



T20 Playing Conditions

Cricket Far North 2024-2025 season

All grades.

Senior Fixtures and Grounds Sub-Committee
CRICKET FAR NORTH

Twenty20 Format Playing Conditions

These Playing Conditions apply for all grades and competitions playing Twenty20 matches.

Numbering in these Playing Conditions

The Laws of Cricket follow a traditional numbering pattern. The General Playing Conditions Handbook are set out in the same numbering order as the Laws of Cricket. This makes it easier to review both the Laws of Cricket and the General Playing Conditions for more detail on these T20 Playing Conditions.

This T20 handbook is specifically adjusted from the General Playing Conditions which can be found in the [Regulations and General Playing Conditions](#). These playing conditions indicate specific playing conditions pertaining to T20 competitions. The General Playing Conditions, however, are also pertinent to T20 competitions.

1. The Players (Law 1)

1.1. Additional Fielding and Team Composition

- 1.1.1. Any number of fielding substitutes may be used (must comply with Age requirements of each grade, see General Playing Condition 15 – Age Qualifications in the [Regulations and General Playing Conditions](#)) these do not bat or bowl and are named as substitutes on the team lists. Substitutes must wear a training vest whilst off the field if near the boundary.
- 1.1.2. 12 players may be named for the match with one named as a non-batter, all players can bowl. No more than 11 players on the field at any one time.
- 1.1.3. No restrictions on a bowler who leaves the field.

2. The Ball (Law 4)

- 2.1. 1st and 2nd Grade minimum:
Kookaburra 'Match Play' 156g white four [4] piece leather balls.
- 2.2. 3rd and 4th Grade minimum:
Kookaburra 'Senator' 156g white four [4] piece leather balls.
- 2.3. Ladies:
Kookaburra 'Red King' 142g white two [2] piece leather ball.
- 2.4. Jimmy Maher Cup:
Kookaburra 'Senator' 156g red four [4] piece leather ball.

3. Intervals (Law 11)

- 3.1. Standard Interval time between innings is 15 minutes.
- 3.2. Minimum interval is 10 minutes, should delays occur in the 1st Innings.
- 3.3. No drinks intervals are permitted.
- 3.4. To ensure the safety of players, should there be high humidity and heat, the Cricket Australia Extreme Heat Guidelines (see Appendix D in the [Regulations and General Playing Conditions](#)) may come into play at the discretion of the umpires. In this case 3.3 above may be rescinded.

4. Start of Play, Cessation of Play. (Law 12)

- 4.1. Hours of play – Fixtures

The hours of play will be listed in the CFN PlayHQ draw.

4.2. Hours of Play – Finals Matches

The hours of play for Semi-Finals and Finals shall be determined by the Fixtures and Grounds Sub-Committee.

4.3. The umpires will inform Captains of the finishing times for each innings based on the drawn playing times.

4.4. Matches will consist of one innings per side, each innings being limited to 20 overs.

4.5. Each innings must conclude within 80 minutes (1 hour 20 minutes) of the commencement time. See extra time allowances below.

Extra Time (12.7)

Extra time will be allowable if available (that is there are no matches to follow the delayed match) but can be no longer than 60 minutes. This is dependent on natural light availability and if impacting the umpires will inform both captains of when the match will conclude. Artificial lights cannot be used to supplement natural light to assist in extending time unless lights are to be utilised due to playing times.

Over-Rate Penalties (12.8)

Penalties shall apply for not completing the target overs by the designated times. Umpires will record this on their match reports. Captains may report using the [Over Rate Breach Form](#).

See General Playing Conditions clause 12.8 – Over Rate Penalties in the [Regulations and General Playing Conditions](#) for more detail.

5. Innings (Law 13)

See the General Playing Conditions Clause 13.7 Length of Innings in the [Regulations and General Playing Conditions](#) for any delays in matches.

Minimum Overs to Constitute a Match (13.7)

5.1. A minimum of 5 overs each per team shall constitute a match in preliminary matches.

5.2. A minimum of 10 overs (50%) each per team shall constitute a match in all semi-finals and finals matches.

6. The Result (Law 16)

A Win (16.1)

6.1. A result can be achieved only if both teams have had the opportunity of batting for the minimum overs as outlined in items 5.1 and 5.2 above unless one team has been all out in less than the minimum overs or unless the team batting second scores enough runs to win in less than the minimum overs.

6.2. All matches in which both teams have not had an opportunity of batting for the number of overs shall be scored as a No Result.

Tie (16.3)

In matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be determined by a Super Over.

See [Appendix A – The Super Over](#) below.

Delayed or Interrupted Matches (13.7)

See General Playing Conditions in the [Regulations and General Playing Conditions](#) 13.7.6 – 13.7.11 for first innings delay procedures and 13.7.12 – 13.7.17 for second innings delays.

Calculation of the Target Score (16.4)

See General Playing Conditions in the [Regulations and General Playing Conditions](#) 16.4 Prematurely Terminated Matches – Calculation of the target score.

Points Awarded in Preliminary Matches (16.10)

Note: for all competitions in 2024-2025 there are no incentive points.

- Win6 points.
- Tie (If Super Over is not possible)4 points.
- No result/Abandoned.....3 points.
- Loss.....0 points.

7. The Over (Law 17)**7.1. Number of Overs per Bowler**

7.1.1. Bowling restrictions are always subject to the applicable age-based bowling restrictions See [General Playing Conditions Appendix B – Bowling Restrictions \(Junior Players\)](#).

7.1.2. No bowler shall bowl more than 4 overs.

See General playing conditions in the [Regulations and General Playing Conditions](#) for delayed or interrupted matches.

8. Scoring Runs (Law 18)

A key change to the Laws of Cricket is Laws 18.4 and 18.11 which states:

18.4 – Unintentional Short Runs

18.4.2 If, either or both batters run short, a boundary is scored the umpire concerned shall disregard the short-running and shall not call or signal a Short Run, unless the boundary is a result of an overthrow or wilful act of a fielder (see Law 19.8 Overthrow or Wilful Act of a Fielder)

18.11 – Batter returning to original end

18.11.1 The batters return to their original ends when the striker is dismissed by being:

- Bowled

- Stumped
- Hit the Ball Twice
- LBW
- Hit wicket
- Caught
- Obstructing the field where the obstruction or distraction prevents the striker being caught.

9. Wide Ball (Law 20)

Law 20.1 If a bowler bowls a ball, not being a No Ball, the umpire shall adjudge it as a wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

10. Batter's Innings; runners (Law 25)

Law 25.8 – Strikers Right to Play the Ball

The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicket-keeper or any other fielder (See Law 27.5 – Restrictions on actions of wicket-keeper and 27.6 – Interference with wicket-keeper by striker).

However, the striker may only attempt to play the ball if some of his/her bat or person, whether grounded or raised, remains within the pitch, as defined in Law 6.1.

Should no part of the striker's bat or person remain within the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead ball.

11. The Wicketkeeper (Law 27)

27.4 movement by a Wicketkeeper

In the event of an unfair movement by the wicketkeeper i.e. movement not outlined in 27.4.1 (moving significantly toward the wicket) will evoke a 5-run penalty and will be reported to the Fixtures and Grounds Sub-committee.

12. The Fielder (Law 28)

28.6 Movement by any fielder other than a wicketkeeper.

Any movement by a fielder is illegal if it does not pertain to General Playing Conditions 28.6 in the [Regulations and General Playing Conditions](#) and a 5-run penalty will be evoked and will be reported to the Fixture and Grounds Sub-Committee.

Restrictions on The Placement of Fielders (28.7)

12.1. 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:

12.1.1. for the male – 27.43 metres (30 yards).

12.1.2. for the female – 23 metres (25.15 yards).

- 12.2. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas will be marked by continuous painted white lines or 'dots' at 4.57 metre (5 yard) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 18 cm (7 inches) in diameter. This constitutes the "fielding restriction area" (Refer Appendix H).
- 12.3. These fielding restrictions shall apply at the instant of delivery.
- 12.3.1. there shall not be more than five fielders on the leg side.
 - 12.3.2. During the first 6 overs of each innings ("Fielding Restriction Overs"): a maximum of 2 fielders permitted outside the fielding restriction area; and
 - 12.3.3. During the non-Fielding Restriction Overs: a maximum of 5 (male) or 4 (female) fielders permitted outside the fielding restriction area.
- 12.4. 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. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total overs in innings	No. of overs for which fielding restrictions in 12.2 above will apply
5-6	1
7-9	2
10 – 13	3
14 – 16	4
17 – 19	5
20	6

- 12.5. Where, in an interrupted innings, on 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.
- 12.6. 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 have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- 12.7. In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No ball'.

13. The Wicket is Broken (Law 29)

- 29.2.1 The wicket is broken fairly if the bail is completely removed from the top of the stumps, or a stump has been struck out of the ground,
- 29.2.1.4 by the striker's person or by any part of his/her clothing or equipment being worn, or by any part of the striker's clothing or equipment becoming detached from his/her person. However, any detached equipment shall not include the striker's protective

helmet, or any part thereof, as defined in Appendix A.2.3 in the [Laws of Cricket](#).

14. Timed Out (Law 40)

Law 40 will apply except that the incoming batsman must be in position to receive the next ball within 90 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls and is expected to jog to the wicket.

15. Unfair Play (Law 41)

41.3 The match ball – changing its condition

The only allowed natural substance used to polish the ball is sweat. Saliva is no longer allowed to be used to polish the ball.

41.6 Bowling of Dangerous and Unfair Short-Pitched Deliveries

In T20 matches only one short-pitched delivery is permitted in any over.

The first short-pitched delivery above the shoulders will be signalled as such. Any successive short-pitched ball above shoulder height in the same over will be called and signalled as a no ball (free hit to follow). A second delivery above shoulder height in the same over will result in the bowler being cautioned with the call of No Ball. **This caution remains with the bowler for the remainder of the innings.**

If this is repeated in any subsequent over by the bowler, he/she will be given a final warning.

If this is repeated a third time, the captain will be asked to remove the bowler immediately and he/she will not be able to bowl for the rest of the innings. Another player, who did not bowl the previous over may complete the over. This will count as an over for the replacement bowler.

If there has been no prior short-pitched delivery called above the shoulder in the innings, a short-pitched delivery above the head is a Wide and counts as one of the short balls for the over.

See General Playing Conditions 41.6 – Bowling of Dangerous and unfair short-pitched deliveries in the [Regulations and General Playing Conditions](#) for full details.

Adjustments to Playing Conditions - Jimmy Maher Cup and Ladies Matches

All playing conditions listed above also pertain to the Jimmy Maher Cup and Ladies competition, with the following adjustments.

The Over (Law 17)

- A maximum of 8 balls can be bowled in an over.
- A minimum of 5 bowlers must be used.
- Maximum of 4 overs per bowler.

Boundary (Law 19)

Maximum boundary distance is 50 metres measured from the centre of the pitch.

Retirement of batters (Law 25.4)

There is no compulsory retirement for batters in the Ladies Competition.

There is no compulsory retirement of batters in the Jimmy Maher Cup. However, there are some retirement options available:

- The coach may retire batters 'Not Out' after facing 15 legal deliveries, unless dismissed or injured before being retired.
- No balls and wides faced by a batsman do not count as balls faced for the purposes of this rule.
- All players named for a match must bat prior to a retired batter returning to continue batting.
- After all batters are dismissed, retired batsmen may resume batting, in the order in which they were retired, subject to the innings not being completed.
- Batters returning after having retired may continue to bat without being compulsory retired at the legal delivery limit.
- A batsman may only be retired once in an innings.

The Fielder (Law 29)

For Female matches:

- Field restrictions circle is 23 metres (25.15 yards). See 12.1 and 12.2 above.
- During the non-Fielding Restriction Overs: a maximum of 4 fielders permitted outside the fielding restriction area. See 12.3.3 above.

T20 Format Semi-Final and Finals Playing Conditions

See Regulations 27 to 39 in the [Regulations and General Playing Conditions](#) for full details on Semi-Finals and Finals specifically:

- 1. Eligibility of Players and Teams to contest a Semi-Final or Final (27)**
- 2. Teams Finishing on Equal Points (29)**
- 3. Semi-Finals and Final Venues (31)**
- 4. No Result in a Semi-Final (33)**

If no result is achieved in a Semi-Final on the scheduled day of play, the highest placed team at the conclusion of the preliminary matches shall proceed to the Final.

- 5. Tie in a Semi-Final or Final (Regulations 32 and 38)**

If there is a tie in a Semi-Final or Final, the teams shall compete in a series of Super Overs until such time as a result is reached – See [Appendix A – The Super Over](#) below.

- 6. Super Over not possible (See [Regulations and General Playing Conditions](#) Appendix A – 44.2)**

If a Super Over is not possible, the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.

7. No Result in Final (35)

There are no reserve days assigned to T20 finals. Abandoned matches will go to the highest placed team.

- 8. Net Run Rate (39)** – there is no DLS in Junior and Ladies matches. Teams must calculate the Net Run Rate at the end of the first innings should a match be suspended for any reason so target scores can be assessed in the second innings. See Regulation 39 in the [Regulations and General Playing Conditions](#) for details on how a NRR is calculated and implemented.

9. Playing Conditions in T20 Semi-finals and Finals

All other playing conditions are as per the preliminary matches.

APPENDIX A – The Super Over

As a result of a tied match, a Super Over shall be played.

1.1. Procedure for a Super Over.

- 1.1.1. Subject to ground, weather, or light conditions the Super Over will take place on the scheduled day of the match. It shall commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.
- 1.1.2. A total of 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over or any subsequent Super Overs in Finals Matches. Should play be delayed prior to or during the Super Over or any subsequent Super Overs in Finals matches, once the playing time lost exceeds the 30 minutes, the Super Over or any subsequent Super Over in Finals matches shall be abandoned. See Clause 44.2.
- 1.1.3. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Fixtures and Grounds Subcommittee.
- 1.1.4. The umpires shall stand at the same end as they stood during the match.
 - Prior to the commencement of the Super Over each team shall select three batters and one bowler.
 - The selected players are given to the umpires who will record their names.
 - Each team's over is played with the same fielding restrictions as those that are in place for the last over of the match.
 - The loss of two wickets in the over ends the team's one over innings.
- 1.1.5. In both innings of the Super Over, the fielding side shall choose which end to bowl from. Once the opening batting pair enters the field of play, they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batters are opening, and then the batters can choose ends based on the bowling strategies.
- 1.1.6. Only the starting 11 players for each team in the main match may participate in the Super Over. Should any player be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Playing Conditions of the main match shall apply.
- 1.1.7. Any penalty time, warnings or suspensions being served in the main match shall be carried forward to the Super Over.
- 1.1.8. Each team's over is played with the fielding restrictions applicable to the maximum number of fielders permitted outside fielding restriction circle as detailed in the separate fixture playing conditions.
- 1.1.9. The team batting second in the match will bat first in the Super Over.
- 1.1.10. Two balls are selected by the match officials prior to the match. The balls are to be of equal wear and tear and be about 10 overs old.

Once selected the two balls are then placed individually into a box. If a Super Over is required the captains will randomly, without viewing either ball, select one of the two balls. If the ball needs to be changed during the Super Over, then the Playing Conditions for the main match shall apply. If there are no balls available, the teams will bowl with their match balls regardless of their condition.

- 1.1.11. Each team shall bat for one over unless all out earlier.
- 1.1.12. The winners of the super over shall be the team which scored the most runs as per normal playing conditions and irrespective of the number of wickets lost.

1.2. For Super Overs which are tied or abandoned:

1.2.1. Home and Away Matches:

In the event of a tie after the super over or an abandonment of the Super Over then the match will be declared a tie and points allocated a per match points outlined in the separate fixture playing conditions.

1.2.2. Finals (including Grand Final):

If the super over is a tie in a Finals match (including the Grand Final) then subsequent Super Overs shall be played until there is a winner. There shall be an unlimited number of Super Overs played to achieve the result. The following conditions will apply to the subsequent Super Overs.

- 1.2.3. In normal circumstances any subsequent Super Overs will start 5 minutes after the preceding Super Over. The interval shall be 5 minutes.
- 1.2.4. The team batting second in the preceding over will bat first in the following super over.
- 1.2.5. The balls selected for use in the initial Super Over will be used, by the same team, in the subsequent Super Overs.
- 1.2.6. Clauses 44.1.3 to 44.1.8 will apply for subsequent Super Overs (Subject to 44.1.2)
- 1.2.7. Where the Super Over or subsequent Super Overs in a finals' series are abandoned for any reason prior to completion then the team which has earned the right to host that finals match (the higher placed team) will be declared the winner.
- 1.2.8. In circumstances where CFN has unavoidable time restraints, such as, but not limited to, double-header semi-finals, it shall limit the number of possible super overs and advise teams either pre-match, or prior to the final super over.
- 1.2.9. In the case of a tied super over under circumstances noted in 44.2.8 then, the higher placed team will be declared the winner.