

# INTER-SECONDARY SCHOOLS SPORTS ASSOCIATION

## GRACE HEADLEY CUP CRICKET

### 35 OVERS

### REVISED PLAYING CONDITIONS

#### 1.1 **Playing Conditions**

The Playing Conditions for One Day Internationals as printed in the ICC Code of Conduct Standard playing conditions and Other Regulations Booklet October 2003 will apply, except where specified.

#### 2. **Duration, Hours of Play, Intervals and Minimum Overs per day.**

##### 2.1 **Duration**

All matches will consist of one innings per side; each innings will be limited to 35 six-ball overs. A minimum of 20 overs per team will constitute a match (subject to the provisions of Clause 10.1 below). Matches will be of one day's scheduled duration.

##### 2.2 **Hours of Play**

###### 2.2.1 **One Day**

The scheduled hours of play will be 11:30 a.m. to 5:00 p.m.

First Session	-	11:30 a.m. to 2:00 p.m.
Interval	-	2:00 p.m. to 2:30 p.m.
Second Session	-	2:30 p.m. to 5:00 p.m.

##### 2.3 **Sessions of Play & Intervals between innings**

The Innings of the team batting second shall not commence before the scheduled time for the commencement of the second session unless the team batting first has completed its Innings at least 30 minutes prior to the scheduled interval. In such circumstances, a 10-minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where the Innings of the side batting first is delayed or interrupted, the Umpire will reduce the length of the interval.

In the event of time being lost up to and including 60 minutes in aggregate, the length of the interval shall be reduced from 45 to 30 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be determined by the Umpires, subject to no interval being of more than 35 minutes' duration or less than 10 minutes' duration. In the event of disagreement, the interval shall be of 25 minutes' duration.

**Note:** Refer also to the provisions of Clause 4.2.

## 2.4 Intervals for Drinks

Two drink intervals per Innings shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 16.6 shall be strictly observed, except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the Umpires. Any player taking drinks on to the field shall be dressed in proper cricket attire.

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## 3. Length of Innings

### 3.1 Uninterrupted Matches (i.e. Matches which are neither delayed nor interrupted)

- a) Each team shall bat for 35 six-ball overs unless all are out earlier. A team shall not be permitted to declare its innings closed.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs have been bowled.

Unless otherwise determined by the Umpires, the Innings of the team batting second shall be limited to the same number of overs that it bowled by the scheduled time for the cessation of the first session. The over in progress at the scheduled cessation time shall count as a complete over. The interval shall not be extended and the second session shall commence at the scheduled time (2:30 p.m.).

The Umpires may increase the number of overs to be bowled by the team bowling second if they are of the opinion that events beyond the control of the team bowling first prevented that team from bowling the required number of overs by the scheduled time for the cessation of the first Innings.

- c) If the team batting first is all out, and the last wicket falls at or after the scheduled time for the interval, the Innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval.
- d) If the team batting first is dismissed in less than 35 overs, the team batting second shall be entitled to bat for 35 overs except as provided in for (c) above.

- e) If the team fielding second fails to bowl 50 overs or the number of overs as provided for in (b), (c) or (d) above, by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

### 3.2 **Delayed or interrupted Matches**

#### 4.2.1 **General**

Any rearrangement of the number of overs that may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason, the timing and duration of all suspensions of play (including all intervals) or delays on any day will be taken into account when calculating the length of time available for either Innings.

- a) The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its Innings closed. A minimum of 20 overs must be bowled to the team batting second in order to constitute a match (subject to the provisions of Clause 10.1 below).

Except as provided for in Clause 4.2.3 below, the calculation of the number of overs to be bowled shall be based on a rate of 14.28 overs per hour in the total time available for play up to 5:30 p.m. on the last scheduled day of the match. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time.

This time may be extended to allow for one extra over for both teams to be added if required.

- b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- c) The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.
- d) Fractions are to be ignored in all calculations regarding the number of overs.

#### 4.2.2 **Delay or interruption to the Innings of the team Batting First**

- a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of Clauses 2.2 and 4.2.1. (if appropriate).
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs have been bowled, and Clause 4.1 b shall apply.

- c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, Clause 4.1 c shall apply.

#### 4.2.3 **Delay or Interruption to the Innings of the Team Batting Second**

When the innings of the team batting second had to be reduced to less than 35 overs under the provisions of Clause 4.2.1. (a), a subsequent interruption to the Innings of the team batting second will result in the overs being reduced at a rate of 14.28 overs per hour for time lost. Overs will always be reduced on a basis of time lost, as above, when the Innings of the team batting second has commenced at or after 3.00 p.m.

Where the number of overs for the team batting second is reduced (including under the provisions of Clauses 4.1 (b), and/or 4.1 (c) above), the aim will be to maintain the above fielding restrictions for the same proportion of the second Innings that they were maintained for the first Innings (fractions to be ignored).

In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal "No Ball".

#### 4. **Number of Overs Per Bowler - One Day Competition**

No bowler shall bowl more than 7 overs in an Innings.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. This restriction shall not apply to the team fielding second where the provisions of Clause 4.1 b have been applied.

Where the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

The scoreboard shall show the total number of overs bowled, and the number of overs bowled by each bowler.

#### 5. **No Ball**

Short Pitched Bowling - if the ball passes or would have passed above the shoulder height of the striker standing upright at the crease, either Umpire shall call and signal "No Ball". The penalty shall be one run for the no ball, plus any runs scored from that delivery.

#### 6. **Wide Bowling - Judging a Wide**

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.

Any offside or leg-side delivery which, in the opinion of the Umpire, does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called wide.

A penalty of one run for a wide shall be scored if no runs are made otherwise.

7. **The Ball**

ISSA shall provide Grade 1 Cricket Balls for the match. Each fielding team shall have one new ball for its Innings.

8. **The Result**

8.1 A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs (subject to the provisions of Clauses 4.1 b and 4.2.2 b above), unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

All matches in which both teams have not had the opportunity of batting for a minimum of 20 overs (subject to the provisions of this clause) shall be declared "**No Result**".

Where the maximum number of overs available to both sides remains unaltered once play has commenced (other than through the application of 4.1 (b)), the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a Tie, and no account shall be taken of the number of wickets which have fallen.

10.3 **Interrupted matches - Calculation of Target Score**

a) If, due to delay or interruption, the number of overs in the second innings has to be revised to a lesser number originally allotted, (minimum 20 overs unless the provisions of 4.1 b or 4.2.2. b apply), then a revised target score should be calculated by multiplying the reduced number of overs by the average runs per over scored by the team batting first and carrying it to the next higher whole number. One run less than this target will constitute a tie.

In the event of the team batting first being all out in less than their full quota of over, the calculation of their average run rate shall be based on the full quota of overs to which they were entitled and not the number of overs in which they were dismissed. A partial over at the end of an innings is to be regarded as a full over for the purpose of calculating run rate.

b) If the team batting second has not had the opportunity of completing the agreed number of overs and has neither been all out nor has passed its opponent's score, but has batted for at least 20 overs, the result shall be decided on the average run rate throughout each innings.

c) Any query on the result of a match as defined in Law 21 shall be resolved as soon as possible and a final decision made by the Umpires at the close of play.