



# SWPCL 2021 - SWPCL League & Cup matches





# 2021 Fixtures

All fixtures are on the SWPCL play-cricket site

Normal league programme, starting on 1<sup>st</sup> May but playing the adapted game

May appointments have been sent out via WTU



# 2021 Adapted Game

Promotion and relegation as normal unless 4 or more rounds are lost to Covid-related issues.

Detailed guidance from Cricket Wales after the next WG announcement on 22<sup>nd</sup> April but we can expect broadly to follow the 2020 Guidelines



# 2021 Adapted Game

Maximum 30 participants. No spectators except for “child minders”. Social distancing. No changing rooms or teas.

Sanitisation every 6 overs. No sweat or saliva on the ball. Umpires not to hold caps or sweaters.



# Glamorgan allocation

Glamorgan players allocated to Division One only

Allowed to play if 1-0, 1-1, 2-1 but not 2-0

Glamorgan will attempt to ensure equal availability - notification usually on Thursday

Limited until at least the end of May because of fixture schedule



# Playing rules - format

Matches are 50 overs per side win/lose with no transfer of unused overs

Team A can declare but “freak” declarations are reportable

Treated as all out for DLS and bonus points purposes



# 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 - Wides

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 – No Balls

Maximum of two deliveries over shoulder height per over

Regardless whether wide of the striker

Third such delivery is a No Ball and gets a Law 41.6 first and final warning



# Playing rules – No Balls

Free hit awarded for EVERY No Ball

No fielding changes permitted except

To correct a fielding infringement

To allow fielders to move back to 15 yards

If there is a change of striker



# Playing rules – Powerplays

Maximum 2 fielders out for the first 10 overs

Maximum of 4 fielders out for the next 30 overs (= 5 in the circle)

Maximum of 5 fielders out for the final 10 overs (= 4 in the circle)

Powerplays adjusted if overs reduced – see table



# Playing rules – Time

All matches start at 12.30pm

Designated Finishing Time (DFT) is 7½ hours from the start time. More about this later.

Tea interval normally between innings

If the 1<sup>st</sup> innings ends before 3pm, the tea interval will be at 4pm



# Playing rules – Time

Final over must be started within 3 hours of playing time of the start of the innings

Umpires will allow time for unforeseen delays (eg injury, lots of sight screen movement) and for sanitisation

Drinks intervals are not playing time – Law 11



# Playing rules – Time

Penalty for slow overs is 5 runs for each complete over unbowled when time has expired

Penalty is imposed immediately the time limit has passed, even if that's part way through an over



# Playing rules – Balls

Dukes County International A balls to be used  
- 1 new ball for each innings

Balls are orange. Spares must be of the same specification



# Playing rules – Clothing

Teams may wear coloured clothing. Must be worn by all players including subs

Umpires' choice whether they are in white or coloured kit





# Playing rules – Clothing

Liaise with colleague in advance –

White

Match - blue & green

Match Pro - blue, green, red

Black or blue hat with coloured kit.

Strictly, black trainers too



# Playing rules – Delayed start

Overs are reduced at the rate of one each side for every complete 7 minutes lost from the scheduled start time

Captains may agree to postpone the scheduled start until any time up to 1.30pm

In that event, the reduction in overs is worked from the new start time



# Playing rules – Delayed start

Time used in postponing the start is deducted from the 60 minutes allowance for interruptions (see below)

DLS is not required for delayed starts



# Playing rules – Delayed start

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

Latest start time is 2.50pm, or 3.10pm if tea has been taken

If the captains agree to postpone the start, the latest times can be up to 3.50pm and 4.10pm



# Playing rules – Interruptions

Interruptions work on time left, not time lost

Work back from the DFT, which is 8.00pm

Allow 3½ minutes per over

DLS will be required if overs are reduced



# 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

÷ 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 at the interruption with the incomplete over

Team B have all the remaining overs





# Playing rules – Interruptions

For interruptions before the start of the 2<sup>nd</sup> innings, if the time left at resumption does not allow Team B to receive 30 overs the match is abandoned

For second innings interruptions, if the time left at resumption does not allow Team B to receive 20 overs in total, the match is abandoned



# Playing rules – Points

If a match is abandoned without a result, each team is awarded 5 points plus bonus points based on overs actually received or delivered

In a reduced overs match which produces a result, in addition to result points each team is awarded bonus points based on overs actually received or delivered



# Playing rules match reporting

A fair play/pitch marking report must be delivered for every league fixture

If there is a disciplinary event, a disciplinary report must be delivered in addition

Links to the forms at  
<https://www.walesaco.org.uk>

Password is wacoprem



# Examples – Delay

The start is delayed by 30 minutes. The captains agree to use the extra hour. The match proceeds as a 50 over match and the finishing time will be 7.30pm



# Examples – Delay

On the last day of the season, the start is delayed until 1.20 pm. The captains decide not to use the extra hour because of concerns about the late evening light

50 minutes are lost.  $50 \div 7 = 7.14 = 7$  overs lost so the match becomes 43 overs each



# Examples – Delay

The table allows 2h 30m for 43 overs so

- i. 1st innings ends 3.50pm
- ii. 2nd innings starts 4.20pm
- iii. 2nd innings ends 6.50pm.



# Examples – Interruption

Once a match has started, there can be interruption(s) totalling up to an hour without loss of overs to either side. If the start has been delayed, the time lost is deducted from the "free" hour.

In interrupted matches the close of play cannot be before the DFT, which is 7½ hours after the originally scheduled start. The overs may need to be adjusted to take account of this



# Examples – Interruption

The match starts on time. After 19.3 overs of the 1st innings play is suspended at 1.40pm. It is decided that play can resume at 4.00pm

The DFT is 8.00pm so there is 4h left. Deduct 30m for tea leaving 3h 30m of playing time





# Examples – Interruption

The table shows that is time for 60 more overs. 19.3 overs (rounded up to 20 for the sum) have already been bowled so the match is  $60 + 20 = 80$  overs or 40 each

40 overs take 2h 20m (from the table). The 1st innings has already had 1h 10m – 12.30pm to 1.40pm - so there's 1h 10m left.



# Examples – Interruption

Tea will be at  $4.00 + 1\text{h } 10\text{m} = 5.10\text{pm}$ ; 2nd innings starts at 5.40pm; 2nd innings ends at  $5.40 + 2\text{h } 20\text{m} = 8.00\text{pm}$

For penalty purposes, the last over of each innings must start within 2h 20m of playing time



# Examples – Interruption

The Powerplay overs are adjusted to 8-24-8. As play was suspended mid-over, that over has to be completed on the resumption. Bowling allocation is 8 overs per bowler.

DLS will be needed before the 2<sup>nd</sup> innings starts to calculate Team B's target



# Examples – Interruption

In interrupted matches the close of play cannot be before the DFT, which is 7½ hours 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. After 19.3 overs of the 1st innings play is suspended at 1.55pm. It is decided that play can resume at 4.00pm

The DFT is 8.00pm so there is 4h left. Deduct 30m for tea leaving 3h 30m of playing time



# Examples – Interruption

The table shows that is time for 60 more overs. 19.3 overs (rounded up to 20 for the sum) have already been bowled so the match is  $60 + 20 = 80$  overs or 40 each

40 overs take 2h 20m (from the table). The 1st innings has already had 1h 25m – 12.30pm to 1.55pm - so there's 55m left.



# Examples – Interruption

Tea will be at  $4.00 + 55\text{m} = 4.55\text{pm}$ ; 2nd innings starts at 5.25pm; 2nd innings ends at  $5.25 + 2\text{h } 20\text{m} = 7.45\text{pm}$

But the DFT is 8.00pm so we are 15 minutes short and that requires an adjustment

$15 \div 3.5 = 4.28$  rounded up to 5 overs to be added making the match 85 overs



# Examples – Interruption

Add one to equalize so the match is now 86 overs or 43 each

43 overs take 2h 30m so the 1<sup>st</sup> innings has 1h 05m left and ends at 4.00 + 1h 05m = 5.05pm

2<sup>nd</sup> innings starts at 5.35pm and ends at 5.35 + 2h 30m = 8.05pm





# Examples – Interruption

In this example, the team bowling first are under pressure

They have  $43 - 19.3 = 23.3$  overs to bowl in 1h 05m

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



# Examples – Interruption

The Powerplay overs are adjusted to 9-26-8.  
As play was suspended mid-over, that over  
has to be completed on resumption.  
Bowling allocation is 9-9-9-8-8

DLS will be needed before the 2<sup>nd</sup> innings  
starts to calculate Team B's target



# Examples – Interruption

The match starts on time. After 19.3 overs of the 1st innings play is suspended at 1.40pm. It is decided that play can resume at 4.00pm

Tea is taken during the interruption. The DFT is 8.00pm so there is 4h left. Deduct 10m for the changeover leaving 3h 50m of playing time



# Examples – Interruption

The table shows that is time for 66 more overs. 19.3 overs (rounded up to 20 for the sum) have already been bowled so the match is  $66 + 20 = 86$  overs or 43 each

43 overs take 2h 30m (from the table). The 1st innings has already had 1h 10m – 12.30pm to 1.40pm - so there's 1h 20m left.



# Examples – Interruption

The break will be at  $4.00 + 1.20 = 5.20\text{pm}$ ;  
2nd innings starts at 5.30pm; 2nd innings  
ends at  $5.30 + 2\text{h } 30\text{m} = 8.00\text{pm}$



# Examples – Interruption

The Powerplay overs are adjusted to 9-26-8.  
As play was suspended mid-over, that over  
has to be completed on resumption.  
Bowling allocation is 9-9-9-8-8

DLS will be needed before the 2<sup>nd</sup> innings  
starts to calculate Team B's target



# Examples – Interruption

The match starts on time. The 1<sup>st</sup> innings concludes after 50 overs at 3.35pm. It rains during the tea interval and play is to resume at 5.45pm

The DFT is 8.00pm so there is 2h 15m left. No adjustments needed as this is the 2<sup>nd</sup> innings



# Examples – Interruption

The table shows there is time for 39 overs.  
No further workings needed

The Powerplay overs are 8-23-8 and the  
bowling allocation is 8-8-8-8-7

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





# Examples – Interruption

After 35 minutes and 8.3 overs of the previous example, play is suspended for rain and will resume at 7.15pm

The DFT is 8.00pm so there is 45m left. No adjustments needed as this is the 2<sup>nd</sup> innings



# Examples – Interruption

45m is time for 13 more overs making 22 in total - the unfinished over has to be completed on resumption

The innings had started, so the minimum is 20 overs and play can resume

If the interruption had occurred before the 2<sup>nd</sup> innings started, a minimum of 1h 45m – time for 30 overs – would be required



# Examples – Interruption

The table shows that is time for 13 more overs making 22 in total - the unfinished over has to be completed on resumption

The Powerplay overs are adjusted to 5-13-4 so Powerplay #2 starts when the incomplete over resumes. Bowlers now 5-5-4-4-4

DLS will be needed again to re-set the target before the innings resumes



# 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

2<sup>nd</sup> 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



# Playing rules – Time

Drinks intervals are not playing time – Law 11

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

Penalty is imposed immediately the time limit has passed



# Playing rules – Balls

Dukes County International A balls to be used

2 new balls per match

Balls are pink. Spares must be of the same specification



# Playing rules

## Delay & Interruption

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

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

Attempt to equalise overs

Minimum match length is 5 overs per side



# Playing rules

## Delay & Interruption

Delays and interruptions in the 2<sup>nd</sup> 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

PL publishes a DLS protocol



# DLS reminders

The preferred program is DLS 3.0, which can be run on Play-Cricket Scorer Pro or as a stand-alone

The fall-back is DL Standard, which is the version found on the App for phones and tablets

The two programs may produce slightly different answers



# Reference

The worked examples section of this PowerPoint will be on [www.walesaco.org.uk](http://www.walesaco.org.uk) from 09:00 on 16<sup>th</sup> April

Select Library then Guidance & Materials

The “Umpires Pack” is now there as well. Further worked examples will be added in the next few days



**The End**