ASSOCIATED GRAMMAR SCHOOLS OF VICTORIA

T20 Cricket Regulations

1 Playing Conditions and Match Procedures

The current Laws of Cricket and AGSV Regulations shall apply, except as varied hereunder: All schools should be familiar with and where appropriate, follow the contents of the **Adverse Weather Policy.**

Captains shall toss for the choice of innings no later than 15 minutes before the scheduled start of the tie. If a team is unable to toss at this time it shall forfeit the right of that choice.

Ground Markings and Dimensions to follow:

- Fielding Restriction Circle: 30m radius from the stumps at each end of the pitch
- Boundaries. Suggested minimum of 50m from Stumps to boundary
- The playing pitch to be as near to the centre of the ground as possible, or as ground conditions will allow.

2 Duration of Match & Nomination of Teams

The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. Teams may consist of 12 players per side (allowance for a designated batter).

3 Hours of Play and Intervals

Standard Scheduled times are as follows:

First Session	75-80 minutes (max.)
Interval	15 minutes
Second Session	75-80 minutes (max.)

Intervals:
Intervals between innings shall be of 15 minutes duration. Drinks intervals are not permitted. 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.
If no play is possible, or the match is a tie, or no result, a "Super Over" may take place (refer Rule 11 for details) to decide the result.

RED denotes amendments from previous season

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4 Length of Innings

4.1 Uninterrupted matches:
Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs.

4.2 Delayed or interrupted matches:
In delayed or interrupted games, one over shall be deducted for every full *four* minutes of playing time lost. The number of overs shall be calculated so that both teams have the opportunity to bat for the same number of overs, with **a minimum of five per side**.
In circumstances where, before the commencement of play, the prospect of inclement weather or bad light is a consideration umpires may reduce the number of overs as above.
5 overs per side constitute a minimum match.

5 Timed Out

Law 31 will apply. Either the incoming batter or his partner, whichever the circumstances of the match require, must be in position to take guard to be ready to receive the next ball within **1 minute and 30 seconds** of the fall of the previous wicket. The incoming batter is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket, if necessary.

6 Bowling Procedure

No bowler can bowl more than one-fifth of the total allotted overs. Where play is delayed or interrupted during the first innings and the total overs are consequently reduced for both teams, no player can bowl more than one-fifth of the total overs allowed, unless such a number has been exceeded before the interruption.

Wides

Umpires are to apply very strict and consistent interpretation in regard to this Wides in order to prevent negative bowling. Any delivery, which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide. If a ball passes outside the line of the batters body down the leg side, with a batter standing and using his normal batting stance, the umpire shall call a wide regardless of where the ball pitches.

7 Free Hit after No Ball

The delivery following *any type of No ball* shall be a 'free hit' for whichever batter is facing it. If the delivery for the free hit is also not a legitimate delivery (another no ball or a wide), then the next delivery becomes a free hit for whichever batter is facing it.
Field changes are not permitted for free hit deliveries **unless there is a change of striker** for the free hit delivery.
For any free hit, the striker may only be dismissed under the circumstances that apply for a no ball (run out), even if the free hit delivery is a wide ball. All such penalties are in addition to any runs that may be otherwise scored.

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8 Fielding Restrictions

8.1 At the instant of delivery there shall not be **more than five fielders on the leg side.**

8.2 For the first 6 overs (1-6) of each innings, only two fielders can be positioned outside the 27.5m field restriction circle. For the next 14 overs (7-20) a maximum of 5 fielders are permitted to be outside the field restriction circle.

8.3 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 remaining in a reduced innings	No.: of overs for which restrictions apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

When an innings is interrupted and upon resumption the recalculated number of Fielding Restriction overs (as set out above) is no longer achievable, the actual number of Fielding Restriction overs for that innings will be the closest achievable whole number.

In the event of any infringement of this Rule the umpire at square leg shall call and signal 'no ball'.

8.4 For the team batting second, where the number of overs is reduced, the aim will be to maintain the restrictions in 8.3 for the same proportion of the second innings as they were maintained for the first innings.

9 The Ball

White Kookaburra balls to be used ("Regulation" for 1st XI matches). One new ball used for each innings.

10 The Result

10.1 Providing there is no interruption after play has commenced and 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.

11 Super Over

11.1 In the event of a tie or no result, if circumstances permit, a 'Super Over'' will be contested to achieve a result (replaces the Bowl Off). Coaches and the umpires shall be the judges whether circumstances permit a Super over.
The 'Super Over' is contested as follows:

11.2 One over, per team, is bowled after the conclusion of a T20 game that ends in a tie.
Each team decides on *one bowler* to bowl and *three batters* to bat during this one over game.
The team batting second in the match, will bat first in the Super Over.
The umpires shall stand at the same end as that in which they finished the match.
The umpires shall choose which end to bowl from and both teams will bowl from the same end.
The same ball as used at the end of the team's innings shall be used for the Super Over.
Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 match.
The loss of two wickets in the Super Over ends the team's Super Over innings.
Team A's total run score from the first over is to be chased by Team B to successfully to win the match. If Team B is unable to chase this total, Team A wins.
In the case scores are level again, the team hitting the most sixes **in the original 20 overs** is deemed the winner. If this is also the same, the teams with more fours **in the original 20 overs** will win the match.

12 Declaration of Innings

The captain of the batting side **may not** declare his innings closed at any time during the course of a match.