

30 OVER CRICKET TOURNAMENT RULES

Updated 10/10/2013 Version 1.6

- 1. <u>Overs</u> Maximum 30 Over's per Innings @ 15 over's per hour i.e. 2 hours per inning. <u>Note</u>: Match to stop at the conclusion of two hours play.
- 2. <u>Balls</u> Kookaburra- Red King 156g 2 Piece Ball to be used by all participant teams.
- 3. <u>Dress Code</u> Club Uniform or White for all the players.
- 4. Pitches Host Club to arrange suitable pitches and advise venue to NZISA
 - a. Grass wicket to be booked as first preference
 - b. Artificial to be booked in case of rain.
- 5. Draw a final draw and timetable to be advised 2 weeks prior to event by NZISA.
- 6. <u>Timings</u> All players to assemble at venue no later than 9:00am on first day.
 9:00am Team Player Registrations to be notified to Tournament Controller
 9:00am Managers / Captains meeting with Tournament Controller rules, draw, questions
 9:15am Meeting with Umpires rules, questions
 9:45am There will be a short Opening Ceremony
 10:00am first games commence at 10am sharp.
 <u>Morning Match</u>
 1st innings 10.00 am to 12.00 pm (followed by break of 15 mins)
 2nd innings 12.15 pm to 2.15 pm
 <u>Lunch Break</u> 2:15pm to 2:45pm
 <u>Afternoon Match</u>
 1st innings 2.45pm to 4.45pm (followed by break of 15 mins)
 2nd innings 5.00pm to 7.00pm
- 7. Penalty Runs @ 3 times the "Innings Average Run Rate" at the conclusion of scheduled 2 hours (or re-Scheduled close of inning time or playing time at the discretion of the Umpires officiating the match), shall be awarded to the batting team, if the fielding team is unable to finish their quota of over's.

<u>Example:</u> Fielding team get thru 28 over's in the allocated time. If the Batting team scored 126 runs in the 28 overs bowled, i.e 4.5 runs per over, then the Batting team will receive 27 ($27 = 4.5 \times 2$ over's x 3) penalty runs to be added to their 126 runs to make a total of 153 runs scored.

- Above applies to both innings of a match.
- The penalty runs explained above can also decide the result of the match.
- 8. Final discretion shall be of the Neutral Umpires to calculate the number of over's short bowled by the fielding side. Where two neutral umpires are not used, the NZISA Tournament Controller will make the final decision if there is any dispute.
- 9. <u>Points</u> to be awarded: Win = 3 points No Result or Draw = 2 points Bonus = 1 point - for winning by 20% or more margin.

- (a) If tournament is based on Round-robin format, then overall winner is team with highest points accumulated.
- (b) If tournament is based on Knockout format, or if any teams are on equal points at any stage of the tournament, then team with higher Net Run Rate goes through. Net Run Rate is calculated as follows:

Difference between, runs scored divided by the total number of over's available in the innings for the batting team, and; runs conceded divided by the total number of over's available in the innings by the opposing team. (i.e. Run Rate Achieved minus the Run Rate Conceded)

Example 1

Each team in each innings is able to bat for 30 over's. Team "A" has scored 360 runs in 3 innings (total available over's were 90 over's), giving them an average run rate of 4.00 runs achieved (360 divided by 90). But has Conceded 315 runs in 3 innings (total available over's were 90 over's), gives them average run rate of 3.5 runs conceded (315 divided by 90). Hence, the Net Run Rate for Team "A" is 4.00 minus 3.50 = +0.50.

Example 2

Each team in each innings is able to bat for 30 over's. Team "A" has scored 75 runs in 18 over's in 1 innings (total available over's were 30 over's), giving them an average run rate of 2.5 runs achieved (75 divided by 30). But has Conceded 215 runs in 30 over's in 1 innings (total available over's were 30 over's), gives them average run rate of 7.16 conceded (215 divided by 30). Hence, the Net Run Rate for Team "A" is 2.5 minus 7.16 = -4.66.

Example 3

Each team in each innings is able to bat for 30 over's. Team "A" has scored 125 runs in 25 over's in 1 innings (total available over's were 30), giving them an average run rate of 4.16 (125 divided by 30 over's). But has conceded 126 runs in 18 over's by team "B" 1 innings giving them average run rate of 7.00 conceded (126 divided by 18 (even though 30 over's were available, team B only used 18)) Hence the Net Run Rate for Team "A" is minus 2.84, 4.16 - 7.00 = -2.84

- 10. All international rules will apply including the Code of Conduct and excluding the Duckworth Lewis System.
- 11. Minimum 17 over's to constitute a match.
- 12. Maximum 6 over's per Bowler.
- 13. Fielding Restrictions for 1st 9 over's only 2 players outside 30-yard circle permitted. If 30yard circle is not "marked" on the ground available to play, both captains will endeavour to play fairly, adhering to the said rule and co-operate with the umpires.
- 14. After 9 over's, a minimum of 4 players will remain inside the 30-yard circle excluding the Wicket Keeper and the Bowler.
- 15. 2 Catching Fielders are required throughout the innings within 15 yards. If 15 yard circle is not "marked" on the ground available to play, both captains will endeavour to play fairly, adhering to the said rule and co-operate with the umpires.
- 16. For any No-Ball or Wides one extra run and one extra ball to be given to batting team.
- 17. Any rained off match which is only partially completed is deemed to be a drawn game with No Result hence 2 points will be awarded to both the teams.
- 18. At least one Neutral Umpire to officiate all matches.
- 19. Where possible host clubs to provide two match scorers
- 20. Other Rules are per latest published NZ Cricket Rules Book.