



SWWACO 2021 -

**SWCA League & Cup matches
Delays and interruptions**



2021 Fixtures

Normal league programme, starting on 1st May but playing the adapted game



2021 Adapted Game

You have had the guidance from ECBACO

30 participants. No spectators.

Social distancing including at the toss

Remind captains of their obligations



2021 Adapted Game

Players sanitise their hands every 6 overs – sanitisation at the fall of a wicket or a drinks break restarts the count

Ball should also be sanitised at each break and if it's touched by anyone off the field

Umpires sanitise at drinks and innings breaks and if they remake the wicket



2021 Adapted Game

No sweat or saliva on the ball. Captain must sanitise if there's a breach

Umpires don't touch the ball – returned direct to the bowler and not round the fielders

Returned to the base of the stumps if a wicket falls



2021 Adapted Game

Umpires should use their own bails

Only umpires to remake the wicket

Don't hold players' kit



2021 Adapted Game

Persistent non-compliance use Law 41.2

First and final warning then 5 Penalty Runs



Playing rules - format

Bowlers have a maximum of 10 overs each

If overs are reduced, the bowling allocation is reduced using the usual $\frac{1}{5}$ of the overs rule

Allow an extra over to the fewest number of bowlers if $\frac{1}{5}$ th is not a whole number



Playing rules – Time

League matches start at 1.00pm unless otherwise agreed

Scheduled Finishing Time (SFT) is 6h 20m from the start time.

Final over must be completed within 2h 55m hours of the start of the innings

Umpires will allow time for unforeseen delays and sanitisation



Playing rules – Time

Drinks intervals are not playing time – Law 11

Penalty for slow overs is a report to the league and deduction of points



Playing rules

Delays and Interruptions

SWCA works on “time left” for delays and interruptions

Work out the playing time left until the SFT, adjust for intervals, and then check the table to see how many overs are available

If the delay or interruption is in the 1st innings, attempt to equalise the overs



Playing rules – Delayed start

A match cannot start if there is not time for 30 overs per side

30 overs each require 3h 30m of playing time + the interval between innings



Playing rules – Delayed start

Latest start time for a 12.30pm game is 2.50pm, or 3.10pm if tea was taken during the delay

Latest start time for a 1.00pm game is 3.20pm, or 3.40pm if tea was taken during the delay

Latest start time for a 1.30pm game is 3.50pm, or 4.10pm if tea was taken during the delay



Playing rules – Interruptions

Work back from the SFT, which is 6h 20m after the original scheduled start

Allow 3½ minutes per over – see Table

DLS will be required if overs are lost by either side *AFTER THE START*



Playing rules – Interruptions

For interruptions in the first innings, add overs available to overs already bowled

If the interruption was part way through an over, include that over as a complete over already bowled for the purpose of calculation

÷ by 2 and that gives the overs for each side



Playing rules – Interruptions

If Team A have overs to come after the resumption the over in progress must be completed in addition

The same bowler completes the part over even if he exceeds his revised allocation of overs



Playing rules – Interruptions

If Team A have already had more than half the available overs, their innings ends with the incomplete over

Team B have the remaining complete overs



Examples – Delay

A match is scheduled to start at 1.00pm
Rain means that play will not commence
until 1.40pm. SFT is 7.20pm

Time left is 5h 40m. Deduct 30m for the
interval so playing time is 5h 10m – 45 overs
each



Examples – Delay

The table allows 2h 37m for 45 overs so
1st innings ends $1.40 + 2.37 = 4.17\text{pm}$. 2nd
innings starts 4.47pm. 2nd innings ends
 $4.47 + 2.37 = 7.24\text{pm}$.

DLS not required as no overs lost after the
start



Examples – Delay

Remember to adjust the bowling allocation using the $\frac{1}{5}$ rule

45 overs means 9-9-9-9-9



Examples – Interruption

The match starts on time at 1.00pm. After 22.3 overs of the 1st innings play is suspended at 2.20pm. It is decided that play can resume at 4.00pm

The SFT is 7.20pm so there is 3h 20m left. Deduct 30m for tea leaving 2h 50m of playing time



Examples – Interruption

2h 50m is time for 49 more overs. 22.3 overs (rounded up to 23 for the sum) have already been bowled so the match is $49 + 23 = 72$ overs or 36 each

36 overs take 2h 06m (from the table). The 1st innings has already had 1h 20m – 1.00pm to 2.20pm - so there's 46m left.



Examples – Interruption

Tea will be at $4.00 + 46\text{m} = 4.46\text{pm}$; 2nd innings starts at 5.16pm; 2nd innings ends at $5.16 + 2\text{h } 06\text{m} = 7.26\text{pm}$

For penalty purposes, the last over of each innings must be completed by these revised times, subject to adjustments you may make

DLS will be needed before the 2nd innings starts to set Team B's revised target



Examples – Interruption

Remember to adjust the bowling allocation using the $\frac{1}{5}$ rule – 36 overs means 8-7-7-7-7

The over in progress has to be completed on the resumption

The same bowler completes it even if he now exceeds his allocation



Examples – Interruption

In interrupted matches the close of play cannot be before the SFT, which is 6h 20m after the originally scheduled start. The overs may need to be adjusted to take account of this – here's the previous example suitably tweaked



Examples – Interruption

The match starts on time at 1.00pm. After 22.3 overs of the 1st innings play is suspended at 2.35pm. It is decided that play can resume at 4.00pm

The SFT is 7.20pm so there is 3h 20m left. Deduct 30m for tea leaving 2h 50m of playing time



Examples – Interruption

2h 50m is time for 49 more overs. 22.3 overs (rounded up to 23 for the sum) have already been bowled so the match is $49 + 23 = 72$ overs or 36 each

36 overs take 2h 06m. The 1st innings has already had 1h 35m – 1.00pm to 2.35pm - so there's 31m left.



Examples – Interruption

Tea will be at $4.00 + 31\text{m} = 4.31\text{pm}$; 2nd innings starts at 5.01pm; 2nd innings ends at $5.01 + 2\text{h } 06\text{m} = 7.07\text{pm}$

But the SFT is 7.20pm so we are 13 minutes short and that requires an adjustment

$13 \div 3.5 = 3.71$ rounded up to 4 overs to be added making the match 76 overs



Examples – Interruption

The match is now 38 overs each

38 overs take 2h 13m so the 1st innings has 38m left and ends at $4.00 + 38m = 4.38pm$

2nd innings starts at 5.08pm and ends at $5.08 + 2h 13m = 7.21pm$



Examples – Interruption

Remember to adjust the bowling allocation using the $\frac{1}{5}$ rule. 38 overs means 8-8-8-7-7

The over in progress has to be completed on the resumption

The same bowler completes it even if he now exceeds his allocation



Examples – Interruption

The team bowling first are under pressure because of their slow over rate

They have $38 - 22.3 = 15.3$ overs to bowl in 38m

May incur penalties as a consequence of their slow overs before the stoppage

DLS will be required to set Team B's target



Examples – Interruption

The match starts on time at 1.00pm. The 1st innings concludes after 50 overs at 3.50pm. It rains during the tea interval and play is to resume at 5.45pm

The SFT is 7.20pm so there is 1h 35m left. No adjustments needed as this is the 2nd innings



Examples – Interruption

1h 35m is time for 22 overs and the innings ends at 7.20pm. No further workings needed

DLS will be needed to set the target before the innings starts

Even if there are further interruptions, the match will be allowed to run its course



Examples – Interruption

After 35 minutes and 10.2 overs of the previous example, play is suspended again rain and will resume at 7.00pm

The SFT is 7.20pm so there is 20m left. No adjustments needed as this is the 2nd innings

20m is time for 6 more overs so the innings is 17 overs in total – the unfinished over has to be completed on resumption



Examples – Interruption

The rules provide that those overs have to be bowled but...

Unless Team B are all out or pass the revised (20 over) DLS target, the match is abandoned as the innings has fewer than 20 overs

Batting and bowling points are still scored by reference to the table



Timings

The calculations give you initial revised timings for each innings.

Once an innings is in progress, there may be drinks intervals, sanitisation breaks or other events which add time

The provisional innings times you worked out will have to be adjusted as the match progresses



Timings -Example

Your sums say: Tea will be at $4.00 + 46\text{m} = 4.46\text{pm}$; 2nd innings starts at 5.16pm ; 2nd innings ends at $5.16 + 2\text{h } 06\text{m} = 7.26\text{pm}$

There will be two sanitisation breaks in the resumed 1st innings so tea may be nearer 4.50pm and the resumption slightly delayed

In the 2nd innings, 5 sanitisation breaks and a drinks interval will occur so the end will be well after 7.30pm



Welsh Cup

The Welsh Cup uses the same “time left” principle as SWCA.

Rules are on the Cricket Wales website – select “Play” then “Participation”

Normal scheduled finishing time is 7.30pm



Playing rules – Cup format

Matches are 20 overs per side win/lose with no transfer of unused overs

ECB T20 generic regs are used

DLS used in case of interruptions



Playing rules – Cup format

Bowlers have a maximum of 4 overs each

If overs are reduced, the bowling allocation is reduced using the usual $\frac{1}{5}$ of the overs rule

If the innings is reduced to fewer than 10 overs each bowler has a maximum of 2 overs



Playing rules – Cup format

Limited to one bouncer over shoulder height per over

2nd bouncer is a No Ball and bowler receives a Law 41.6 warning – dangerous short pitched

Every No Ball except an over-head-height bouncer is followed by a free hit



Playing rules – Cup format

For free hits no fielding changes permitted except

To correct a fielding infringement eg too many outside the circle

To allow fielders to move back to 15 yards on the same line

If there is a change of striker



Playing rules – Cup format

Leg side wide rule – outside the batsman and outside leg stump = Wide Ball

Offside wides use the 17 inch lines, which will be marked

On the offside, the delivery is not wide if the batsman moves to bring it within reach



Playing rules – Cup Powerplays

Maximum 2 fielders out for the first 6 overs

Minimum 4 fielders in the circle for the next 14 overs

Maximum 5 fielders on the leg side throughout

Powerplay adjusted if overs reduced – see table



Playing rules – Time

By agreement but generally 2pm

Final over of each innings must be started within 1h 15m of playing time

Interval between innings is 15 minutes

Umpires will allow time for unforeseen delays and sanitisation



Playing rules – Time

Scheduled finishing time is 3 hours after the scheduled start time

SFT used to work out overs lost for delays and interruptions in the 1st innings



Playing rules – Time

Drinks intervals are not playing time – Law 11

Penalty for slow overs is one fewer fielder allowed outside the circle for the offending overs



Playing rules – Balls

2 SWCA approved balls per match. Away captain gets the choice

Spares must be of the same specification



Playing rules

Delay & Interruption

Delays and interruptions in the 1st innings use “time left” to the scheduled finishing time

Calculation based on 3³/₄ minutes per over

Attempt to equalise overs

Minimum match length is 5 overs per side



Playing rules

Delay & Interruption

Delays and interruptions in the 2nd innings use “time lost”

Calculation based on $3\frac{3}{4}$ minutes per over

Minimum innings length is 5 overs

DLS will be needed if overs are lost for either side



Playing rules - Result

If scores are tied, there are tie-break provisions in the rules

Tie-break provisions don't apply if DLS has been used

Super Over to decide tied matches – see rules



DLS reminders

DLS is needed if a match is interrupted and overs are lost by either side after the start

“Target” is the score needed to win

“Par Score” is the score which would result in a tie if the match stopped at that point

$\text{Target} = \text{Par Score} + 1$



DLS reminders

Umpires determine how many overs

Scorers determine the DLS Target

Par Score at the end of the over in progress should be displayed on the scoreboard

SWCA publishes a DLS protocol



Playing rules – Intermediate Cup format

Matches are 20 overs per side win/lose with no transfer of unused overs

Matches must complete. If 20 overs each cannot be bowled, the match is abandoned and re-scheduled

Rules about venue – essentially for each attempt the venue is reversed except...



Playing rules – Intermediate Cup format

Bowlers have a maximum of 4 overs each

4 fielders in the circle throughout

Free hit for foot fault No Balls – field changes are permitted

Leg side wide rule – outside the batsman and leg stump = Wide Ball



Playing rules – Time Intermediate Cup

By agreement but generally 2pm

Final over of each innings must be completed
1h 15m of playing time

Interval between innings is 10 minutes

Umpires will allow time for unforeseen delays
and sanitisation



Playing rules – Time Intermediate Cup

Drinks intervals are not playing time – Law 11

Penalty for slow overs is a report, at umpires' discretion

Penalty is imposed immediately the time limit has passed



Playing rules – Balls Intermediate Cup

2 SWCA approved balls per match. Away captain gets the choice

Spares must be of the same specification



Playing rules – Result Intermediate Cup

If scores are tied, there are tie-break provisions in the rules

Fewer wickets, fewer extras, score after 5/10/15 overs

If all that fails or a match cannot be played by the last date, there's a bowl-out option (or a coin toss)



Materials

“Umpires Pack” including all the regs and the overs tables available for download

www.walesaco.org.uk – select Library and then Guidance & Materials

All in PDF format



The End