

CHK COMPETITION RULES 2021-22

Premier Two-Day League

These are the rules drawn up for the conduct of CHK Premier Two-Day League competition. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Format

CHK Premier Two-Day League games shall be contested by four teams participating in a single division.

The four participating teams are Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association Cricket Club. Each match shall consist of two-innings per team played over two consecutive days, with a minimum of 96 overs to be bowled per day. There shall be no automatic declarations.

Teams shall play each other once in their traditional matches (HKCC vs KCC and DLSWCC vs PACC).

2. Player Eligibility

Open to any player who has represented their respective club in the 2021-22 season in either the Sunday Elite, Saturday Championship, Women's or Junior Leagues.

3. Hours of Play

All matches shall commence no later than 10 am and shall be played over a scheduled six hours per day subject to a minimum of 96 overs being bowled each day. Games at KCC affected by preceding hockey

matches shall commence at 10.30 am, or as soon as possible thereafter, with a corresponding adjustment to the following:

Periods of Play and Intervals

First Session	1000-1200 (2 hours)
<i>Lunch Interval</i>	<i>1200-1240 (40 minutes)</i>
Second Session	1240-1440 (2 hours)
<i>Tea Interval</i>	<i>1440-1500 (20 minutes)</i>
Third Session	1500-1700 (2 hours)

Mission Road will commence at 9.30am and follow the same intervals as above

4. The Toss and Team Nomination

- a) The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes before the scheduled start of play, in the presence of an umpire.
- b) Signed CHK team nomination forms must be presented to the umpires prior to the toss. All juniors (under the age of 18) as registered with CHK, should be marked with their age on the team list together with nominated reserve players.

5. Clothing

The League shall be played in white clothing. There should be no significant coloured markings on the clothing worn by players.

6. The Ball

- a) A CHK approved Kookaburra Platinum red leather four-piece 156g cricket ball shall be used.

- b) At least three new balls are to be provided by each team. Both captains must provide at least three spare balls of varying degrees of wear to be used during their innings.
- c) A new ball shall be used at the start of each innings.
- d) In any innings, the umpire shall offer a second new ball to the bowling team after 80 overs have been completed.

7. Innings

- a) Matches shall be of two days' duration with a minimum of 96 overs to be bowled per day.
- b) There shall be a maximum of two innings per side with no automatic declaration required.
- c) Each session shall be made up of 32 over (16 overs per hour).
- d) An extra 30 minutes is available at the end of play to make up for slow over rates.

8. Intervals

- a) There shall be a ten-minute interval between innings. The umpires will make an allowance of three overs for each change of innings.
- b) The lunch interval shall be of 40 minutes duration.
- c) The tea interval shall be of 20 minutes duration.

Law 11.7 Lunch & Tea interval - 9 wickets down

- d) If at the scheduled time for the lunch or tea interval, the ninth wicket of the innings in progress is already down, or it falls at, or after that time, or falls when less than two minutes remain before that time, play will continue for a period of 30 minutes unless the players have cause to leave the field of play, or the innings is concluded earlier.

Intervals for Drinks

- e) A drink break of no more than five minutes shall be offered at the end of every hour's play (one drinks interval per session). Drinks shall be taken on the field at all times.
- f) Under conditions of extreme heat, the umpires may permit extra intervals for drinks. The duration of these should be kept to a minimum and the time noted by the umpires and taken into consideration in the calculation of playing time.
- g) 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. No other drinks shall be taken onto the field without the permission of the umpires.

9. Loss of Time

Should there be loss of time prior to play or during the first day's play then, subject to amount of time lost and to be recovered:

- a) The close of play shall be delayed, subject to playing conditions, for up to 30 minutes. That is until 5.30 pm (5pm at Mission Road) or the minimum number of overs are bowled.
- b) The start of play on the second day shall be rescheduled up to 30 minutes earlier, subject to playing conditions. That is start of play shall be 9.30 am (9am at Mission Road).
- c) Should time be lost prior or during the second day's play, the close of play may be delayed for up to 30 minutes to 5.30pm (5pm at Mission Road).
- d) Where time is lost from the scheduled playing time on either day, the starting and closing times maybe rescheduled as above. That is for the first 90 minutes lost on or before the first day this time may be recovered as above, while up to 30 minutes lost from

playing time can be recovered by extending the close of play. The adjustment to closing and starting times will be limited to time actually lost.

- e) Where time is lost beyond time recoverable, the minimum overs to be bowled in a day's play shall be reduced at a rate of one over for each period of 3.75 minutes of playing time or part thereof lost during the day. For example, 15 minutes lost playing time after using all recoverable time, shall constitute a 4 over reduction.
- f) Likewise, on the second day, where play has been extended due to loss of time on the first day the required number of overs will be extended by one over for each period of 3.75 minutes. For example, 30 minutes extra time requires eight additional overs to be bowled (i.e. 104 overs); an extension of 60 minutes will require a total 112 overs to be bowled.

10. Number of Overs per Bowler

There shall be no limit to the number of overs any individual bowler may bowl in an innings subject to restrictions on young bowlers as defined in CHK Playing Conditions.

11. Fielder's Absence- Maximum Penalty Time

Under CHK Plating Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 120 minutes.

For clarity, under 24.2.7 any unserved Penalty time shall be carried forward into the next days and innings of the match, as applicable.

12. The Result

The match will be awarded to the side who wins the game outright by scoring more runs over the two innings under the Laws of Cricket.

Should an outright result not be achieved then the game shall be awarded to the side scoring the most runs in the first innings. In the absence of a result on first innings the team who has achieved the most bonus points (runs and wickets) will be awarded the win. If a ball is not bowled the winner will be determined by who won the match in the preceding year.

13. Points

Outright Results	Points
Win outright with first innings lead	12
Win outright with first innings tie	10
Win outright but behind on first innings	8
Match Tied with first innings lead	8
Match Tied with first innings tie (each team)	6
Match Tied but behind on first innings	4
Loss outright with first innings lead	4
Loss outright with first innings tie	2
Loss outright and behind on first innings	0
First Innings Results	
Win on first innings lead	4
Tie on first innings (each team)	2
No Result on first innings (each team)	2
Loss on first innings	0

Match Forfeit - Opposing team will be awarded 12 points or the maximum points achieved in that particular round including incentive points, whichever is higher.

Incentive Points for Two-day Matches:

- a) Each run scored in the match: 0.01 points
- b) Each wicket taken in the match: 0.20 points

14. Premier Two-Day League Champions

There will be no champion crowned in the Premier League Two-Day competition.

Premier League One Day

These are the competition rules for the CHK Premier League One Day league. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- a) CHK Premier One Day League will feature five teams - Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association Cricket Club and United Services Recreational Club in a single division.
- b) Teams shall play each other once in round-robin matches of 50-overs per innings.
- c) Teams will score points in each match (see point 16). The top two teams on the points table after the league stage shall play in a Final. The team that wins the final will be the winner of the competition.

2. Player Eligibility

- a) Players may only represent one club for the duration of the Premier League season
- b) There are no restrictions on who can play Premier League Cricket.
- c) Pakistan Association Cricket Club and United Services Recreational Club will be able to draw from players representing 'Independent' clubs in other competitions.

3. Hours of Play and Intervals

All matches shall commence no later than 10 am and shall be of a maximum 100 overs duration (one, 50-over innings per side).

Games at KCC delayed by preceding hockey matches shall commence as soon as possible thereafter, with a corresponding adjustment to the following scheduled playing times:

Periods of Play and Intervals

First Innings	0930-1300 (3 hour 30 minutes)
<i>Lunch Interval</i>	<i>1300-1340 (40 minutes)</i>
Second Innings	1340-1710 (3 hour 30 minutes)

Playing time per innings, including drinks breaks: 210 minutes plus the over in progress at the scheduled time

Required over rate: 14.28 overs per hour (4.20 minutes per over), inclusive of drinks.

*Under normal conditions, **two drinks break** will be taken on the field in each innings after one hour and ten minutes play.*

The Lunch Interval is scheduled for 40 minutes, however due to loss of time this may be reduced to a minimum of 30 minutes unless taken during the interruption to play, in which case a 10-minute innings break will be allowed.

TKRRG games will commence 30 minutes earlier; i.e. 0900. A scheduled second Innings will be from 1310 to 1640. The TKRRG ground must be vacated by **5:00pm, 1700.**

4. The Toss and Team Nomination

- a) Team lists must be provided to them umpires prior to the toss being conducted. All juniors (i.e. under the age of 18) along with age, as registered with CHK, should be marked on the team list.
- a) The CHK team nomination form must be used.

5. The Ball

An CHK approved Kookaburra Platinum white leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings.

6. Length of Innings

- a) Each side shall bat for 50 overs unless all out earlier or the match is restricted through delay or interruption.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 14 (Over Rate Penalties) shall apply.
- d) After the first innings the interval shall not be extended and the next innings shall commence at the scheduled time, subject to a minimum Lunch Interval of 30 minutes.
- e) If the side batting first is dismissed in less than 50 overs, the side batting second shall be entitled to bat for 50 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
 - ii. Injury to players of either side.

iii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.

iv. Delays caused by the batting side, e.g. changes of equipment.

Note: *In instances of inclement weather, Rule 9 shall apply, NOT the provisions for allowances.*

h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate

i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.

k) See Rule 14 and CHK Playing Conditions Rule 17 for penalties for slow over rates.

7. Lunch Interval

a) An interval of 40 minutes is allowed for the Lunch Interval.

b) Should there be a delay or interruption of play then the lunch interval maybe reduced to a minimum of 30 minutes.

c) If the innings of the side batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the side batting second will

commence correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled time.

- d) If the innings of the side batting first is completed more than 30 minutes prior to the scheduled interval a 10-minute break will occur and the side batting second will commence its innings and the interval will occur as scheduled.
- e) Should the schedule start of play be delayed or an extended interruption to play occur the Lunch Interval maybe taken 30 minutes early, provided meals have arrived.
- f) If at the time of the scheduled interval, the team batting second has lost nine wickets or requires no more than 25 runs to win, play shall continue until a result has been achieved, unless the players otherwise have cause to leave the field of play.

8. Drinks Intervals

- a) Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart.
- b) The Drinks Intervals shall be taken on the field at all times.
- c) Under conditions of extreme heat the umpires may permit extra intervals for drinks. The duration of these should be treated as an allowance for over rate calculations.
- d) 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. No other drinks shall be taken onto the field without the permission of the umpires.
- e) when less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if either a batsman is dismissed or retires, or the players have occasion to leave the field, whether this occurs during an over or at the end

of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.

9. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra by 30 minutes (or only until 1650 at TKRRG, and 1710 at PKVR Park) and are to take this into account in their revised overs calculations.
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 8.40 minutes lost, being 4.20 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see **10b and 13f**. This calculation must not cause the match to finish earlier than the original cessation time.

Illustration:

Due to ground, light, or weather conditions playing time is reduced by 42 minutes, after allowance for a reduced lunch (15 minutes) The game will be reduced by a total of 10 overs (42 minutes divided by 8.4 minutes = 5 x 2 overs), five overs deducted from each innings. Each side will now bowl 45 overs. The playing lost is divided across both innings, i.e. 5 x 4.2 minutes = 21 minutes (rounded

down) deducted from each innings (original playing time of 3 hours 30 minutes, minus 21 minutes = new playing time of 3 hours 9 minutes). Therefore, the revised hours of play will be 10.57 to 2.06 pm and 2.36 to 5.45 pm.

- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

10. Number of Overs per Bowler

- a) No bowler shall bowl more than **ten** overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

11. Free Hit after a No Ball

A Free Hit after a No Ball is applied to all No Balls. Refer to Playing Condition 17 for outline on this rule

12. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 120 minutes.

13. Fielding Restrictions

- a) At the instant of delivery, there may not be more than five (5) fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines. The fielding restriction area should be marked with disks at five-yard (4.57-metre) intervals by the home side in each game. At the instant of delivery:

Powerplays

- c) There are three phases of Powerplay:
 - i. Powerplay 1 – no more than **two** (2) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
 - ii. Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
 - iii. Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- d) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.
- e) At the commencement of the second and third blocks of

Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

- f) In circumstances when the number of overs of the batting side is reduced, the number of powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table applies to both the 1st and 2nd innings of the match.
- g) If play is interrupted during an innings and the table below applies, the powerplay takes immediate effect. This applies even though the interruption has occurred mid-over.

Illustrations:

1) A 50-over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the Powerplay 2 fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. Powerplay 3 begins after 26 overs have been bowled.

2) A 40-over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, Powerplay 3 fielding restrictions apply for the remaining 3.1 overs.

Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

14. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 30 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs for each over that the fielding side has failed to bowl in time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 16).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of 30 overs or more duration. In innings of less than 30 overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

15. The Result

Law 16.2 - A win - one innings match shall apply in addition to:

a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Other matches, where both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

b) Interrupted or Prematurely Terminated Matches

Calculation of the Target Score. If, due to 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 of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

c) Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16. Points

Points for matches will be awarded as follows:

Win	2 points
Tie or No Result	1 points each
Loss	0 points

17. League Champion

The Premier League One Day Champion shall be the team that wins the final.

The two teams with the most points after the round robin stage will play in the final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine who proceeds to the final:

- a) Net Run Rate (NRR)*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
- d) If teams are still equal then the title will be shared.

**Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Premier League T20

These are the competition rules for the CHK Premier League One Day league. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- a) CHK Premier T20 League will feature five teams - Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association Cricket Club and United Services Recreational Club in a single division.
- b) Teams shall play each other once in round-robin matches of 20-overs per innings.
- c) Teams will score points in each match (see point 16). The top two teams on the points table after the league stage shall play in a Final. The team that wins the final will be the winner of the competition.

2. Player Eligibility

- a) Players may only represent one club for the duration of the Premier League season
- b) There are no restrictions on who can play Premier League Cricket.
- c) Pakistan Association Cricket Club and United Services Recreational Club will be able to draw from players representing 'Independent' clubs in other competitions.

3. Hours of Play and Intervals

All matches shall commence no later than 2 pm and shall be of a maximum 40 overs duration (one, 20-over innings per side).

Unless otherwise stated, the periods of play and intervals shall be as follows:

Periods of Play and Intervals

First Innings	1330-1455 (1 hour 25 minutes)
<i>Interval</i>	<i>1455-1510 (15 minutes)</i>
Second Innings	1510-1635 (1 hour 25 minutes)

Playing time per innings: 85 minutes plus the over in progress at the scheduled time

Required over rate: 14.11 overs per hour (4.25 minutes per over)

KCC games will commence 30 minutes later.

The TKRRG ground must be vacated by 5:00pm, 1700.

Interval between Innings

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.

Intervals for Drinks

No drinks intervals are 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. No other drinks shall be taken onto the field without the permission of the umpires.

4. Toss and Team Nomination

- a) Team lists must be provided to the umpires prior to the toss being conducted. All juniors (i.e. under the age of 18) along with age, as registered with CHK, should be marked on the team list.

- b) The CHK team nomination form must be used.

5. The Ball

A CHK approved Kookaburra Platinum white leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

6. Length of Innings

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 20 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 13 (Over Rate Penalties) shall apply.
- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
- e) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such

allowances include, but shall not be limited to, the following:

- ii. Injury to players of either side.
- iii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
- iv. Delays caused by the batting side, e.g. changes of equipment.

Note: *In instances of inclement weather, Rule 7 shall apply, NOT the provisions for allowances.*

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) See Rule 13 and CHK Playing Conditions Rule 17 for penalties for slow over rates.

7. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the

second team be provided the opportunity to bat more overs than the first.

- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra 30 minutes (or only until 1650 at TKRRG) and are to take this into account in their revised overs calculations.
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 8.5 minutes lost, being 4.25 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see **8b and 12e**. This calculation must not cause the match to finish earlier than the original cessation time.

Illustration:

Due to ground, light, or weather conditions playing time is reduced by 34 minutes, after allowance for a delayed start (30 minutes) and reduced innings break (10 minutes) The game will be reduced by a total of 8 overs (34 minutes divided by 8.5 minutes = 4 x 2 overs), four overs deducted from each innings. Each side will now bowl 16 overs. The playing lost is divided across both innings, i.e. 4 x 4.25 minutes = 17 minutes deducted from each innings (original playing time of 1 hour 25 minutes, minus 17 minutes = new playing time of 1 hour 8 minutes). Therefore, the revised hours of play will be 2.39 to 3.47 pm and 3.57 to 5.05 pm.

- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut

off time.

- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

8. Number of overs per bowler

- a) No bowler shall bowl more than **four** overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second
- i. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
 - ii. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

***Illustration:** after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs.*

Should the overs be reduced to 7, then four bowlers may bowl 2 overs

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to

complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

9. Free Hit after a No ball

A Free Hit after a No Ball is applied to all No Balls. Refer Conditions of Play Rule 17 for outline on this rule

10. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

11. Timed out

Law 40 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within **1 minute 30 seconds** of the fall of the previous wicket. The incoming batsman is expected to be ready to enter the field when a wicket falls and is expected to jog to the wicket.

12. Fielding Restrictions

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- e) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.

- f) For the first six overs of each innings no more than **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- g) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **five** fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- h) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2
9–11	3
12–14	4
15–18	5
19–20	6

- i) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- j) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball and a free hit will be called.

13. Over Rate Penalties

- b) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 25 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs for each over that the fielding side has failed to bowl in time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- c) An additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.
- d) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see Rule 17).
- e) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- f) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.

- g) This is the only penalty for a slow over rate.

14. The Result

Law 16.2 - A win - one innings match shall apply in addition to:

- d) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Other matches, where both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

e) Interrupted or Prematurely Terminated Matches

Calculation of the Target Score. If, due to 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 of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

f) Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

15. Tied Matches – Super Over

- a) If the scores are equal, the result will be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match there shall be a Super Over to determine the winner.
 - a) The Super Over shall take place ten minutes following confirmation of the tied result and on the same pitch.
 - b) The umpires shall stand at the same end as that in which they finished the match.
 - c) The fielding side shall choose from which end to bowl.
 - d) Only nominated players in the main match may participate in the Super Over with the same rules for substitutes, etc.
 - e) Each team's over is played with the same fielding restrictions as apply for the last normal over in a T20 match.
 - f) The team batting second in the match will bat first in the Super Over.
 - g) The match ball (or its replacement, if changed during play) in use at the end of the main match shall be used.
 - h) The loss of two wickets in the over ends the team's one over innings.
 - i) In the event of the teams having the same score after the Super Over has been completed the team whose batsmen hit the greatest number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
 - j) If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
 - k) If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring

delivery shall be the winner. If a team loses two wickets during its over, any deliveries not bowled will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from Wides, No Ball or Penalty Runs.

Illustration:

Scored From	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, Team 1 scored 2 runs from its 4th ball while Team 2 scored a single so Team 1 is the winner.

16. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
No Result	1 points each

17. League Champion

The Premier League T20 Champion shall be the team that wins the final.

The two teams with the most points after the round robin stage will play in the final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine who proceeds to the final:

- a) Net Run Rate (NRR)*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal, then the head-to-head result between the two teams in the round robin stage will decide who proceeds to the final.

If the final can not be completed, for any reason, then the highest place team after the round robin stage (using the above if required) shall be declared champions.

****Net Run Rate** is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.