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2nds Boys Cricket Regulations

Rosters

1. 2nd Boys roster is played Feb - April Midweek or Saturday 10am start (Where possible matches to be played on a turf wicket)

GAMES/MATCHES: Twenty20 Rules

The ICC Standard Playing Conditions for Twenty20 matches provide the playing framework for all Twenty20 cricket. They are updated every year to reflect developments in the game.

Duration
One innings per side, each innings limited to a maximum of 20 overs

Interval
The interval will normally be of 15 minutes duration. In reduced overs matches, the interval will be cut to 10 minutes.

Re-arrangement of Overs
Teams have one hour 15 minutes to bowl 20 overs. In the first innings, the calculation of the number of overs to be bowled shall be based on one over for every full 3.75 minutes in the total time available for play up to the scheduled close of play. In the second innings of the match, overs shall be reduced at a rate of one over for every full 3.75 minutes lost, unless the first innings finished early / second innings started early in which case no overs are lost until the time that has been gained is subsequently lost.

Timed Out
The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball (or for his partner to receive the next ball) within one minute 30 seconds of the fall of the previous wicket.

The Result
Each side must have faced (or had the opportunity to face) five overs in order to constitute a match. The Duckworth Lewis Method shall be used in interrupted matches.

Restrictions on the Placement of Fieldsmen
Fielding restrictions apply for the first six overs of each innings.

Number of Overs per Bowler
Each bowler may bowl a maximum of four overs. In a delayed or interrupted match, no bowler may bowl more than one fifth of the total overs allowed unless such a number has been exceeded before the interruption.

Free Hit after a Foot Fault No Ball
This will apply.

**Short Pitched Bowling**
As in other one-day competitions, one short-pitched ball is allowed per over.

**Over-Rate Penalties**
The six-run penalty for each over not bowled will apply - all sides are expected to be in position to bowl the first ball of the last of their 20 overs within one hour 15 minutes playing time. In reduced over matches, the fielding side has one over's leeway in addition to any time that the Umpires may allow for stoppages.

Umpires are instructed to apply a strict interpretation of time-wasting by the batsman (five-run penalties). Specifically, batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.

**Net Run Rate**
A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.

Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

- **Free Hit:** If the bowler bowls a no-ball as a result of overstepping, the next ball shall be a Free Hit. For this ball, the batsman is not given out by any way in the cricket rules apart from being run-out. The captain cannot change field setting and it will be the same as the previous ball.
- A maximum of two fielders can be outside the 30 yard circle in the first 6 overs. These overs are known as Power Play.
- For the remaining 14 overs not more than five players can be outside the 30 yard circle.
- Only 5 fielders can field on the leg side at any point of time.
- A new batsman has to come to the crease within 90 seconds after the dismissal of the previous batsman.
- The teams do not sit in the pavilion. Instead, they sit in the dug-outs, next to each other, just behind the boundary line.
- If a Twenty 20 match ends in a tie, the outcome is decided by a novel concept called bowl-out.
- According to this (Bowl Out) Twenty 20 cricket rule, five bowlers from either team are allowed to bowl each at the wicket with no batsman at the crease. The Twenty 20 rule states that the maximum time the wicket is castled by either team decides the outcome of the Twenty 20 match. If the match is still undecided the five bowlers are again required to bowl at the wicket.