the ball passes wide of the batsman’s leg-side, subject to:

The umpire shall not adjudge a delivery as being a Wide, if:

- the batter or their equipment touches the ball
- the ball does not pass outside the leg stump, or
- the ball passes between the batter and the leg stump

Where the batter attempts, or aborts, any form of switch hit, then they will be deemed to have changed from a right-handed to a left-handed batter (or vice versa). In such circumstance for determining a Wide, both off-side and leg-side shall be judged with reference to the 17-inch crease marking, as per W6.4

- W6.4 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 batter has moved significantly towards the off side to bring the ball into play.

(Any delivery passing outside the Return Crease on the Offside will be a Wide Ball regardless of movement by the batter.)

Divisions 5 & below

- W6.5 Umpires are instructed to apply a consistent, but less strict, interpretation regarding this Law as set out below to prevent overtly negative bowling wide of the stumps.
- W6.6 Leg side: Any delivery passing outside the leg side line of the batter and Outside the 17-inch crease marking on the leg side, will always be called a Wide Ball regardless of movement by the batter.
- W6.7 Off side: Where possible a 17-inch crease marking is recommended to be added in all TVCL Matches to be used as defined in W6.4.
- W6.8 Where a 17-inch crease marking is not provided, the Captains and any Umpires should meet and agree between them at the Toss as to what shall constitute a wide. The Umpires are to be instructed to apply a consistent interpretation throughout the Match for both sides of the stumps.

Guidance:

Offside: 3 feet (90cm) outside the off stump

Legside: 1 foot (30cm) outside the standing leg line of the batter in their stationary stance.
(or from the leg stump depending on whichever is closest to the legside).

PART B - WIN/LOSE MATCH RULES (DIVISIONS 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 Divisions:** for the whole Match, there must not be more than **FIVE** fielders on the leg side.
- **In Divisions 3 to 7 only:** for the whole Innings, there must **NOT** be more than **FIVE** fielders outside the 30 Yard Ring.

B2. Stricter Laws - No Balls (Divisions 3 & Below only)

B2.1 Law 21 shall apply with just the normal 1 run scored for a No Ball, (and shall be followed by a Free Hit as per W5).

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 batter 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.)

B3. CUT-OFF TIME 1st Innings Only

Matches are expected to be conducted at a ‘good over-rate’ to allow for the intended number of overs to be bowled as expected.

However, provided there has been no rain interruption to the Match (see B4 below) – then in all other circumstances, provided that the minimum 20 overs have been completed, the 1st Innings will always be deemed completed at **4:30pm** for a 1pm start (4pm for a 12:30pm start). Any Over in progress at the Cut-off Time will be allowed to be completed.

The 2nd Innings will then be reduced in length to match the same number of completed overs as was achieved in the first innings by the Cut-off Time.

E.g., at 4:30pm if 40.4 overs have been bowled. That Over shall be completed before the Innings closes. The 2nd Innings will then only receive the matching 41 overs in reply.

B4. DELAYED OR INTERRUPTED MATCHES (Divisions 3 & Below only)

B4.1 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.

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

- B4.2 There shall be no 'golden half hour' therefore the deduction of Overs will commence immediately after the first **8** minutes is lost.
- B4.3 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)

No Further Reduction of Overs During the 1st Innings

- B4.4 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)

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

- B4.5 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).
- B4.6 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.
- B4.7 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.
- B4.8 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 ARR Calculator is found on the TVCL Website under "**Rules & Guides / Run Rate Calculator**" which should be used in the first instance. The calculator additionally calculates & shows the Revised Target Score per Ball on the 'Table' Page.

The Manual Calculation is as follows in the event of no access to the website

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)	

Note2: When the Team was All Out in the 1st Innings, then “Completed Overs” should be the total overs to which the side was “entitled to” before the fall of the last wicket, not the number of overs in which they were dismissed.

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)	