ANNEXURE C

T20 (LIMITED OVERS) SENIOR MEN'S COMPETITION PLAYING CONDITIONS

(FOR AFFILIATED CLUBS)

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1. DEFINITIONS AND INTERPRETATION

1.1 Definitions

1.1.1 In these Playing Conditions:

(a) These playing conditions are to be read together with the PCA Bylaws for Senior Cricket Competitions (Affiliated Clubs).

(b) "**Bylaws**" means the PCA Bylaws for Senior Cricket Competitions (Affiliated Clubs).

(c) Terms also defined in the Bylaws will have the same meaning as in the Bylaws.

(d) "**T20**" means a match played in one day, with one innings per side and a maximum of 20 overs in each innings, in accordance with these Playing Conditions.

(e) The MCC Laws of Cricket will apply to T20 Matches except as altered by these Playing Conditions and/or the Association Bylaws.

(f) A reference to a Law or to the Laws of Cricket is a reference to the Laws of Cricket as defined in the Bylaws.

(g) A footnoted reference to or summary of one of more Laws of Cricket is for the assistance of the Players and umpires only, and at all times reference should be made to the text of the Laws of Cricket.

(h) All references to "**Governing Body**" within the Laws of Cricket shall be replaced by '**PCA**'.

(i) "**Fielding Restriction Area**" is the area defined in playing condition 2.3.3.

(j) "**PPL**" means Peel Premier League

(k) "**Permit Player**" is a player not currently registered with a club in the Peel Cricket Association and is playing in the competition under a permit. This player must have had a previous affiliation with the club playing in either the junior or senior competition.

(l) "**Marque Player**" is classed as any player that has no previous connection to the club they are selected for.

2. CONDITIONS

2.1 Grade Conditions

2.1.1 Conditions specific to each grade are listed in the table below.

Grade	Overs per Innings	Ball Type	Power Play / Surge	Innings Duration	First Innings Start Time	Innings Change Schedule	Second Innings End Time
PPL	20	White 4 Piece	Yes 4 / 2 overs	1hr 20 min	6.30pm	7.50pm – 8.05pm	9:25pm
A	20	White 4 Piece	Yes 4 / 2 overs	1hr 20 min	12.30pm	1.50pm – 2.05pm	3:25pm
B	20	White 4 Piece	Yes 4 / 2 overs	1hr 20 min	12.30pm	1.50pm – 2.05pm	3:25pm
C - G	20	White 2 Piece	Yes 4 / 2 overs	1hr 20 min	12.30pm	1.50pm – 2.05pm	3:25pm

2.1.2 The uniform for all grades shall be of a coloured design approved by the PCA as per bylaw 8.1.

2.1.3 All players in a side must be wearing consistent playing attire.

2.2 Match Conditions

2.2.1 Matches shall commence play at the corresponding 'First Innings Start Time' detailed in 2.1.1.

2.2.2 Each match shall consist of a number of overs at the corresponding 'Overs per innings' detailed in 2.1.1.

2.2.3 The ball type detailed in 2.1.1 shall be used in all matches.

2.2.4 Should the allotted overs for the first innings not be completed within the time of 'Innings Duration' detailed in 2.1.1, then the team batting first shall continue batting until the 'Overs per innings' are received, or the batting team is dismissed. Recommended Over Rates are detailed in Appendix C – Expected Over Rates.

2.2.5 The team batting second shall only receive the number of overs completed within the 'Innings Duration' time allotment of the first innings (i.e. by the start of the scheduled 'Innings Change') This must be communicated to both captains during the innings break otherwise no reduction can be applied.

2.2.6 The team bowling second shall complete its scheduled overs by the corresponding 'Second Innings End Time' detailed in 2.1.1, otherwise 6 runs for every over short shall be added to the batting teams score and the remaining overs still have to be completed.

2.2.7 Each half hour the umpire shall communicate to the bowling team the status of their over rate. In matches where an official umpire is not present this shall also be communicated to the scorers who are required to note down the time and detail regarding the number of overs the bowling team is behind by. If this does not occur than no penalty runs can be applied under 2.2.6.

2.2.8 If the commencement of play is delayed and/or playing time is lost during the course of the match due to unfitness of the ground, wicket, weather or light for play, then the time in which the bowling team must complete its allotted overs shall be notified by the umpire, or should an umpire not be present agreed upon by both captain's. Conditions and penalties detailed in 2.2.3, 2.2.4, and 2.2.5 shall apply to this revised time

2.2.9 Should there be an unexpected delay during an innings for injury, lost ball or for any other wholly acceptable reason, as determined by the umpires then the innings time shall be extended to compensate for this delay. The revised innings closure time shall be notified by the umpire, or should an umpire not be present agreed upon by both captains.

2.2.10 A commenced over shall be deemed as a completed over.

2.2.11 The maximum number of overs any bowler may bowl in an innings is equal to one-fifth (20%) of the 'Overs per innings'. In a delayed or interrupted match where the number of overs is reduced for both teams or the team bowling second, a bowler may bowl no more than one-fifth (20%) of the total overs allowed. Where the total over's to be bowled is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

2.2.12 Subject to condition 2.2.6 a match shall consist of a minimum of 30 deliveries bowled to each team otherwise it shall be considered abandoned.

2.2.13 If a game cannot be commenced within 120 minutes of the scheduled start time it shall be abandoned unless the captains agree earlier to such abandonment.

2.2.14 Matches where each team has received their minimum number of deliveries to be bowled (per condition 2.2.11) and a match is unable to be completed due to lost playing time, the winner will be determined by using the Duckworth-Lewis-Stern method.

2.3 Power Play & Power Surge

2.3.1 Power Play and Power Surge rules shall apply to all T20 matches.

2.3.2 The Power Play and Power Surge shall consist of a number of overs equal to the value stated in 'Power Play / Surge' under Playing Condition 2.1.1 and apply to the overs stated in 2.3.4 and 2.3.5.

2.3.3 Two semi-circles shall be marked 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 meters). The semi-circles shall be linked by two parallel straight lines marked on the field, to be known the Fielding Restriction Area. The area should be marked by flat discs at 5 yard (4.57 meters) intervals, each 'disc' is to be a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. Refer to Appendix B - Fielding Restriction Area for further information.

2.3.4 **Power Play Overs**: During overs 1-4 (or as specified under clause 2.3.7 in a reduced overs match), no more than two (2) fielders shall be permitted to be outside the fielding restriction area at the instant of delivery.

2.3.5 **Surge Overs**: During overs 11-20 (or as specified under clause 2.3.7 in a reduced overs match), there shall be a 2-over block of consecutive overs, nominated at the batting team's discretion where no more than two (2) fielders shall be permitted outside the fielding restriction area. Surge overs will not be available in innings of a duration of less than 9 overs.

2.3.6 During the non-Power Play Overs, no more than five (5) fielders shall be permitted outside the Fielding Restriction Area.

2.3.7 In circumstances when the number of overs of the batting team is reduced, the number of Power Play 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 the 1st and 2nd innings of the match.

Innings Duration	Surge Available After Over	Number of Power Play Overs	Surge Available Between Overs	Number of Surge Overs
20	10	4	11 – 19	2
19	9	4	10 – 18	2
18	9	4	10 – 17	2
17	8	4	9 – 16	1
16	8	4	9 – 15	1
15	7	3	8 – 14	1
14	7	3	8 – 13	1
13	6	3	7 – 12	1
12	6	3	7 – 11	1
11	5	2	6 – 10	1
10	5	2	6 – 9	1
9	5	2	6 – 9	1
8	N/A	2	N/A	0
7	N/A	2	N/A	0
6	N/A	2	N/A	0
5	N/A	2	N/A	0

2.3.8 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 Power Play Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

2.3.9 In the event of an infringement of any of the above fielding restrictions, the umpire shall call and signal 'No Ball'.

2.4 General Conditions of Play

2.4.1 A bowler shall be limited to one short-pitched delivery per over. A short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

2.4.2 The umpire at the bowler's end shall advise the bowler and the batter on strike when a short pitched delivery has been bowled. In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents them from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.

2.4.3 For the avoidance of doubt any short pitched delivery that is called a Wide under clause 2.4.2 shall also count as the one allowable short pitched delivery in that over.

2.4.4 All subsequent short pitch deliveries above and beyond the one allowable delivery per over shall be declared a no ball.

2.4.5 A delivery passing the striker on the off side outside the Off Side Wide Guideline shall be a Wide provided he/she maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.

2.4.6 A delivery passing the on the leg side of the striker without any contact with the striker's bat or person shall be a Wide unless:

(a) the ball passes between the striker and the stumps.

(b) the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.

(c) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Guideline on the leg side shall be a Wide.

2.4.7 When adjudicating wides, leniency should be given in Grades D to F. Any ball pitching within the wide guidelines on either the leg side or off side of the batter should be called a fair delivery.

2.4.8 Pitches to be marked as per Appendix A – Pitch Markings.

2.4.9 Boundaries are to be marked at 60 meters from the centre of the wicket. Where boundaries have to be reduced to avoid a hazard teams should ensure a safe distance is kept between the boundary line and the hazard.

2.4.10 Coloured plastic cones or domes are the only boundary markers to be used within the Peel Cricket Association, unless otherwise approved by the Management Committee. In the event the boundary line is not also marked, a straight line between the markers is deemed to be the boundary.

2.4.11 In addition to the calling of all varieties of No-Ball the next following delivery shall be a Free-Hit for whichever batter is facing. If the delivery for the Free-Hit is not a legitimate ball (any no-ball or wide), the next delivery shall be a Free-Hit for whichever batter is facing.

2.4.12 For any Free-Hit the striker can only dismissed under the same conditions as a delivery deemed a no-ball, even if the delivery is called wide ball. Field Changes for free-hits are not permitted unless a change of striker has occurred or to correct a fielding restriction breach (only the breaching fielder may be corrected). The Umpire shall signal free hit before delivery after signalling a no-ball.

2.4.13 Law 40 - Timed Out shall apply, however the time allowed shall be reduced to 90 seconds.

2.4.14 Maximum of 5 fielders to be allowed to field on the leg side at any one time.

2.5 Super Over

2.5.1 In the event scores are tied at the completion of both innings a super over shall be used to determine the winner of the match.

2.5.2 The Super Over shall take place immediately after the main match has ended.

2.5.3 The team batting second in the match will bat first in the Super Over.

2.5.4 The officiating umpires will select two (2) identical balls for each team to use during the super over.

2.5.5 Batting Team

(a) The batting team shall nominate three batsmen to face the Super Over.

(b) The nominated batsmen must be chosen from a player who had participated during the main match.

(c) If at any stage the batting team loses two wickets, the super over shall conclude.

2.5.6 Bowling Team

(a) The bowling team shall nominate one bowler to deliver the Super Over.

(b) The nominated bowler must be chosen from a player who had participated during the main match.

(c) Fielding restrictions in place during the final over of the main match shall apply to both innings of the super over.

2.5.7 Format

(a) The Super Over shall consist of one over (six legitimate deliveries) per team.

(b) The team batting in the Super Over shall score runs as per the normal cricket rules, including the award of additional runs for no balls and wides.

(c) The team with the higher number of runs at the end of the Super Over shall be declared the winner.

(d) If the Super Over results in a tie, a subsequent Super Over shall be played.

(e) If the 2nd Super Over results in a tie then the team whose batters hit the greatest number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.

(f) If the number of boundaries hit by both teams as specified in 2.5.7(e) is equal, the team whose batters scored more boundaries during its innings in the main match (not including the Super Over) shall be the winner.

(g) If the number of boundaries hit by both teams as specified in 2.5.7(f) is equal then 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. A wicket shall 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 a Wide ball, a No ball or penalty runs.

3. MATCH POINTS SYSTEM

3.1 Standard Match Points (All Grades)

3.1.1 As per below table:

Match Win	4 Points
Abandoned Match (each team)	2 Points Per Team
Forfeit	The team available to play shall receive 4 points
Bye Points	Zero unless they are uneven throughout the competition. If uneven, 2 Points will be awarded to the team involved in the bye

4. PEEL PREMIER LEAGUE (PPL) SPECIFIC CONDITIONS

4.1 Permit and Marque Players

4.1.1 In the Premier League competition each Peel Cricket Association team will be permitted to play up to three players under a permit in any match.

4.1.2 Clubs without an A Grade team will be allowed four permit players.

4.1.3 One of the permit players is permitted to be a marquee player or a 3rd international player.

4.1.4 Clubs without an A Grade team will be allowed two (2) marque players.

4.1.5 To be eligible to play finals in the Premier League a player must have played at least one preliminary match in the competition or been a playing member of the club during the current season.

4.1.6 Permits to play in the Premier League must be submitted and approved on or before the date of the final preliminary match. Once approved, the permit will apply for the entire competition, including finals.

4.2 Player Eligibility

4.2.1 To be considered a 'Club/Local Player' the player must be registered and be an active playing member of the club.

4.2.2 Up to 2 current colts players who have had a history of 3 years or more junior or senior cricket with the club shall be considered a club/local player for the purposes of team selections.

4.2.3 With regards to 4.2.2, players must have met the minimum required games to meet finals qualification (as per bylaw 6.8.1) for the Colts Competition by the end of the PPL regular rounds to be considered a regular player.

4.2.4 If the player does not meet the minimum required games for finals qualification by the end of the PPL regular season, then any PPL match in which the player has played in he/she shall be considered an ineligible player.

4.3 Determining Match Result

4.3.1 In the event any finals match cannot be completed, a countback of all extras bowled throughout the competition shall be the determining factor used to award a winner of the applicable match. The team with the lowest amount of extras bowled divided by the amount of overs bowled shall be determined the winner using the following hierarchy;

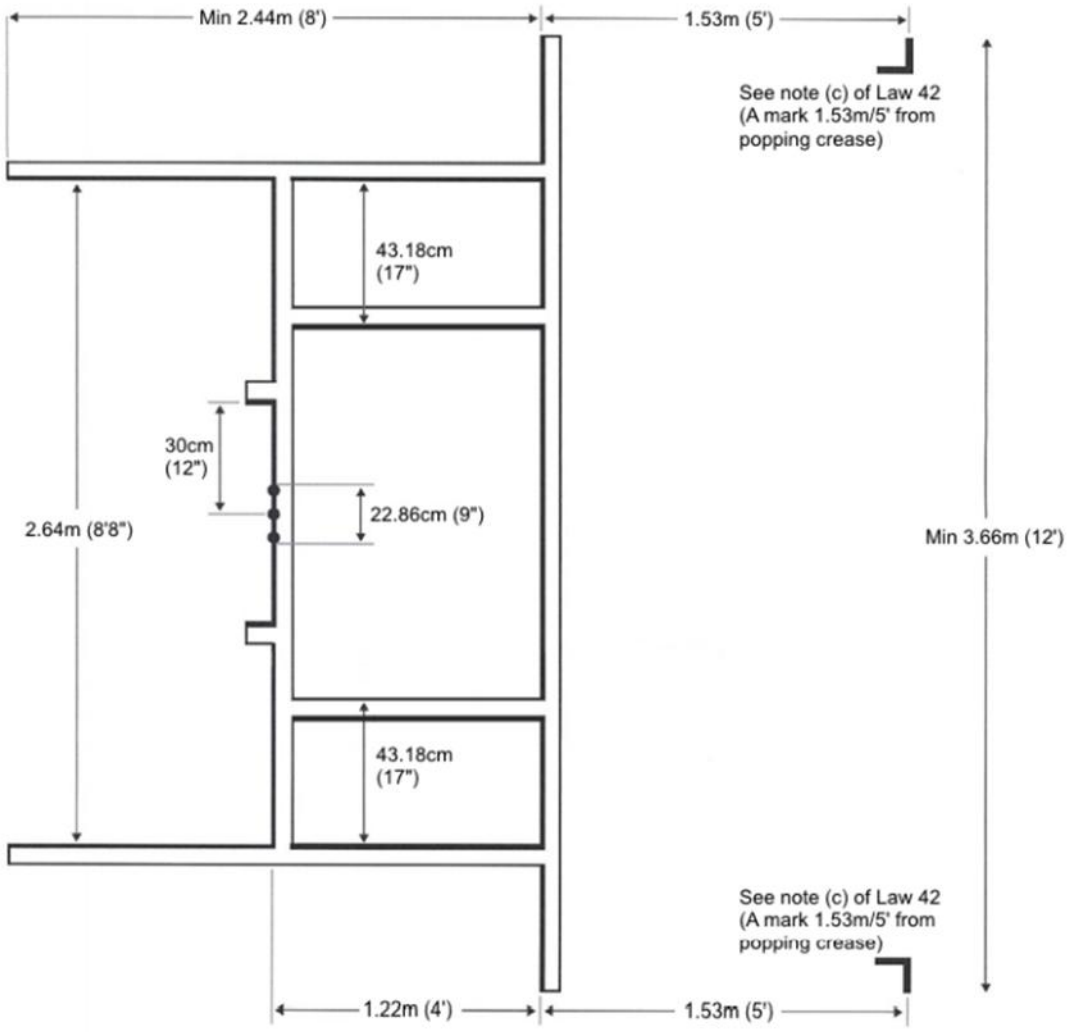
(a) No Balls

(b) Wides

(c) Byes

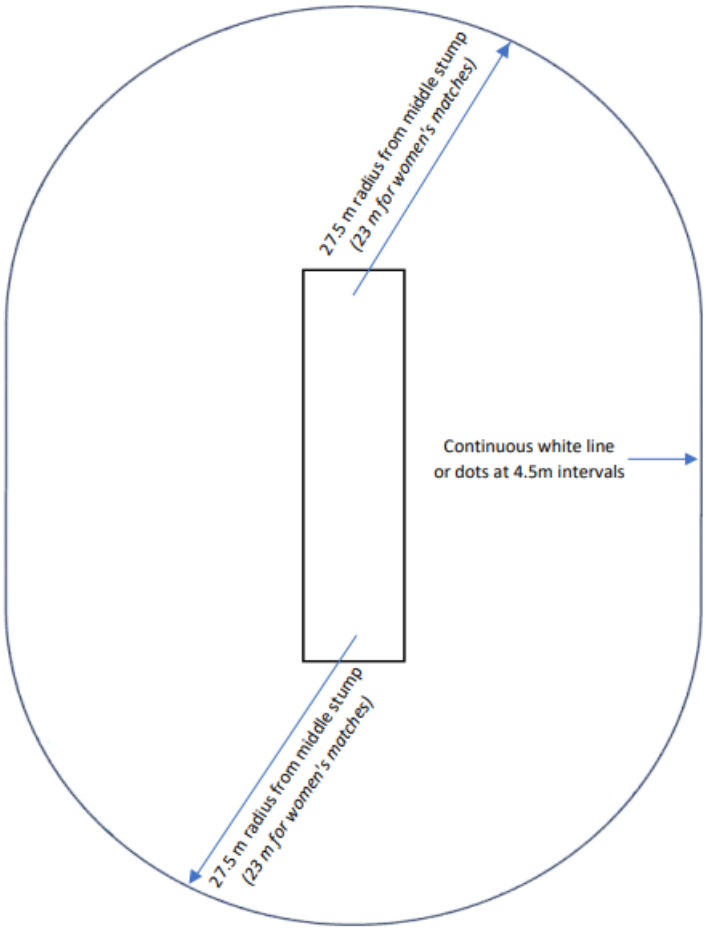
In the event the above extras are equal, a countback of boundaries scored (6's & 4's) for all matches played shall be the determining factor.

5. APPENDIX A – PITCH MARKINGS



6. APPENDIX B – FIELDING RESTRICTION AREA

INFIELD CIRCLE



An oval shall made by drawing two semi-circles on the field of play.
The semi-circles shall have as their centre the middle stump at either end of the pitch.
The semi-circles shall be linked by lines which are drawn parallel to the pitch.

7. APPENDIX C – EXPECTED OVER RATES

7.1.1 On average in T20 matches, the bowling side should complete 1 over every 4 minutes.

7.1.2 The expected Over Rates for T20 Matches are as follows:

Innings Time (minutes)	Overs Completed
30	7 to 8
60	15
80	20

8. REVISION HISTORY

Date Issued	Revision	Notes	Date Approved
24-Aug-23	2023.1	Final Draft for Approval	
09-Sep-23	2023.2	Approved by Member Clubs	07-Sep-23
25-Sep-24	2024.1	**Additions** 2.1.4 - add that all players must wear consistent attire 7 - added over rate tables **Updates** 2.1.1 - update ball type used for B & C Grades in the Conditions Table 2.1.2 - update to detail A, B, and C grade shall wear coloured clothing 2.1.3 - add that clothing for the D, E and F Grade competitions shall consist of a coloured or predominantly white designed shirt and white playing pants 2.2.5 & 2.2.7 - add clarification on penalties for slow over rates 4.1.3 - add 'or a 3rd international player' 4.2 - updated eligibility criteria to allow some Colts players to considered local players	09-Sep-24
10-Sep-25	2025.1	**Update** 4.2.3 - Update eligibility criteria **Additions** 4.3.1 – Add details for determining match result	3-Sep-25
10-Sep-26	2026.1	**Update** 2.1 – Ball colour 2.3 – Power Play / Surge 2.1.2 – Uniform colour **Remove** 2.4.11 - helmet rules now mandatory under bylaws	9-Sep-26