

GROUP III TEAMS (T20)

1. Playing Conditions:

This modified twenty-20 format of cricket will be played by the Open 5ths. However it may be played by any Group II Teams when conditions determine that a reduced overs format game needs to be played.

2. Duration:

The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs

3. Hours of Play and Intervals:

DURATION	EVENT
1 Hour and 10 Minutes	Team "A" Bat First
10 Minutes	Interval
1 Hour and 10 Minutes	Team "B" Bat Second

4. Length of Innings:

In uninterrupted matches (ie. matches which are neither delayed nor interrupted):

- Each team shall bat for 20 overs unless all out earlier.
- If the team batting second reaches the target score, they may continue to bat for the full 20 overs.
- If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

5. The Result

When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

6. Restrictions on the Placement of Fieldsmen

- a. A maximum of 11 players on the fielding side will take the field at any one time. The remaining players in the team will remain outside the boundary and will be rotated on and off every four overs at the discretion of the Coach.
- b. At the instant of delivery there shall not be more than two fieldsmen behind square leg.

7. Number of Overs per Bowler

- a. No bowler may bowl more than four overs.
- b. 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.

8. No Ball and Wide – Penalty

The penalty for a No ball and Wide will be 2 runs.

9. Free Hit after a Foot Fault No Ball or a Wide

- a. The delivery following a No ball called for a foot fault or a Wide shall be a free hit for which ever 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 become a free hit for whichever batsman is facing it.
- b. 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. Field changes are permitted for free hit deliveries.
- c. Where the 6th ball of an over is a wide or no-ball, one extra ball only may be bowled (ie. If the 7th ball is also a wide or no-ball, then that is the end of over with the 2 run penalty applying).

10. Retiring a Batsman

A batsman must be retired when they reach 30 runs and may only return to the crease when the remainder of his team have been dismissed or retired