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T20 PLAYING CONDITIONS

Season 2026-2027

ABSTRACT

The brief Playing Conditions required for playing all Grade, Junior and Height 4 Hire Great Barrier Reef T20 competitions.

Fixtures and Competitions Sub-Committee



Twenty20 Format Playing Conditions

These T20 Playing Conditions apply for all grades and The Height 4 Hire Barrier Reef Big Bash competitions.

The Women's Grade Competition have a separate Playing Conditions document.

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 on the Cricket Far North website. These playing conditions indicate specific playing conditions pertaining to T20 competitions. The General Playing Conditions, however, are also pertinent to T20 competitions.

Changes to this season's playing conditions are listed below and in the playing conditions in green:

Where identified, the 2017 Code 4th EDITION 2026 Laws of Cricket will apply in the 2026-2037 season.

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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 [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)

The minimum quality ball requirements are listed below:

2.1. 1st and 2nd Grade Barrier Reef Big Bash Men:

Kookaburra 'Match Play' 156g WHITE four [4] piece leather balls.

2.2. 3rd and 4th Grade:

Kookaburra 'Senator' 156g WHITE four [4] piece leather balls.

2.3. Ladies including the Ladies Barrier Reef Big Bash:

Kookaburra 'Red King' 142g WHITE two [2] piece leather ball.

2.4. Juniors including the 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 in the Cricket Far North Fixtures.

3.4. A 90 second break will occur as outlined in table 10.6 below in the column labelled "Height 4 Hire Surge available after over" for all Great Barrier Reef matches, this break will also signal the start of the overs available for the Height 4 Hire Surge.

In the circumstances where the overs of the batting team are reduced, the Height 4 Hire Surge overs will be taken from the mid-way point of the innings (rounded up for odd numbered overs) as shown in Table 10.6.

3.5. 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 – All Matches

The hours of play for all matches including Semi-finals and Finals will be listed in the CFN PlayHQ draw.

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

4.1.2. Matches will consist of one innings per side; each innings being limited to 20 overs.

4.1.3. Each innings of a Cricket Far North fixture must conclude within 80 minutes (1 hour 20 minutes) of the commencement time. See extra time allowances below.

4.1.4. Each innings of a Barrier Reef Big Bash must conclude within 90 minutes (1 hour 30 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.

5. Innings (Law 13)

All full Cricket Far North Fixture T20 innings are to be completed within 1 hour and 20 minutes.

All Barrier Reef Big Bash matches are to be completed within 1 hour and 30 minutes.

Innings not completed within the designated playing times:

Any over not completed by a team in both innings within the innings playing time stated above will result in one player being brought inside the 30-yard circle until the innings is completed.

A maximum of 4 players (men) and 3 players (Ladies) only will be allowed outside the circle in this instance.

Minimum Overs to Constitute a Match (13.7)

In Cricket Far North fixture matches:

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.

In Barrier Reef Big Bash matches:

5.3. A minimum of 10 overs (50%) each per team shall constitute a match in all 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.

Delayed or Interrupted Matches (13.7)

See [General Playing Conditions](#) 13.7 – Length of Innings and detail on delays or interruptions to matches for both first and second innings.

The reduction of overs is to be calculated on each over taking 4 minutes and taken from the scheduled conclusion of the match.

Calculations during the first innings should ensure both innings are of equal length.

Calculation of the Target Score (16.4)

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

If due to suspension of play following the start of a match, the number of overs in each innings must be revised to a lesser number than originally allocated. A revised target score should be set for the team batting second.

This target is to be calculated using the Duckworth/Lewis/Stern method attached to the PlayHQ Live Score App. The target set will always be a whole number, and one run less will constitute a tie.

In Junior competitions, The DLS method will not be used, and the target score will be set using the Net Run Rate calculations. If the score is equal the match is a tie.

Points Awarded in Preliminary Matches (16.10)

- 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](#) 13.7 for delayed or interrupted matches.

8. Wide Ball (Law 22)

Guidelines have been marked on the pitch to designate where a ball will be deemed wide.

See [General Playing Conditions](#) 22 – Wide Ball for details on measurements for these guidelines.

9. 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.

10. 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 and a 5-run penalty will be evoked.

Restrictions on The Placement of Fielders (28.7)

10.1. 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:

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

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

10.2. 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).

10.3. These fielding restrictions for all Cricket Far North fixtures shall apply at the instant of delivery.

10.3.1. there shall not be more than five fielders on the leg side.

10.3.2. During the first 6 overs of each innings ("Fielding Restriction Overs"): a maximum of 2 fielders permitted outside the fielding restriction area; and

10.3.3. During the non-Fielding Restriction Overs: a maximum of 5 (male) or 4 (female) fielders permitted outside the fielding restriction area.

10.4. These fielding restrictions for all Barrier Reef Big Bash matches shall apply at the instant of delivery.

10.4.1. there shall not be more than five fielders on the leg side.

10.4.2. These fielding restrictions shall apply at the instant of delivery:

10.4.2.1. during the first 4 overs of each innings (“Fielding Restriction Overs”) a maximum of 2 fielders permitted outside the fielding restriction area; and a block of 2 consecutive floating Fielding Restriction overs (for an uninterrupted match) shall be taken at the discretion of the batters at the wicket between the end of the 10th over and the beginning of the 19th over: a maximum of 2 fielders permitted outside the fielding restriction area.

These 2 consecutive floating Fielding Restrictions will be named the “**Height 4 Hire Surge**” for this tournament.

10.4.2.2. In the circumstances where the overs of the batting team are reduced, the Height 4 Hire Surge overs will be taken from the mid-way point of the innings (rounded down for odd numbered overs); a maximum of 2 fielders permitted outside the fielding restriction area.

10.4.3. With respect to the Floating Restriction Overs, “**Height 4 Hire Surge**” as per Cl. 10.4.2.1

10.4.3.1. A batter must nominate the floating overs no later than the moment at which the umpire reaches the stumps at the bowler’s end for the start of the next over

10.4.3.2. Once a batter has nominated the “Height 4 Hire Surge” the decision cannot be reversed.

10.4.3.3. Should the batting side not exercise their discretion, the “Height 4 Hire Surge” will automatically commence at the beginning of the 19th Over (in an uninterrupted match) or at the latest 2 overs available in an interrupted match.

Refer to BRBB Fielding Restriction Overs table in clause 10.6

10.4.4. During the non-Fielding Restriction Overs: a maximum of 5 (male) or 4 (female) fielders permitted outside the fielding restriction area.

10.5. In all **Cricket Far North Fixtures** 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 10.3 above will apply
5 - 6	1
7 - 9	2
10 – 13	3
14 – 16	4
17 – 19	5
20	6

10.6. In the **Barrier Reef Big Bash** under 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.

Maximum overs in innings	Height 4 Hire surge available after over (90 sec break)	Height 4 Hire Surge available between overs	# of fixed PP overs	# of Height 4 Hire Surge overs
20	10	11-19	4	2
19	9	10-18	4	1
18	9	10-17	4	1
17	8	9-16	4	1
16	8	9-15	4	1
15	7	8-14	3	1
14	7	8-13	3	1
13	6	7-12	2	1
12	6	7-11	2	1
11	5	6-10	2	1
10	5		2	0

10.7. 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.

10.8. 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 Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

10.9. In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No ball'.

11. The Wicket is Down (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, 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](#).

12. Hit Wicket Law 35.1.1 and 35.2 (2 changes)

12.1. When a batter plays a shot and then stumbles or loses balance because of the shot they played, and they hit the wicket, it is out, even if the ball has reached the boundary or gone over the fence.

12.2. If a striker plays a shot, loses balance and falls into a close in fielder, who pushes him away and he falls on the stumps – this is not out hit wicket. If this is incidental i.e. the batter falls on his stumps from playing a shot but hits the keeper with his bat on the way, it is still hit wicket and out.

- 12.3. Similarly with equipment falling off a batter, hitting a close in fielder and then bouncing onto the wicket, this is not out.
- 12.4. If the striker lets go of his bat and it hits the wicket, that is out. It is not out if it hits the keeper first then hits the wicket.

13. 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.

14. 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 fast short-pitched delivery is permitted in any over.

- 14.1. A fast short-pitched delivery above head height is a **WIDE** and will count as one in the over.
- 14.2. The **first** fast short-pitched delivery above the shoulders will be considered fair and signalled as a short ball.
- 14.3. A **second** fast short-pitched ball above shoulder height in the same over will be considered unfair and called and signalled as a **wide** and a caution issued to the bowler. This caution reminds the bowler that should he/she bowl a **third** fast short-pitched delivery in this or any subsequent over, then 14.4 below will come into effect.
- 14.4. If this is repeated a **third** time in this or any subsequent over, a **No Ball** will be called to be followed by a free hit to the striker, and the captain will be asked to remove the bowler immediately.
- 14.5. The bowler will not be able to bowl for the rest of the match. Another player, who did not bowl the previous over or part thereof may complete the over. This will count as one over for the replacement bowler.

See [General Playing Conditions](#) 41.6 – Bowling of Dangerous and unfair short-pitched deliveries for full details. 13.1 to 13.5 above are for fair/unfair deliveries. See General Playing Conditions 41.6.12 and 41.6.13 for dangerous fast short pitched deliveries, which takes into consideration the skills of the batter, the speed, length, height and direction of the ball which are considered likely to inflict physical injury to the batter.

Adjustments to Playing Conditions - Junior Matches

All playing conditions listed above also pertain to the Junior competition, with the following adjustments.

NOTE: The term Junior refers to the Jimmy Maher Cup

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 of batters in the Junior Competition. However, there are some retirement options available in [the Cricket Far North fixtures only](#). 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.

T20 Format Semi-Final and Finals Playing Conditions

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

- Eligibility of Players and Teams to contest a Semi-Final or Final (27)
- Teams Finishing on Equal Points (29)
- Semi-Finals and Final Venues (31)
- 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.

15. 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.

16. Super Over tied or abandoned (See Appendix A – The Super Over 2 below)

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.

No Result in Final (35)

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

17. Net Run Rate (40)

There is no DLS in Junior 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 [Club and Player Regulations](#) for details on how a NRR is calculated and implemented.

18. 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. 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 Competitions 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.

2. For Super Overs which are tied or abandoned:

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.

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.

2.3. In normal circumstances any subsequent Super Overs will start 5 minutes after the preceding Super Over. The interval shall be 5 minutes.

2.4. The team batting second in the preceding over will bat first in the following super over.

2.5. The balls selected for use in the initial Super Over will be used, by the same team, in the subsequent Super Overs.

2.6. Clauses 44.1.3 to 44.1.8 will apply for subsequent Super Overs (Subject to 44.1.2)

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.

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.

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.