

Far South Coast
Cricket Association Inc



Rules for Timed Matches in A Grade
2023-24

90 OVER TIME MATCHES ROUNDS 10-12

1. Overview

The simple concept for timed games is that it will a 90 over game of cricket with a maximum first innings of 50 overs and declarations anytime upto the 50 overs. Team batting second gets the balance of the 90 overs (with a minimum of 40) calculated on the time left. In the event of a draw, run rates dictate a “Winning Draw” or a “Losing Draw” for points. Much of the rules below relate to avoiding gamesmanship relating to over rates and wet weather rules.

2. GENERAL

Matches will:

(i) start at 12.30pm

(ii) last for a minimum of 90 overs except where the match is affected by weather or a result is achieved inside 90 overs; and

(iii) have a tea interval of 20 minutes duration during the break between innings

(iv) Finish at the later of 6.40pm or when 90 overs, or such other number of overs as determined by the umpires and as detailed below, have been bowled if such overs have not been bowled by 6.40pm. There are no minimum overs in the last hour of play.

(v) Have one drinks interval in each innings unless other arrangements have been agreed by the Captains of each side and approved by the Umpires prior to commencement of play. Extra drinks intervals will be limited to 5 minutes and may be added to the time allowed for innings and the game.

(vi) The side batting first shall not be entitled to bat for longer than 50 overs or such other number of overs as substituted by the umpires and provisions of section 2 below. The team batting first can declare at any stage up until the end of the 50th over at which time the innings will be compulsorily closed.

(vii) At the conclusion of the innings of the side batting first, the umpires shall make a calculation of the number of overs available to the side batting second assuming a finish at 6.40pm with overs being bowled at a rate of 16 per hour (1 over every 3 minutes 45 seconds) with the resultant number of overs being rounded up (in this clause called “the available overs”) which shall be a minimum of 40 overs (or such minimum overs that have been recalculated in the event of paragraph 2 applying) and shall be (unless there is rain interruption during the innings of the side batting second) the minimum number of overs to be bowled to the side batting second. There will be a maximum of 60 overs for the side batting second. If after the start of the innings of the side batting second there is a weather interruption or interruptions, the number of overs available to the side batting second shall be reduced by 1 over for each complete period of 3 minutes 45 seconds. of interruption or interruptions (cumulatively).

(viii) In each innings of the match no bowler may bowl more than 12 overs in an innings.

3. Weather Interruption

Any match that cannot start by 2.30pm because of weather conditions shall be treated as an abandoned match. In the event of a late start to any match because of weather conditions the umpires shall:

(i) Re-calculate the minimum number of overs to be played in the game by multiplying the hours of playing time available from the revised start time by 16.

The resultant figure rounded up shall be substituted for 90 in 1 (iv) above and 55% of such figure rounded up shall be substituted for 50 in paragraph 2(iii) below.

(ii) Set a revised time and duration for the tea interval if they consider this appropriate.

(iii) If after a match has started, there is a weather interruption or weather interruptions during the innings of the side batting first, for each complete period of 7.5 minutes of interruption or interruptions (cumulatively), the number of overs available to the side batting first shall be reduced by 1 over (hereinafter called "the maximum overs") and the number of overs available to the side batting second shall be reduced by 1 over (hereinafter called "the minimum overs").

(iv) For the purpose of calculating the minimum overs to be bowled in the second innings, a part of an over in the first innings is counted as a complete over.

(v) In the event that under 20 overs is the available number of overs to the side batting second in any circumstances then the match shall be abandoned.

WIDE BALL

Law 22 (Wide Ball) shall apply, except that the 'one day wide' interpretation shall be used for all bowlers whom Umpires consider to be bowling down the leg side as a negative tactic. The Umpires shall notify the bowler and the fielding captain of his intention to invoke the 'one day wide' interpretation.

OVER RATES

- (a) The fielding side is required to bowl its overs at an average of 16 overs per hour throughout each innings. In the event that this over rate is not achieved (calculated as the total minutes (rounded down) of any innings exceeds the number of overs, rounded up, in the innings times 3.5) the umpires (if appointed) will notify each captain after the end of each innings of a noted slow over rate and the association may decide to award penalties including deduction of points. Where player umpires are in control, one captain may report the notice of the slow over rate to the opposing captain and may report the events to the association who then may decide to award penalties including deduction of points.
- (b) A one minute allowance will be given for the fall of each wicket up to and including the 9th wicket.
- (c) There shall be no over rate reports in the event of weather interruption or weather interruptions
- (d) The start time and end time of each innings must be entered into the comments box in PlayHQ after each match.

4. Points

- (e) Win where the team that wins the toss bats first; or where the side that loses the toss win the match – 12 points
- (f) Win where the team that wins the toss bowls first – 10 points
- (g) Lose – 0 points
- (h) Tie – 6 points to each side In a drawn game where the side batting second has received a minimum of 20 overs:
 - (i) "Winning Draw" for the side with the faster scoring rate, 4 points will be awarded.
 - (j) "Losing Draw" for the side with the slower scoring rate, 1 points will be awarded.
 - (k) In a drawn match where both sides have an identical scoring rate, 2 points will be awarded to each side.
 - (l) In an abandoned match including where the side batting second has not received 20 overs, 6 points will be awarded to each side.
- (m) NB: Scoring rate shall be determined by dividing the number of runs scored by the number of legitimate overs received.

Result definitions -

- Team batting first scores more runs than team batting 2nd and dismisses the team batting second all out
- Team batting second passes the score of the team batting first
- Loss the other team to the winning teams in the 2 scenarios above
- Tie - both teams have the same number of runs and the team batting second is dismissed all out
- Draw - team batting 2nd does not pass the score of the team batting first; but is not dismissed all out