



Blind Cricket Australia Core Document 2

NATIONAL CHAMPIONSHIP BLIND CRICKET PLAYING CONDITIONS

Blind Cricket Australia National Championship Blind Cricket Playing Conditions

1 Duration of game

1.1 Matches shall consist of one innings per side and each innings will be limited to 210 minutes or the allotted number of overs, which ever comes first.

1.2 The allotted number of overs shall be forty (40), or the number determined by the application of Rule 3.

1.3 Matches are to be completed in one day.

2 Hours of Play and Intervals.

2.1 Hours of Play

(a) In normal circumstances matches shall commence at 9:30 a.m. The first team's innings should be between 9:30 a.m. and 1:00 p.m. The second team's innings should be between 1:45 p.m. and 5:15 p.m. Up to 1 hour can be added to playing time to make up for time lost meaning that the latest a match can finish is 6:15p.m.

(b) If a second or third match is to be played on adjacent grounds, it may be desirable to have a staggered start of matches for catering or other purposes. Therefore, a second or third match may commence 30 minutes prior to or 30 minutes after the scheduled commencement time of 9:30 a.m. as noted in clause (a). All intervals/extension of time are adjusted accordingly.

2.2 Intervals

A Lunch interval shall be taken at 1:00 p.m. The lunch interval shall be of 45 minutes but can be reduced due to loss of play. If the team batting first is dismissed prior to 12:50 p.m., then the team batting second will be required to start their innings. Or as otherwise specified in clause 2.1 (b).

2.3 The completion of the match will be when a result has been achieved or the second team has received its allotted number of overs.

2.4 Abandonment of Play

If play has not commenced prior to 2:35 p.m. thus allowing a minimum of twenty five overs (25) per side with a ten-minute change of innings, the match shall be abandoned. The first team's innings should be between 2:35 p.m. and 4:20 p.m. The second team's innings should be between 4:30 p.m. and 6:15 p.m. The result being match abandon.

2.5 Drinks

Two drink breaks shall be allowed in each innings of 50 overs and shall normally be taken at the end of the 17th and 34th overs. In case of extreme heat, an extra drink break may be taken with the agreement of the umpires and both captains. In the case of reduced matches drink breaks may be taken with the agreement of the umpires and both captains. However, any player may request a drink at the end of an over or break in play as long as it does not delay the game.

3 Interruptions to play

3.1 No reduction in number of overs

There will be no reduction in overs if the total time lost is less than thirty (30) minutes. This extends the finish time to 6:15pm.

3.2 During the innings of the team batting first

In the event of a delayed start or an interruption to play, subject to 3.1, for the team batting first, the Umpires shall reduce the number of overs to be bowled by each side, that number remaining the same for each team. The number of overs to be bowled by each team shall be reduced by one for each full nine (9) minutes lost.

3.3 During the innings of the team batting second

In the event of an interruption to play which prevents the team batting second from receiving the same number of overs as the team batting first, the umpires shall reduce the number of overs to be faced in the second innings by one over for every full four and one half minutes lost. However, there will be no reduction in overs if less than thirty (30) minutes has been lost in the day's play. This would extend the scheduled finish time to 6:15 p.m.

3.4 Overs to be received by the team batting second

The overs to be received by the team batting second shall not be reduced for the reason of the team batting first being dismissed in less than the allotted time.

4 Overs

4.1 In a fifty (50) over match no bowler may bowl over ten (10) overs.

4.2 In a match where a delay to the start reduces the allotted overs for both teams to less than fifty (50) overs, no bowler may bowl more than one fifth of the allotted overs, except when the number is not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. Eg. In a thirty-three (33) over match three (3) bowlers may be bowl seven (7) overs and no other bowler may bowl more the six (6) overs.

4.3 When the number of overs is revised during the first innings such that both teams have the opportunity to face the same number of overs, and one or more have already

exceeded the revised limit; the same number of bowlers in the second innings may match these overs. Eg. The revised limit is six (6) overs, but one bowler has already bowled seven (7) overs and another eight (8). In the second innings, one bowler may bowl seven (7) overs, another eight (8); no other may bowl more than six (6).

- 4.4 Where the number of overs is revised after the conclusion of the first innings Rule 5.2 shall apply.
- 4.5 Forty percent (40%) of the available overs must be bowled by the B1 bowlers.
- 4.6 If after the numbers of required overs are bowled and the B1 bowlers have not bowled forty percent (40%) of the overs, the innings shall continue until the B1 overs have been completed, or until the batting team has been dismissed, or a result has been achieved.
- 4.7 In the advent of a bowler for any reason being unable to complete an over, another bowler will bowl the remaining balls from the same end. Such part of an over will count as a full over as far as each bowler's limit is concerned. The bowler completing this over will not be allowed to bowl the next over, nor will he have bowled the previous over.
- 4.8 In the event of Rule 5 (Slow Play) being invoked, no bowler may bowl more than ten (10) overs in an innings.

5 Slow Play

- 5.1 In the event that the required overs have not been bowled in the required time, a penalty of five (5) runs for every B1 over not bowled and a penalty of three (3) runs for every B2 or B3 over not bowled will be applied. The over in progress at the conclusion of the allotted time shall be deemed to be completed in the allotted time.
- 5.2 The Umpires are instructed to apply the penalties for slow play unless they are convinced extraordinary circumstances, beyond the control of the bowling team, have contributed to the slowness of play. Delays caused by injury, loss or replacement of the ball, additional drinks

breaks, deliberate time wasting by the batting team will be taken into account in the consideration of the reduction of any penalty. This should be agreed upon by both umpires.

6. Result of the Match

6.1 Number of overs constituting a match. A result can only be achieved if

(a) both teams have batted for at least twenty-five (25) overs.

(b) The difference between the overs received by each team is not more than fifteen overs, except that any result is not invalidated by either team being dismissed in fewer than the allotted overs, or the team batting second scores enough runs to win in fewer than the allotted overs. When the provisions of Rule 4.6 (B1 bowlers have not bowled 40% of overs), the maximum difference of fifteen overs will be calculated with respect to the number of overs bowled at the expiration of the allotted time by the team bowling first. (eg. if the team bowling first completes 48 overs by the expiration of the allotted time, a result can be achieved after 33 overs in the second innings)

6.2 Result

In matches where both teams have had the opportunity of batting for the same number of overs (between 25 and 50 overs inclusively) the team scoring the higher number of runs, including penalty runs, is the winner. If the scores are equal, the result is a tie and no account will be taken for the number of wickets lost by either side.

6.3 Results determined on run rate

If the number of overs for the team batting second has been curtailed to fewer than the team batting first by circumstances, and the difference does not exceed fifteen (15) overs to invalidate the match, the match shall be decided on run rate. If a team is dismissed in fewer than its allotted overs, it shall be deemed to have

received all of its allotted overs for the purpose of calculating the run rate.

7. Points & Count-backs

7.1 Points and bonus points.

- (a) Four (4) points will be awarded for a win.
- (b) Two (2) points will be awarded to each team for a Tie or a No Match.
- (c) Zero (0) points will be awarded for a loss.
- (d) Batting bonus point – If the team batting second achieves the required score to win the match within 80% of the allocated overs they will receive a bonus point.
- (e) Bowling bonus point – If the team bowling second restricts the batting team within 80% of the total score required to win the match after the allocated overs they will receive a bonus point.

At the completion of the Round Robin matches the Teams that progress to the final/s are determined in order by those with the highest amount of accumulated points.

In the event of the final being washed out on the day and the reserve day, the team with the highest number of cumulative points at the end of the Round Robin matches will be declared the winner of the Championships.

7.2 **Count Backs**

If after the Round Robin matches 2 or more teams are tied on the same number of points a count-back system will be applied to determine finishing order. Teams will finish in order from highest to lowest net run-rate from the Round Robin matches.

This Document was revised and ratified at the Blind Cricket Australia Annual General Meeting held in Brisbane on 28 December, 2011.