



Cricket Albury Wodonga

CAW TWENTY/20 PLAYING CONDITIONS

(LC 5 - Revised September 2024)

DEFINITIONS

CAW	Cricket Albury Wodonga
CAW Board	Cricket Albury Wodonga Board
CAW Secretary	Cricket Albury Wodonga Secretary or Operations Manager
CA	Cricket Australia
CV	Cricket Victoria
Independent Tribunal	Cricket Albury Wodonga Independent Tribunal
LC	CAW T/20 Playing Conditions
MBCU	Murray Border Cricket Umpires' Association
CAWC	Cricket Albury Wodonga Country
NER6	North East Region 6
NSWCA	New South Wales Cricket Association
NSWCCA	New South Wales Country Cricket Association
RCZ	Riverina Cricket Zone
VCCL	Victorian Country Cricket League

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5.1 DURATION OF MATCHES

5.1.1 Scheduled Play

Matches shall be of 20 overs scheduled duration per side.

5.1.2 Scheduled Fixture of Matches

A scheduled fixture of matches for the season for each any grade shall be arranged and approved by the CAW Board.

5.2 HOURS OF PLAY AND INTERVALS

All matches will start at 12pm or 3pm on weekends unless otherwise stated by the CAW Board.

All matches will start at 5pm on weekdays unless otherwise stated by the CAW Board.

5.3 CONDITIONS OF A DAY'S PLAY

5.3.1 Twenty/20 Match

Twenty/20 matches shall consist of 20 overs per side in any Grade.

5.3.2 Compulsory Closure of Innings

The innings of the side batting shall be compulsorily closed when the scheduled or rescheduled number of overs has been bowled or when the side has been dismissed.

5.4 BOWLING LIMITATIONS

5.4.1 Maximum Overs Limit on Bowlers

(a) A bowler shall not deliver more than 20% of the maximum number of overs permitted for an uninterrupted innings, but where the maximum is reduced for either innings as a result of a delay or interruption, the limit shall still be 20% of the adjusted maximum except for any bowler who has already exceeded the reduced limit.

(b) No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by him.

- (c) If the re-calculation of a bowler's limit results in a fraction, the limit shall be rounded up for as many bowlers as is necessary to absorb the balance in whole overs.
- (d) A part of an over bowled under these provisions shall count as one full over in the limit of each bowler concerned in that over.
- (e) If a bowler has accidentally bowled more than his limit, he will be immediately replaced by another eligible bowler to complete the over. Any runs scored, or wickets taken in these circumstances will stand.

5.4.2 Replacement Bowler and Bowling Limits

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

5.4.3 Under Age Bowling Limitations

Maximum Under Age Bowling Limitations, as per CAW Limited Over Playing Condition 1.25 shall be strictly enforced.

5.5 BATTING LIMITATIONS

- (a) Twenty/20 Matches comprise of 1 innings per side. Therefore, there are no outright.
- (b) If the side batting second passes the score set by the side batting first, the match is completed.
- (c) If the batting second is dismissed prior to the score set by the side batting first, the match is completed.
- (d) If side bowling dismisses the side batting prior to the completion of their 20 overs, the side bowling does not receive the extra overs.

5.6 FIELDING RESTRICTIONS

- (a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- (b) In addition to the restriction contained in **PC 5.6. (a)**, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs:
 - (i) Subject to **PC 5.6. (iii)**, these additional fielding restrictions shall apply to the first 6 overs of each innings (Fielding Restriction Overs).
 - (ii) Two semi-circles shall be drawn on the field of play as per **Appendix 1 of LC 5**.
 - (iii) During the Fielding Restriction Overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
 - (iv) During the Non-Fielding Restriction Overs, no more than 4 fieldsmen shall be permitted outside the fielding restriction area referred to in **LC 5.6 (b)(ii)**.

(c) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below:

Total Overs in an Innings	Number of Overs for which Fielding Restrictions Apply
10 – 13	3
14 – 16	4
17 – 19	5

(d) In the event of an infringement of any of the above fielding restrictions, either Umpire shall call and signal “No Ball”.

5.7 INTERRUPTED MATCHES – CALCULATION OF TARGET SCORE

DUCKWORTH LEWIS is to be USED if unavailable use calculations below

If due to a late start or suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 10 overs), then a revised target score (to win) shall be set for the number of overs which the team batting second will have the opportunity of facing.

If the side batting first is dismissed in less than the number of overs available to them, AND then rain reduces the second innings, apply an average run rate calculated by dividing the score of the side batting first by the number of overs available to them (not the number in which they were dismissed).

The revised target score for the side batting second will be the average run rate obtained by the team batting first, multiplied by the number of overs that the second team will face plus 20 runs.

5.8 THE RESULT

A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been dismissed in less than 10 overs, or unless the team batting second scores enough runs to win in less than 10 overs.

The match shall be declared a “draw” if both teams have not had the opportunity to bat for a minimum 10 overs.

Except as provided for in **LC 5.7**, the winner shall be the side scoring the greater number of runs irrespective of wickets lost. If both sides score an equal number of runs the result shall be a tie irrespective of wickets lost.

5.9 MATCH POINTS

Win	=	4 points
Draw	=	2 points
Loss	=	0 points

No bonus points will be allocated to T/20 matches

Tie – Super Over

In a Super Over each side must select: one bowler to bowl the over and three batsmen to bat in that over. Two wickets will end the over and the fielding restrictions will be the same as the opening over.

If scores are still tied at the end of the Super Over then another Super Over will be Bowled, however you will not be able to select either the bowler or the 3 batsman that were selected in the previous Super Over. (If scores are still tied this formula will continue until a result is achieved)

5.10 WIDE BALL

Umpires are instructed to take a firm and consistent stand to prevent wide leg side bowling.

Any ball passing down the leg side shall be called a “wide”, except where the ball passes between the batsman and the stumps.

Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measuring 75cm from the off stump. **As per Appendix 2 of LC 5**

Any ball passing over or outside this line on the off side, at the popping crease, shall be called a “wide”.

The above provisions do not apply if the batsmen makes contact with the ball with either bat, pad, or part of his body or clothing.

A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs that are scored or awarded.

Short, pitched deliveries above the head will now be changed to a wide instead of a no ball

5.11 NO BALL

(a) A bowler shall be allowed to bowl one short-pitched delivery per over (not being a wide). A fast short pitched delivery is defined as a ball that passes or would have passed above shoulder height, but not clearly above head height, of the batsmen standing upright at the crease. In the event of the bowler bowling more than one fast short pitched delivery in an over, either Umpire shall call and signal “no ball”.

(b) The provision of one allowable fast short pitched delivery per over shall be superseded if the Umpire is of the opinion the delivery is considered wide bowling over the batsmen’s head. A penalty of one run shall be scored for a no ball, plus any runs scored from the delivery.

(c) The delivery following any No Ball signal (Law21) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery.

The bowlers end umpire shall signal a free hit by (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

Short, pitched deliveries above the head will now be changed to a wide instead of a no ball

5.12 TWELVE PLAYERS AND GRADE LEVELS

- (a) All grades have the option to name 12 players on the Team Sheet, where only 11 can bat and only 11 can bowl. Only 11 are allowed on the field at one time and 10 wickets is classed as an innings.
- (b) A player is only permitted to play in one Club side per T/20 round of matches except under LC 1.6.5.

5.13 CAW BOARD BY-LAWS

5.13.1 Playing Conditions

If a Playing Condition is not referred to in this document refer to Limited Over Match Playing Conditions – LC 1.

5.13.2 Bowling

The bowling side shall bowl 5 overs consecutively from one end and then alternate ends every 5 overs until the match is completed.

5.13.3 Player Movement and Club Qualification

You can play any club registered player in a T20 game with no restriction on which grade they can return to after the match. eg. A player may play a T20 game one week and then play C Grade Div 2 the following week.

You can play for any CAW Club in a T/20 Competition during the season (But only 1 Club) ie You can play for Lavington in the ODI Comp but for Henty in the T/20 Comp

5.13.4 Time Lost

Any CAW scheduled T/20 match is eligible to lose up to 10 Minutes of play throughout the match. Any time lost after that will reduce the overs in the match by 4 Overs every 15 Minutes.

5.13.5 Under 22 Players in CAW T/20 1st Grade Matches

All CAW 1st Grade Provincial sides must in their selected side have at least two (2) players under the age of 22 on the 1st of September of the current season. Failure to comply with this By-Law will result in a \$200 Fine and Loss of any Points gained from the Match.

5.13.6 Finals Qualifications

You must have played in a minimum of 2 matches in either grade to qualify for Finals

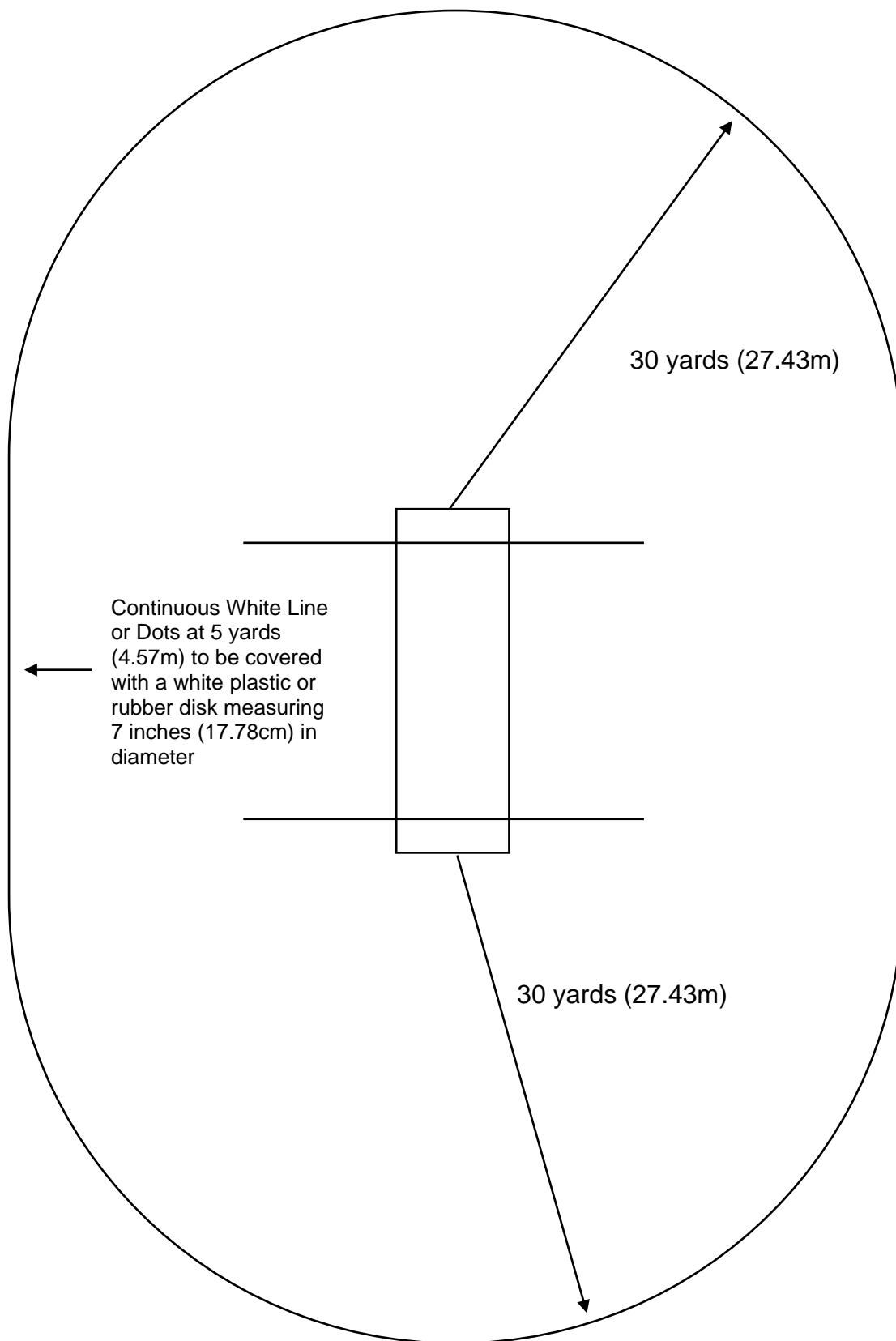
If you have played a minimum of 2 matches in a higher grade you can only qualify to play in a lower if you have played at least 2 matches in the said lower grade. Or both club sides play finals on the same day.

5.13.7 Points System

All CAW sides must adhere to the current points system as per LC2 Point 14 CAW Player Points Maximum number of points is 26

All sides are allowed one marquee player per tournament which will not be included in your points allocation but must be given to the CAW Board prior to the start of T/20 Competition

Appendix 1



Appendix 2

Legside and Offside Wide markings

