



# BARBADOS CRICKET ASSOCIATION

## BCA TWENTY-20 OVER COMPETITIONS

### **Appendices to the Playing Conditions**

(Incorporating the Code of the MCC Laws of Cricket)

Effective January 2022

## Appendices to BCA Twenty20 Competitions Playing Conditions

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## Appendix A - Definitions

### 1. The match

- 1.1. **The game** is used in these Playing Conditions as a general term meaning the Game of Cricket.
- 1.2. **A match** is a single Twenty20 Over match between two teams, played under these Playing Conditions.
- 1.3. **T20** is an abbreviation for Twenty20 Over.
- 1.4. A **Super Over** is a procedure that may be adopted for determining the result of a tied match, as set out in Appendix F.
- 1.5. **The toss** is the toss for choice of innings.
- 1.6. **Before the toss** is at any time before the toss on the day of the match.
- 1.7. **Before the match** is at any time before the toss, not restricted to the day of the match.
- 1.8. **DLS** is the Duckworth/Lewis/Stern method for determining the target score for the team batting second in an interrupted match, details of which are set out on the ICC website.
- 1.9. **During the match** is at any time after the toss until the conclusion of the match, whether play is in progress or not.
- 1.10. **Playing time** is any time between the call of Play and the call of Time. See clauses 12.1 (Call of Play) and 12.2 (Call of Time).
- 1.11. **Conduct of the match** includes any action relevant to the match at any time.
- 1.12. **Ground Authority** is the entity responsible for the selection and preparation of the pitch and other functions relating to the hosting and management of the match, including any agents acting on their behalf (including but not limited to the curator or other ground staff).
- 1.13. **Home Team** is the BCA member responsible for the home team and the hosting of the match.
- 1.14. A **Reserve Day** is, where scheduled, an additional day for the completion of the match.
- 1.15. **Visiting Team** is the BCA member responsible for the visiting team.
- 1.16. **The Spirit of Cricket** refers to the values of respect and fair play that underpin the game of cricket, as set out in the Preamble to these Playing Conditions.
- 1.17. **The BCA Code of Conduct** is the BCA Code of Conduct for Players and Player Support Personnel, as amended from time to time.

### 2. Implements and equipment

- 2.1. **Implements used in the match** are the bat, the ball, the stumps and bails.
- 2.2. **External protective equipment** is any visible item of apparel worn for protection against external blows.
- 2.3. For a batter, items permitted are a protective helmet, external leg guards (batting pads), batting gloves and, if visible, forearm guards.
- 2.4. For a fielder, only a protective helmet is permitted, except in the case of a wicket-keeper, for whom wicket-keeping pads and gloves are also permitted.
- 2.5. **A protective helmet** is headwear made of hard material and designed to protect the head or the face or both, which shall (in line with the Clothing and Equipment Regulations) be certified to BS7928:2013. For the purposes of interpreting these Playing Conditions, such a description will include faceguards.
- 2.6. **Equipment** – a batter equipment is his/her bat as defined above, together with any external protective equipment he/she is wearing.
- 2.7. A fielder's equipment is any external protective equipment that he is wearing.
- 2.8. **The bat** – the following are to be considered as part of the bat:
  - the whole of the bat itself.
  - the whole of a glove (or gloves) worn on the hand (or hands) holding the bat.
  - the hand (or hands) holding the bat, if the batter is not wearing a glove on that hand or on those hands.

- 2.9. **Held in batter hand.** Contact between a batter hand, or glove worn on his/her hand, and any part of the bat shall constitute the bat being held in that hand.

### 3. The playing area

- 3.1. **The field of play** is the area contained within the boundary.
- 3.2. **The square** is a specially prepared area of the field of play within which the match pitch is situated.
- 3.3. **The outfield** is that part of the field of play between the square and the boundary.

### 4. Positioning

- 4.1. **Behind the popping crease** at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that does not include the creases at the opposite end of the pitch. **Behind**, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph 13.
- 4.2. **In front of the popping crease** at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that includes the creases at the opposite end of the pitch. In front of, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph 13.
- 4.3. **The striker's end** is the place where the striker stands to receive a delivery from the bowler only insofar as it identifies, independently of where the striker may subsequently move, one end of the pitch.
- 4.4. **The bowler's end** is the end from which the bowler delivers the ball. It is the other end of the pitch from the striker's end and identifies that end of the pitch that is not the striker's end as described in paragraph 4.3.
- 4.5. **The wicket-keeper's end** is the same as the striker's end as described in paragraph 4.3.
- 4.6. **In front of the line of the striker's wicket** is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker's end; this line to be considered extended in both directions to the boundary. See paragraph 4.2.
- 4.7. **Behind the wicket** is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary. See paragraph 4.1.
- 4.8. **Behind the wicket-keeper** is behind the wicket at the striker's end, as defined above, but in line with both sets of stumps and further from the stumps than the wicket-keeper.
- 4.9. **Off side/on (leg) side** – see diagram in paragraph 13
- 4.10. **Inside edge** is the edge on the same side as the nearer wicket.

### 5. Umpires and decision-making

- 5.1. **Umpire** – where the description **the umpire** is used on its own, it always means 'the bowler's end umpire' though this full description is sometimes used for emphasis or clarity. Similarly **the umpires** always means both umpires and the third umpire. **An umpire** and **umpires** are generalised terms. Otherwise, a fuller description indicates which one of the umpires is specifically intended. Each umpire will be bowler's end umpire and striker's end umpire in alternate overs.
- 5.2. **Bowler's end umpire** is the umpire who is standing at the bowler's end (see paragraph 4.4) for the current delivery.
- 5.3. **Striker's end umpire** is the umpire who is standing at the striker's end (see paragraph 4.3), to one side of the pitch or the other, depending on his/her choice, for the current delivery.
- 5.4. **On-field umpires** shall mean, collectively, the bowler's end umpire and the striker's end umpire.
- 5.5. **Third umpire** is the umpire who may be appointed to assist the on-field umpires
- 5.6. **Umpires together agree** applies to decisions which the umpires are to make jointly, independently of the players.
- 5.7. A **Fair Catch** is a catch that has been taken cleanly by the fielder in accordance with clause 33.
- 5.8. A **Bump Ball** is where the ball has made contact with the ground shortly after making contact with the striker's bat.

### 6. Batters

- 6.1. **Batting side** is the side currently batting, whether or not play is in progress.
- 6.2. **Member of the batting side** is one of the players nominated by the captain of the batting side, or any authorised replacement for such nominated player.
- 6.3. **A batter ground** – at each end of the pitch, the whole area of the field of play behind the popping crease is the ground at that end for a batter.

- 6.4. **Original end** is the end where a batter was when the ball came into play for that delivery.
- 6.5. **Wicket he/she has left** is the wicket at the end where a batter was at the start of the run in progress.
- 6.6. **Guard position** is the position and posture adopted by the striker to receive a ball delivered by the bowler
- 6.7. For the purposes of these Playing Conditions, waist height is defined as the point at which the top of the batter trousers would conventionally be when he/she is standing upright at the popping crease.

## 7. Fielders

- 7.1. **Fielding side** is the side currently fielding, whether or not play is in progress.
- 7.2. **Member of the fielding side** is one of the players nominated by the captain of the fielding side, or any authorised replacement or substitute for such nominated player.
- 7.3. **Fielder** is one of the 11 or fewer players who together represent the fielding side on the field of play. This definition includes not only both the bowler and the wicket-keeper but also nominated players who are legitimately on the field of play, together with players legitimately acting as substitutes for absent nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the field of play and who has not yet obtained the umpire's permission to return.
- 7.4. A player going briefly outside the boundary in the course of discharging his/her duties as a fielder is not absent from the field of play nor, for the purposes of clause 24.2 (Fielder absent or leaving the field of play), is he/she to be regarded as having left the field of play.

## 8. Substitutes and Concussion Replacements

- 8.1. A **Substitute** is a player who takes the place of a fielder on the field of play, but does not replace the player for whom he/she substitutes on that side's list of nominated players. A substitute's activities are limited to fielding.

## 9. Bowlers

- 9.1. **Over the wicket / round the wicket** – If, as the bowler runs up between the wicket and the return crease, the wicket is on the same side as his/her bowling arm, he/she is bowling over the wicket. If the return crease is on the same side as his/her bowling arm, he/she is bowling round the wicket.
- 9.2. **Delivery swing** is the motion of the bowler's arm during which he/she normally releases the ball for a delivery.
- 9.3. **Delivery stride** is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.

## 10. The ball

- 10.1. The ball is struck/strikes the ball unless specifically defined otherwise, mean 'the ball is struck by the bat'/'strikes the ball with the bat'.
- 10.2. Rebounds directly/strikes directly and similar phrases mean 'without contact with any fielder' but do not exclude contact with the ground.
- 10.3. Full-pitch describes a ball delivered by the bowler that reaches or passes the striker without having touched the ground. Sometimes described as non-pitching.

## 11. Runs

- 11.1. **A run to be disallowed** is one that in these Playing Conditions should not have been taken. It is not only to be cancelled but the batters are to be returned to their original ends.
- 11.2. **A run not to be scored** is one that is not illegal, but is not recognised as a properly executed run. It is not a run that has been made, so the question of cancellation does not arise. The loss of the run so attempted is not a disallowance and the batters will not be returned to their original ends on that account.

## 12. The person

- 12.1. Person; A player's person is his/her physical person (flesh and blood) together with any clothing or legitimate external protective equipment that he/she is wearing except, in the case of a batter, his/her bat. A hand, whether gloved or not, that is not holding the bat is part of the batter person.

No item of clothing or equipment is part of the player's person unless it is attached to him/her. For a batter, a glove being

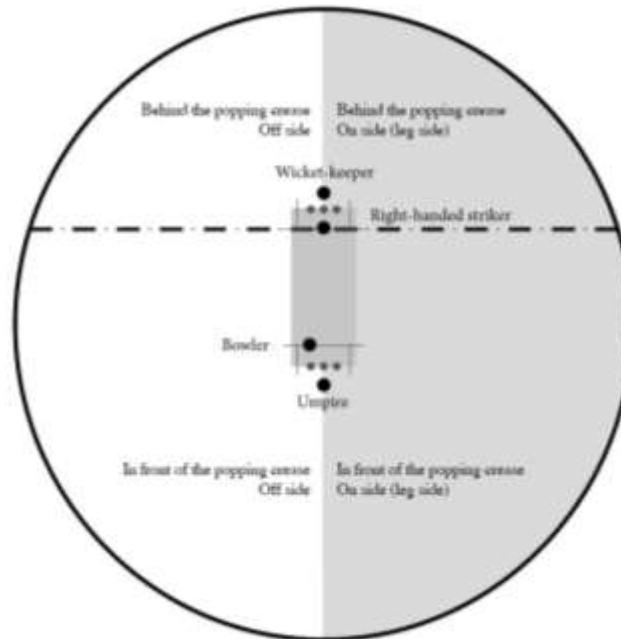
held but not worn is part of his/her person.

For a fielder, an item of clothing or equipment he is holding in his/her hand or hands is not part of his/her person.

12.2. Clothing – anything that a player is wearing, including such items as spectacles or jewellery, that is not classed as external protective equipment is classed as clothing, even though he/she may be wearing some items of apparel, which are not visible, for protection. A bat being carried by a batter does not come within this definition of clothing.

12.3. Hand for batter or wicket-keeper shall include both the hand itself and the whole of a glove worn on the hand.

### 13. Off side / on side; in front of / behind the popping crease.



### 14. Ranking Team

A team in a higher division/competition, thus a team in the Cup competition is ranked higher than a team in the Shield and in the Plate. So that if a Club has two teams one in the Cup competition and another in the Plate; the Cup team will be the Ranking Team. Similarly if a Club has two teams one in the Elite and another in the Division 1, both being in the Cup competition; the Elite Team will be the Ranking Team.

### 15. Seeded Players

A player registered as a seeded player by his club can only play or substitute in the competition for which he is registered or a higher competition. Should he play or substitute in the lower competition that lower club shall lose any points for the match.

## Appendix B - Equipment

### 1. The Bat

#### 1.1. General guidance

- 1.1.1. **Measurements** – All provisions in paragraphs 1.2 to 1.6 below are subject to the measurements and restrictions stated in the **Playing Conditions** and this Appendix.
- 1.1.2. **Adhesives** – Throughout, adhesives are permitted only where essential and only in minimal quantity.

#### 1.2. Specifications for the Handle

- 1.2.1. One end of the handle is inserted into a recess in the blade as a means of joining the handle and the blade.
- 1.2.2. This lower portion is used purely for joining the blade and the handle together. It is not part of the blade but, solely in interpreting paragraphs 1.3 and 1.4 below, references to the blade shall be considered to extend also to this lower portion of the handle where relevant.
- 1.2.3. The handle may be glued where necessary and bound with twine along the upper portion.
- 1.2.4. Providing clause 5.4.3 is not contravened, the upper portion may be covered with materials solely to provide a surface suitable for gripping. Such covering is an addition and is not part of the bat, except in relation to clause 5.6. The bottom of this grip should not extend below the point defined in paragraph 1.2.8 below.
- 1.2.5. Twine binding and the covering grip may extend beyond the junction of the upper and lower portions of the handle, to cover part of the shoulders of the bat as defined in paragraph 1.3.1.
- 1.2.6. No material may be placed on or inserted into the lower portion of the handle other than as permitted above together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.
- 1.2.7. **Materials in handle** – As a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth. Such materials must not project more than 3.25 in/8.26 cm into the lower portion of the handle
- 1.2.8. **Binding and covering of handle** – The permitted continuation beyond the junction of the upper and lower portions of the handle is restricted to a maximum, measured along the length of the handle, of
  - 2.5 in/6.35 cm in for the twine binding
  - 2.75 in/6.99 cm for the covering grip.

#### 1.3. Specifications for the Blade

- 1.3.1. The blade has a face, a back, a toe, sides and shoulders
  - 1.1.1.1. The face of the blade is its main striking surface and shall be flat or have a slight convex curve resulting from traditional pressing techniques. The back is the opposite surface.
  - 1.1.1.2. The shoulders, sides and toe are the remaining surfaces, separating the face and the back.
  - 1.1.1.3. The shoulders, one on each side of the handle, are along that portion of the blade between the first entry point of the handle and the point at which the blade first reaches its full width.
  - 1.1.1.4. The toe is the surface opposite to the shoulders taken as a pair.
  - 1.1.1.5. The sides, one each side of the blade, are along the rest of the blade, between the toe and the shoulders.
- 1.3.2. No material may be placed on or inserted into the blade other than as permitted in paragraph 1.2.4, paragraph 1.3.3, and clause 5.4 together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.
- 1.3.3. **Covering the blade.** Bats shall have no covering on the blade except as permitted in clause 5.4.
- 1.3.4. Any materials referred to above, in clause 5.4 and paragraph 1.4 below, are to be considered as part of the bat, which must still pass through the gauge as defined in paragraph 1.6.



#### 1.4. Protection and repair

1.4.1. The surface of the blade may be treated with non-solid materials to improve resistance to moisture penetration and/or mask natural blemishes in the appearance of the wood. Save for the purpose of giving a homogeneous appearance by masking natural blemishes, such treatment shall not materially alter the colour of the blade.

1.4.2. Materials can be used for protection and repair as stated in clause 5.4 and are additional to the blade. Note however clause 5.6.

Any such material shall not extend over any part of the back of the blade except in the case of clause 5.4.1 and then only when it is applied as a continuous wrapping covering the damaged area.

The repair material shall not extend along the length of the blade more than 0.79 in/2.0 cm in each direction beyond the limits of the damaged area. Where used as a continuous binding, any overlapping shall not breach the maximum of 0.04 in/0.1 cm in total thickness.

The use of non-solid material which when dry forms a hard layer more than 0.004 in/0.01 cm in thickness is not permitted.

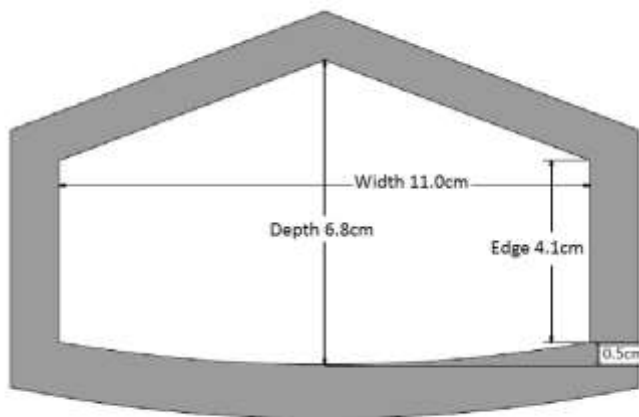
1.4.3. Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above, but the bat must still pass through the gauge as described in paragraph 1.6.

#### 1.5. Commercial identifications

Such identifications shall comply with the restrictions set out in the Clothing and Equipment Regulations in relation to the size and position of marks and logos.

#### 1.6. Bat Gauge

All bats must meet the specifications defined in clause 5.7. They must also, with or without protective coverings permitted in clause 5.4, be able to pass through a bat gauge, the dimensions and shape of which are shown in the following diagram:

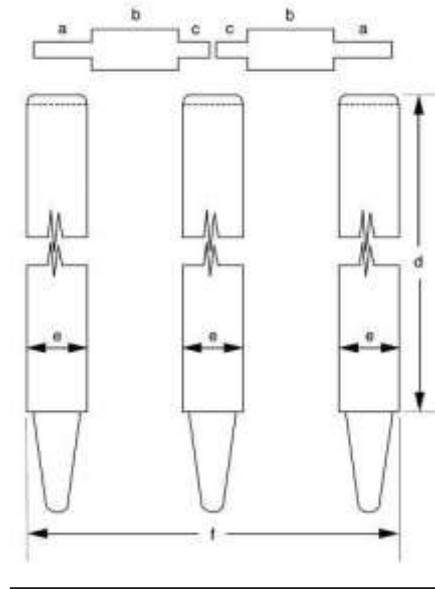


#### Dimensions of aperture

Total depth:	2.68 in/6.8 cm
Width:	4.33 in/11.0 cm
Edge:	1.61 in/4.1 cm
Curve:	0.20 in/0.5 cm

Note: The curve of the lower edge of the aperture is an arc of a circle of radius 12.0 in/30.5 cm, whose centre is on the vertical centre line of the aperture.

## 2. The wickets



### 2.1. Bails

Overall 4.31 in / 10.95 cm a = 1.38 in / 3.50 cm

b = 2.13 in / 5.40 cm c = 0.81 in / 2.06 cm

### 2.2. Stumps

Height (d) = 28 in / 71.1 cm

Diameter (e) – maximum = 1.5 in / 3.81 cm; minimum = 1.38 in / 3.50 cm

### 2.3. Overall

Width (f) of wicket 9 in / 22.86 cm

## 3. Wicket-keeping gloves

3.1. The images below illustrate the requirements of clause 27.2 in relation to:

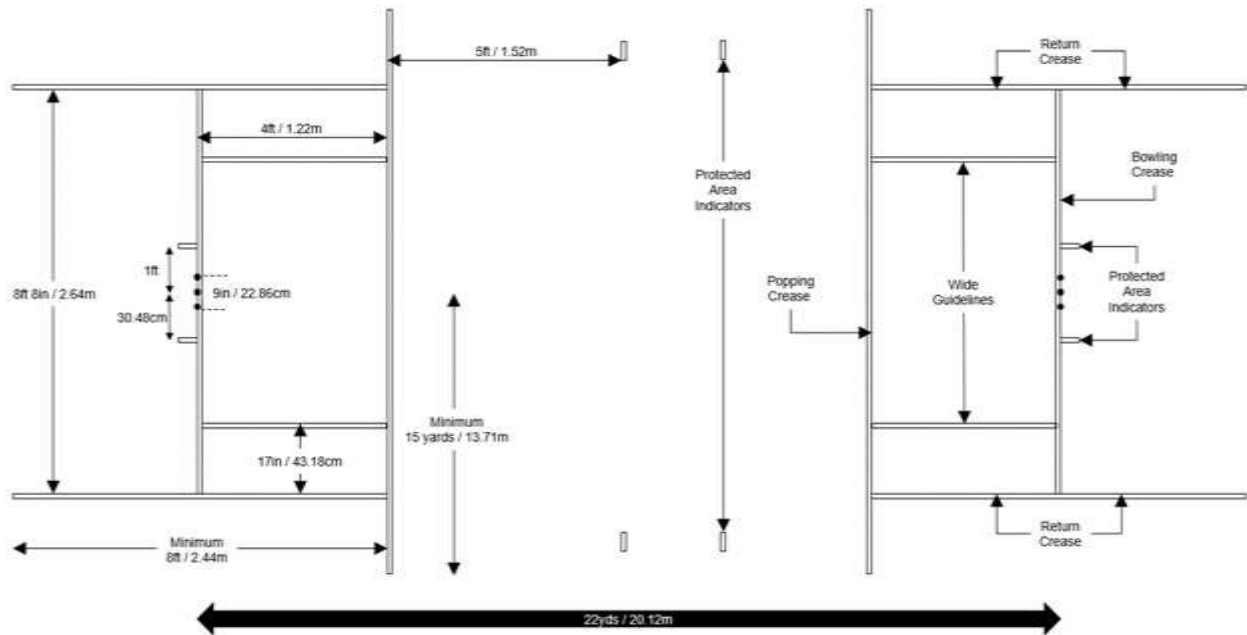
- no webbing between the fingers;
- a single piece of non-stretch material between finger and thumb as a means of support; and
- when a hand wearing the glove has the thumb fully extended, the top edge being taut and not protruding beyond the straight line joining the top of the index finger to the top of the thumb.



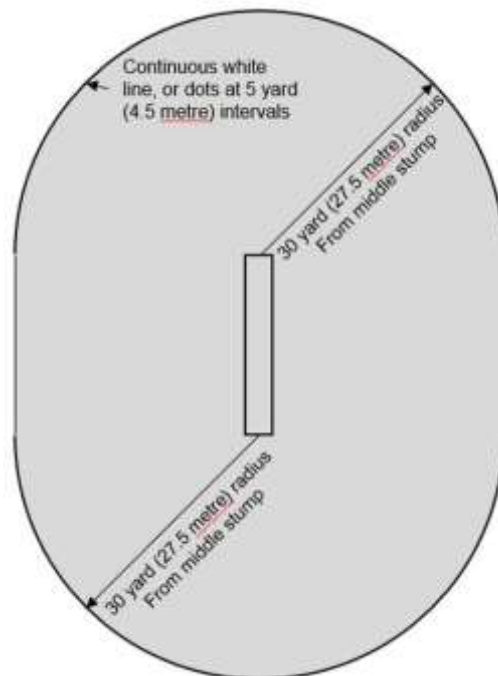
3.2. Note also the requirement for wicket-keeping gloves to comply with the Clothing and Equipment Regulations in relation to the size and position of marks and logos.

## Appendix C - The Venue

### 1. The pitch and the creases



### 2. Restriction on the placement of fielders



### **3. Advertising on grounds, perimeter boards and sight- screens**

#### **3.1. Advertising on grounds**

3.1.1. The logos on outfielders are to be positioned as follows:

- a) Behind the stumps – a minimum of 25.15 yards (23 meters) from the stumps.
- b) Midwicket/cover area – no advertising to be positioned within 30 yards (27.50 meters) of the centre of the pitch being used for the match.

3.1.2. Note: Advertising closer to the stumps as set out above which is required to meet 3D requirements for broadcasters may be permitted, subject to prior BCA approval having been obtained.

#### **3.2. Perimeter boards**

3.2.1. Advertising on perimeter boards placed in front of the sight-screens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

3.2.2. Advertising on perimeter boards behind the stumps at both ends shall not contain moving, flashing or flickering images and operators should ensure that the images are only changed or moved at a time that will not be distracting to the players or the umpires.

3.2.3. The brightness of any electronic images shall be set at a level so that it is not a distraction to the players or umpires.

#### **3.3. Sight-screens**

3.3.1. Sight-screens shall be provided at both ends of all grounds.

3.3.2. Advertising shall be permitted on the sight-screen behind the striker, providing it is removed for the subsequent over from that end.

3.3.3. Such advertising shall not contain flashing or flickering images and particular care should be taken by the operators that the advertising is not changed at a time which is distracting to the umpire.

### **4. Markings on outfield**

With the permission of the Ground Authority, a bowler may use paint to make a small marking on the outfield for the purposes of identifying their run-up. Paint used for this purpose shall be any colour other than white.

## Appendix D - Decision Review System (DRS) and Third Umpire Protocol

### 1. General

This appendix is not used

## Appendix E Calculations

**Table 1: Calculation sheet for use when a delay or interruptions occur in the First Innings**

### Time

Net playing time available at start of the match	170 minutes	(A)
Time innings in progress	_____	(B)
Playing time lost	_____	(C)
Extra time available	minutes _____	(D)
Time made up from reduced interval	_____	(E)
Effective playing time lost $[C - (D + E)]$	_____	(F)
Remaining playing time available $(A - F)$	_____	(G)
G divided by 4.25 (to 2 decimal places)	_____	(H)
Max overs per team $[H/2]$ (round up fractions)	_____	(I)
Maximum overs per bowler $[I / 5]$	_____	
Number of Powerplay Overs	_____	overs

### Rescheduled Playing Hours

First session to commence or recommence	_____	(J)
Length of innings $[I \times 4.25]$ (round up fractions)	_____	(K)
Rescheduled first innings cessation time $[J + (K - B)]$	_____	(L)
Length of interval	_____	(M)
Second innings commencement time $[L + M]$	_____	(N)
Rescheduled second innings cessation time $[N + K]$	_____	*(O)

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying clause 13.7.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

**Table 2: - Calculation sheet to check whether an interruption during the First Innings terminate the innings**

Proposed re-start time	_____	(P)
Rescheduled cut-off time allowing for full use of any extra time provision	_____	(Q)
Minutes between P and Q	_____	(R)
Potential overs to be bowled $[R/4.25]$ rounded up ]	_____	(S)
Number of completed overs faced in 1st innings	_____	(T)

**If S is greater than T then revert to Table 1**

**If S is less than or equal to T then the first innings is terminated - go to Table 3**

**Table 3: Calculation sheet for the start of the Second Innings**

**Maximum overs to be bowled:**

(If first innings was terminated, S from Table 2) \_\_\_\_\_ (A)  
 Scheduled length of innings:  $[A \times 4.25]$  (round up fractions) \_\_\_\_\_ (B)  
 Start time \_\_\_\_\_ (C)  
 Scheduled cessation time  $[C + B]$  \_\_\_\_\_ (D)

**Overs per bowler and fielding restrictions**

Maximum overs per bowler  $[A / 5]$  \_\_\_\_\_ overs  
 Number of Powerplay Overs \_\_\_\_\_ overs

**Table 4: - Calculation sheet for use when interruption occurs after the start of the Second Innings**

**Time**

Time at start of innings \_\_\_\_\_ (A)  
 Time at start of interruption \_\_\_\_\_ (B)  
 Time innings in progress \_\_\_\_\_ (C)  
 Restart time \_\_\_\_\_ (D)  
 Length of interruption  $[D - B]$  \_\_\_\_\_ (E)  
 Additional time available: \_\_\_\_\_ (F)  
 (Any unused 'Extra Time' added to earlier than scheduled start of second innings)  
 \_\_\_\_\_  
 Total playing time lost  $[E - F]$  \_\_\_\_\_ (G)  
 (If in the negative, no playing time lost to reduce overs)

**Overs**

Maximum overs at start of innings \_\_\_\_\_ (H)  
 Overs lost  $[G / 4.25]$  (rounded down) \_\_\_\_\_ (I)  
 Adjusted maximum Overs Remaining  $[H - I]$  \_\_\_\_\_ (J)  
 Rescheduled length of innings  $[J \times 4.25]$  rounded up] \_\_\_\_\_ (K)  
 Amended cessation time of innings  $[D + (K - C)]$  \_\_\_\_\_ (L)

**Overs per bowler and Fielding Restrictions**

Maximum overs per bowler  $[J / 5]$  \_\_\_\_\_ overs  
 Number of Powerplay Overs \_\_\_\_\_ overs

## Appendix F - Super Over Procedure

The following procedure shall apply where the Playing Conditions provide for a Super Over to determine the winner of a tied match. Other than where expressly stated in this Appendix (or by necessary implication), all relevant Playing Conditions for the match shall apply to the Super Over.

1. A Super Over involves each team facing an over of six balls (unless ended earlier as provided for in paragraph 2), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets shall end the batting team's one over innings.
3. If the Super Over is a tie, subsequent Super Overs shall be played until a winner is determined. Other than in exceptional circumstances (as set out in paragraph 25 below), an unlimited number of Super Overs may be played where necessary to determine a result.
4. Subject to weather conditions, the Super Over shall take place on the scheduled day of the match at a time to be determined by the BCA Match Referee or Umpires (if no Match Referee is appointed). In normal circumstances it shall commence 5 minutes after the conclusion of the match.
5. The Super Over shall be played until completion, but if there are any delays or interruptions during the Super Over, extra time (taken from the start of the first Super Over) is allocated to complete the Super Over or any subsequent Super Overs. The amount of extra time allocated to the Super Over is the greater of;
  - a) the gap between the time at which the match ended and the time the original match would have been scheduled to finish had the entire extra time provision been utilised, or
  - b) 20 minutes.
6. Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the extra time allocated, the Super Over(s) shall be abandoned (see paragraph 24 below).
7. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the Ground Authority and the BCA Match Referee or Umpires (if no Match Referee is appointed).
8. Only nominated players in the match may participate in the Super Over.
9. Any penalty time being served in the match shall be carried forward to the Super Over.
10. The umpires shall stand at the same end at which they finished the match.
11. The team batting second in the match shall bat first in the Super Over.
12. The captain of the fielding team (or his/her nominee) shall select the ball with which the fielding team shall bowl its over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding second may then choose to use the same ball as chosen by the team bowling first or choose another ball from the same box. If the ball needs to be changed, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
13. The fielding side shall choose the end from which it is to bowl its one over.
14. The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in an uninterrupted match.
15. The interval between the two overs in the Super Over shall be 5 minutes.



### **TIED SUPER OVER – REPEATING THE SUPER OVER**

16. If the Super Over is tied, then subsequent Super Overs shall be played until there is a winner (subject to paragraph 26).
17. In normal circumstances any subsequent Super Over shall start 5 minutes after the previous Super Over ends.
18. The team batting second in the previous Super Over shall bat first in the subsequent Super Over.
19. The balls selected for use by each team in the previous Super Over shall be used again by the same team in any subsequent Super Over(s).
20. The fielding side shall bowl its over in a subsequent Super Over from the opposite end from which it bowled in the previous Super Over.
21. Any batter dismissed in any previous Super Over shall be ineligible to bat in any subsequent Super Over.
22. Any bowler who bowled in the previous Super Over shall be ineligible to bowl in the subsequent Super Over.
23. In all other ways the procedure for a subsequent Super Over shall be the same as for the initial Super Over.

### **SUPER OVER UNABLE TO BE COMPLETED**

24. Where the Super Over or subsequent Super Overs are abandoned for any reason prior to completion then the match shall be declared a tie and points allocated as in Clause 16.10.1.
25. In circumstances where there are unavoidable time constraints (for example, a requirement to switch off floodlights at a certain time) which do not allow the completion of multiple Super Overs, the BCA Match Referee or Umpires (if no Match Referee is appointed) may limit the number of possible Super Overs and shall advise both captains accordingly prior to the start of the first Super Over.

### **EXAMPLES – EXTRA TIME AVAILABLE FOR THE SUPER OVER**

Example 1: The match is scheduled to finish at 10.20pm, with 60 minutes of extra time available to be used. The scheduled cut-off time if all the available extra time is used would be 11.20pm. The match runs over time and finishes in a tie at 10.35pm. The Super Over is scheduled to start 5 minutes later at 10.40pm. The extra time available to complete the Super Over would be 45 minutes (as per paragraph 5(a) above).

- The Super Over starts on time but is interrupted at 10.50pm for 10 minutes (leaving 35 minutes of extra time still available).
- Play resumes at 11.00pm with a tied Super Over occurring.
- The second super over is being played but is interrupted at 11.15pm.
- Play does not resume within 35 minutes (being the amount of extra time still available), therefore the Super Over procedure is abandoned, and the match is a tie.

Example 2: The same match is scheduled to finish at 10.20pm, but with 30 minutes of extra time available to be used. The scheduled cut-off time if all the available extra time is used would be 10.50pm. The match runs over time and finishes in a tie at 10.35pm. The Super Over is scheduled to start 5 minutes later at 10.40pm. The extra time available to complete the Super Over would be 20 minutes (as per paragraph 5(b) above).

## Appendix G - Application of the Reserve Day

If play is interrupted on the scheduled day, the umpires shall use the available extra time and, if necessary, reduce the number of overs to try to achieve a result on that day.

In making their decisions in relation to ground, weather and light, the umpires shall aim to maximise play on the scheduled day of the match in order to achieve a result on that day, as if there was no Reserve Day available.

Each team must have had the opportunity to bat for a minimum of five (5) overs for a result to be achieved. If play has not resumed by the cut-off time required to allow the minimum number of overs to be bowled to achieve a result on the scheduled day, play shall be abandoned for the day and the Reserve Day shall be used to either complete the match or replay the match on the scheduled day.

If the Reserve Day is used to continue an incomplete match the Reserve Day shall be used as follows:

The hours of play on the Reserve Day shall be the same as on the scheduled day for the match (including the extra time provision).

On the Reserve Day, play shall recommence under the same assumption that the last ball was bowled on the scheduled day.

The match starts when the coin toss takes place and teams are exchanged. If the toss occurs on the scheduled day and there is no play thereafter, the result of the toss and the named teams shall be carried through to the Reserve Day.

The treatment of the pitch on the Reserve Day by the Ground Authority shall be as follows:

- Covering and removal of covers – as for the scheduled day of the match under clause 10 of the **Playing Conditions**; and
- Mowing and rolling – as for Day 2 of a League Match, under clause 9 of the BCA League Match Playing Conditions.

Example 1: Match starts at 20 overs per side and there is an interruption at 9 overs. Overs are reduced to 17 overs

per side and play is about to resume. Before another ball is bowled it rains and play is abandoned for the day. As the match did not resume under the revised overs, the match should continue on the Reserve Day at the original 20 overs per side with the overs reduced if necessary during the Reserve Day.

Example 2: The same start as in example 1 i.e. match starts at 20 overs per side and there is an interruption at 9 overs. Overs are reduced to 17 overs per side and play is about to resume. This time, play starts and after an over has been bowled it rains and play is abandoned for the day. As the match has resumed, it is continued on the Reserve Day at 17 overs per side with the overs further reduced if necessary during the Reserve Day.

## **Appendix H**

### **Use of Electronic Communications Equipment**

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted, except that broadcaster to player communication shall, with the prior consent of the clubs, be allowed.