



**Munster Cricket Union
Regulations for T20 Competitions 2017
Senior and Junior**

Regulations for T20 Senior & Junior Competitions 2017

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Section 1 - Specific Playing Regulations

(Note that some of Regulations 1 - 9 in this section are overridden in the case of interrupted matches which are dealt with in Regulations 10 – 16).

1. *Balls & Clothing*

This applies Senior T20 Competition only

Pink ball, coloured clothing. Each side shall wear coloured clothing in such colours as may be agreed to by the Cricket Committee. Sight screens may be black or white for the competition.

This applies Junior T20 Competition only

Red ball white clothing to be used.

2. *Overs*

Maximum 20 per innings

3. *Permitted Time Allocation*

3.1. *All matches (interrupted or not) – fall of wickets/Batsman ready*

When a wicket falls, the next batsman must be ready to take guard by not later than 1 minute from the fall of the previous wicket (or if he is at the non-striking end the other batsman must be ready to take strike). If he is not, then the batting side shall be penalised 10 runs. Furthermore, after each delivery the onus is on the batsman to be ready to take strike, and unless the Umpire determines that there are acceptable reasons that the 2 batsman is not so ready, this shall be treated as time wasting

3.2. All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 80 minutes playing time (1 hour 20 minutes).

3.2.1. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. If, in the sole opinion of the umpires, there have been unusual delays during the course of the 80 minute allocation, e.g. injury to a player, they may add an equivalent amount of time at their absolute discretion. Players are reminded, however, that a lost ball is not regarded as a cause for an unusual delay and spare balls should be readily to hand. A series of lost balls might be unusual. See clause 3.2.4 below re advising the players of any such allowances. It is desirable that the umpires also advise the scorer(s) of time added. The Umpires shall ensure that the batting side does not cause delays or, if it does, they shall not to hesitate to apply the provisions of Law 42 relating to time-wasting.

3.2.2. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

3.2.3. If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

3.2.4. The Umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).

3.2.5. For the purpose of net run-rate calculations in the Group Stage, any runs accrued through application of this clause shall be included in calculations.

4. *Bowlers' Allocations*

Maximum of 4 Overs per bowler

5. *Fielding Restrictions*

5.1. At the instant of delivery a minimum of four fieldsmen (plus the bowler and wicketkeeper) must be within an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by 2 parallel lines on each side of the pitch. This area shall be known as the fielding circle. In the event of an infringement, the striker's end umpire shall call No-ball.

5.2. *Additional Restrictions - Uninterrupted match.*

For the first 6 overs of a match, a maximum of two fielders may, at the instant of delivery be outside the "fielding circle". In the event of an infringement the striker's end umpire shall call and signal no ball.

5.3. At the instant of delivery there shall not be more than five fieldsmen on the leg side.

6. *The Result*

6.1. *Uninterrupted match*

The team that scores the most runs shall be the winner.

6.2. If the runs scored are equal at the end of a match then the side which loses fewer wickets when the available overs have been bowled will be declared the winner. If the number of wickets lost by each team is equal and if both teams score an equal number of runs, the match will be deemed a tie.

7. *Starting Time/Intervals*

7.1. *Starting Time*

The starting time(s) shall be communicated for each match, taking into account travelling considerations of clubs to the venue(s).

7.2. *Intervals*

There will be no drinks intervals or meal intervals in any match.

7.3. *Change of innings* - The interval between innings shall be limited to 10 minutes.

8. *Wide ball*

8.1. *Leg side.*

Any ball passing down the leg side and not touching the batsman will be called a wide, except in the case where the ball passes between the batsman and the wicket.

8.2. *Off side.*

The umpire will be guided by the 17" line.

9. **Free Hit**

All no-balls called shall be followed by a free hit, i.e. a ball off which the batsman cannot be out in the same way as if such ball itself was a no-ball. The free hit ball shall count as a delivery in the over. The fielding side may amend the field for the free hit, subject to the rules regarding field placing applicable to this competition. If the delivery for the free hit is not a legitimate delivery (i.e. any kind of no-ball or a wide ball) then the next delivery will become a free hit and shall be subject to the conditions of this clause.

10. **Unfair & Dangerous Bowling**

Law 42 shall apply subject to the following amendments:

10.1. - This applies Senior T20 Competition only

Law 42.6 (a) - The Bowling of Fast Short Pitched Balls, shall be replaced by the following:

10.1.1. A bowler shall be limited to one fast short-pitched delivery per over.

10.1.2. - This applies Junior T20 Competition only

Any fast short pitched delivery as defined in 10.1.3 below is deemed to be dangerous and unfair and shall not be allowed. The umpire at the bowler's end shall follow the procedure as outlined in 10.1.7 through to 10.1.12 when any such delivery is bowled, disregarding any allowance or tolerance for such deliveries mentioned in these clauses.

10.1.3. A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

10.1.4. The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

10.1.5. In addition, for the purpose of this regulation and subject to Clause 10.1.7 below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.

10.1.6. For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over.

10.1.7. In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 10.1.3 above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.

10.1.8. If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

10.1.9. If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.

10.1.10. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

10.1.11. The bowler thus taken off shall not be allowed to bowl again in that innings.

10.1.12. The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

10.2. *Law 42.6 (b) Bowling of High Full Pitched Balls* shall be replaced by the following:

10.2.1. Any delivery, regardless of the pace at which it was delivered, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.

10.2.2. In the event of a bowler bowling a high full pitched ball as defined in Clause 10.2.1 above, the umpire at the bowler's end shall call and signal no ball. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

10.2.3. Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signalling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

10.2.4. The bowler thus taken off shall not be allowed to bowl again in that innings.

10.2.5. The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

10.3. *Switch Hits*

Also under Law 42, the following shall apply:

- 10.3.1.** The batsman's grip and stance should be the same from the start of the bowler's run up until the beginning of the bowler's delivery stride.
- 10.3.2.** The batsman can utilise any grip, as long as he does not change it while the bowler is running in to bowl.
- 10.3.3.** From the beginning of the delivery stride (defined as the moment that the bowler's back foot lands in the delivery stride), the batsman, if he chooses, may start to play the switch-hit stroke.
- 10.3.4.** If the bowler sees the batsman alter his grip or stance before he enters his delivery stride, he is not compelled to deliver the ball.
- 10.3.5.** If the bowler does not deliver the ball, in this instance, the umpire shall give the striker an informal warning.
- 10.3.6.** The second time this happens, the striker should be formally warned that he is wasting time under *Law 42.10 (Batsman wasting time)*. This shall constitute a first and final warning, and be applicable to any batsman in that innings. Any subsequent instances shall result in 5 penalty runs being awarded to the fielding side.
- 10.3.7.** The bowler, having seen the batsman change his grip and/or stance, may decide to bowl at the batsman, and is entitled to do so. The umpires should allow that option.
- 10.3.8.** When a switch-hit is attempted then for the purposes of appeals for LBW the umpire will consider the striker's leg side to be the leg side of his original stance. For the purposes of judging a wide the 17" line will be used as a guide on both sides of the wicket as the striker is now considered to have 2 'off-sides'.

11. Interrupted Matches

11.1. Overs

Where a rain interruption occurs in a match the following shall apply:

- 11.1.1. First innings:** The number of overs available to each side will be reduced by one for each seven and a half minutes of playing time lost.
- 11.1.2. Second innings:** From the end of the first innings a further deduction of one over shall be made for the team batting second for each three and a three quarter minutes of playing time lost.

11.2. Minimum overs to constitute a match

- 11.2.1.** If as a result of the reduction of overs as above, a match reaches a stage where the maximum number of overs that can be bowled in the second innings is reduced to 5 then no further reductions as above shall be made under this regulation. It shall be a matter for the Umpires to determine at what stage, if at all, the match is to be treated as a no result and a bowl out to take place under Regulation 16.
- 11.2.2.** Note that the number of overs may not be reduced below 5.

12. Non-Turf pitch availability

If a suitable non-turf pitch is available at the ground, then the umpires, if there is no playable turf pitch, may determine that a match or matches take place on such if they feel there is not likely to be sufficiently improved conditions to enable a match to take place on a turf pitch. [This clause does not apply to matches played in grounds with only a non-turf pitch]

13. Bowlers' Allocations (Interrupted Matches)

In the event that the number of overs is reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. For example, after 9 overs have been bowled, rain interrupts play and the innings is reduced to 12 overs. The allocation would now be reduced to two bowlers who can bowl 3 overs and three who can bowl 2. However, one of the openers has already bowled his spell of 4. He is treated as one of the Bowlers who can bowl 3 and any other bowlers are now limited to 2 (assuming that none has exceeded that other than the opener).

If at the time of an interruption a bowler has commenced but not finished an over, on resumption he will be allowed to complete that over, even if doing so would mean he would exceed what would otherwise be the permitted maximum and the amount available to other bowlers shall be adjusted downwards accordingly.

14. Fielding Restrictions (Interrupted Matches)

In the event that either innings is reduced below 20 overs before then, the figure of 6 overs in 5.2 above shall also be reduced for that innings so that it is 30% of the reduced number of overs for that innings, ignoring portions of an over i.e. if innings is reduced before starting to 17 overs the number of overs for that innings to which this regulation applies, is 5 (17 X 30% = 5.1 therefore reduced to 5). Any further reduction after either innings starts is ignored in terms of reducing further the number of overs to which this regulation applies for that innings.

15. The Result (Uncompleted match)

If the team batting second has not had the opportunity to complete the number of overs to which it was entitled under these regulations then the result shall be determined by the application of the **DLS Version 2.0 (2016)** system (subject to the minimum number of overs as per Regulation 11 having been complied with). If it is not possible to determine the result on this basis the match shall be treated as abandoned (no result).

If, utilising the DLS2 system, the par score has been reached by the team batting second, but not passed the match shall be a tie, except in the semi-finals or final – see below.

16. Bowl-Out

Where, as a result of weather interruptions, it has not proved possible to have each side face

a minimum of 5 overs per side, then the result of the match shall be determined by a bowl-out. The regulations governing this shall be as follows:-

- 16.1.** This will initially involve 5 members of each team bowling (overarm) in turn at one wicket under the supervision of the umpires. They will alternate in pairs one from each team. The team which has broken the wicket most often shall be the winner.
- 16.2.** If the teams are level after each member has bowled then a sudden-death play-off will apply with the same 5 players from each side alternating in their original order until a winner has emerged.
- 16.3.** A no-ball or wide shall count as a ball bowled but cannot count as a wicket.

Section 2 – General Playing Regulations

1. *Umpires/Cancellation of Matches*

The umpires shall be the sole arbiters as to whether the pitch is playable and/or assessments on the suitability of ground, weather and light. Umpires should liaise vigilantly with the scorers in recording time lost, and the number of overs bowled at any time during the match. Scorers are required to mark the score at the end of each over of each innings.

Cancelling of matches: No match may be called off, irrespective of weather conditions, before the official starting time except with the agreement of the officially appointed umpires, at least one of whom shall have first inspected the pitch and determined that no play would be possible on that day. The umpires shall decide whether the pitch is playable or not taking into account the ground authority's view.

The toss shall be made not sooner than 30 minutes and not later than 15 minutes before the commencement of play. Umpires shall move to the wicket 5 minutes before play is due to commence. The fielding side and opening batsmen shall take the field immediately after the umpires to ensure a prompt start to the game.

If official umpires are not present 30 minutes before the official starting time then the responsibility falls on both captains who must agree on the appointment of Umpires to ensure a prompt start to a match. In such circumstances, umpires may be selected from participating players or spectators. If subsequently official umpire(s) arrive, then they may, if both teams agree, take over for the remainder of the match.

2. *Scorers*

2.1.

At the same time as teams are nominated to the umpires for the match, each team must inform the umpires who the designated scorer is for the match. That scorer must be present for the entire game. It is permitted to designate two scorers, who between them must be in place for the entire game. In addition there must be at least one person available throughout the match who is capable of applying the Duckworth-Lewis-Stern (DLS Version 2 – 2016) method, which is to be used in all matches where necessary. A computer and printer must be available with printouts being provided between innings and at any interruption in play.

2.2. If Regulation 2.1 is breached the umpires will record that fact on the result sheet and the matter will be referred to the MCU Cricket Committee who will seek an explanation from the club(s) concerned.

2.3. If no explanation is provided, or if the MCU Cricket Committee is not satisfied with the explanation, the team having no scorer will be deducted 50% of the available win points. In the case of no person being available to perform DLS2, and no satisfactory explanation is received by the Cricket Committee, then both teams will be deducted 50% of the available win points.

2.4. Any club(s) who have points deducted under Regulation 2.3 or other regulations, shall have the right of appeal according to the structures laid out in the MCU Rules, but the onus shall be on the club(s) to show that there were genuine reasons why the penalty

should not apply.

3. *Wicket Covers*

Once play has commenced and is interrupted by weather then pitch covers must be provided if available at the ground. Similarly pitch covers, if available, must also be used prior to a match if the weather necessitates same. The host club is primarily responsible for ensuring the pitch is covered as quickly as possible when required.

4. *Pitch and Field Markings*

4.1. *Fielding Circle – Section 1 Regulation - 5.1*

The fielding circle should be marked by painted white dots at five-yard intervals. Each dot must be covered by a white plastic or rubber disc seven inches in diameter.

4.2. *17" Line for Wides – Section 1 Regulation 8*

In addition to the markings required under the laws of the game and the “restricted area” as per regulation 5 Fielding Restrictions above, lines should be marked parallel to and at a distance of 17” from the return crease on both sides of the stumps. (This is for guidance for umpires in calling offside wides for right and left-handed batsman.)

4.3. *Boundaries - The distance between a point at the centre of the pitch to be used and any point on the boundary shall not be less than 40 yards (36.6 metres) – this is subject to waiver if not possible in a particular ground, or for other unforeseen circumstance.*

5. *Returns of result sheets and umpires grading forms*

5.1. Results sheets for all matches must be completed and submitted on the MCU website by the home team. Sheets must arrive within 3 days of the date of the game. Otherwise the Cricket Committee will be advised and the home team will be deducted one point unless the club can establish, to that committee’s satisfaction that the delay was caused by exceptional circumstances. Any such deduction is subject to a right of appeal as per General Playing Regulation 2.4 above.

5.2. For all games where the Munster Cricket Umpires’ & Scorers’ Association has provided umpires, clubs should access, the online grading report forms by going to <http://www.iacus.net/munster/for-captains>.

5.3. The MCU Cricket Committee shall be entitled to deduct points from teams whom the MCU&SA report as having failed to return these forms within three days of the match in question.

Section 3 - Administrative Regulations

1. *Team Eligibility*

1.1. *Team Eligibility – Senior T20 Competition*

The opportunity to take part in this competition will normally be offered to all clubs from the Munster Region which participate in the Premier League Division, plus and any other club(s) which the MCU Cricket Committee decides to invite.

1.2. *Team Eligibility – Junior T20 Competition*

The opportunity to take part in this competition will normally be offered to all clubs from the Munster Region which participate in the Division 1 League, plus and any other club(s) which the MCU Cricket Committee decides to invite.

2. *Player Eligibility*

The **T20 Senior competition** will be open to all players graded Senior or Junior, who have been eligible and registered for their clubs in MCU League Division 1 and Senior Cup Competitions in 2017.

The **T20 Junior competition** will be open to all players, graded as Junior or Minor, who have been eligible and registered for their clubs in the MCU Division 1 and Junior Cup Competitions in 2017. To avoid any confusion or ambiguity, players who have been graded as Junior not Junior Cup, shall be eligible to play in the T20 Junior Competition.

A player is only eligible to play for one club in the MCU Senior and Junior T20 competitions based on their gradings for the corresponding MCU Cup Competitions.

Players playing in the **T20 Senior Competition** shall be eligible and willing to play for Munster in the 2017 T20 Interprovincial Series, subject to the individual player's selection.

3. *Points*

Win = 2; Tie = 1; Abandonment = 0.

4. *Determining placings.*

In the event of a tie in any section between two or more teams, the following will apply to determine the order of the sides in that section:

4.1. Where two teams tie then the winner of the match between these.

4.2. If there are more than two teams tied, or if 4.1 does not break the tie, the team with the highest average net run rate (NRR) over the section matches played. NRR is the total number of runs scored by a side in its section matches, divided by the total number of overs it has faced in scoring those runs, less the total number of runs conceded in its section matches, divided by the total number of overs it has bowled in conceding those runs. Overs here to be actual overs (and actual balls in the case of an incomplete over). If a team by virtue of slow over rates or being bowled out faces or bowls less than the number that would otherwise be their entitlement, the number of overs is based on that entitlement except that in the case of overs bowled by a side, if by virtue of the other side being penalised, that side receives less than would otherwise be their entitlement, the runs

conceded by the bowling side are divided by the actual number of overs bowled. However, if a team batting second wins and uses less than their entitlement then only actual overs (and actual balls in the case of an incomplete over) used are counted. An abandoned match, in which some play took place, but not sufficient to achieve a result under DLS, shall not be taken into account in determining NRR.

Where a match result is achieved under DLS2, for NRR purposes Team 1 will be credited with Team 2's par score on abandonment off the same number of overs faced by Team 2. Where a match is concluded, but with DLS2 having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final target score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

5. Averages

Averages will be provided for this competition. However, they will be separate to those for other competitions and will not count towards individual cups.

Section 4 - Finals' Day Regulations

Note - The regulations for group matches, also apply in the semi-finals and final (Finals' Day matches) except those relating to starting times, dealing with rain interruptions and the resolution of ties.

1. **Ground and Date**

The semi-finals and final will be played on a ground and date as determined by the Cricket Committee. There will be two semi-finals with the winners then meeting in the final.

The two semi-finals will be as determined by Regulations 3 and 4 of the Administrative Regulations above. The order of the semi-finals will be determined by an open draw.

2. **Match Manager**

The MCU Cricket Committee will appoint a match manager for the finals day.

3. **Appointment of umpires**

Subject to availability and any other extenuating circumstances three Umpires shall be appointed for the finals' day, each of whom shall umpire two of the matches. The umpires may determine which two matches each of them shall do.

4. **Start Time**

First match in the semi-finals shall commence at 11.00am. The second match shall commence at 2.00pm and the final match shall commence at 5.00pm. All of these times may be amended to meet the requirements of any agreement made with the ground authority, or as a result of rain interference.

5. **Interrupted Matches**

In the event of rain on the finals' day the time will be divided, if possible, between the two semi-finals until they reach their minimum number of overs. Thus for every rain interruption, one half of the time lost will be allocated to each of the two semi-finals matches to be played. If one match has already been completed, then all the time lost in the second semi-final will be allocated to the second semi-final to be played. If the stoppage occurs during the final then the loss will be allocated to that game only. A decision in this regard will be made by a committee comprising the match manager (appointed in accordance with Finals Day Regulation 2) and the umpires (appointed for that day pursuant to Finals' Day Regulation 3).

6. **The Result - in matches in which both sides have faced the same number of overs**

6.1. The team that scores the most runs shall be the winner.

6.2. If the runs scored are equal at the end of a match then the side which loses fewer wickets when the available overs have been bowled will be declared the winner. If it still proves impossible to declare a winner, the result will be a tie (see 6.5 below on Resolution of Ties).

6.3. In Uncompleted matches

If the team batting second has not had the opportunity to complete the number of overs to which it was entitled under these regulations then the result shall be determined by the application of the DLS2 system (subject to the minimum number of

overs requirement having been complied with). If it is not possible to determine the result on this basis the match shall be treated as abandoned (no result).

- 6.4.** If, utilising the DLS2 system, the par score has been reached by the team batting second, but not passed the match shall be a tie (see 6.5 below on Resolution of Ties).

6.5. *Resolution of Ties*

In the event of a match, whether interrupted or not, ends in a tie, the winner will be determined by a One Over Eliminator (OOPSE) as per 6.6 below.

If the Umpires shall decide by not later than 15 minutes after the result of the match has been determined it is not possible to play a OOPSE the result shall be decided by a bowl-out as per 6.7 below.

6.6. *Procedure for the One Over Per Side Eliminator (OOPSE)*

The following procedure will apply should the provision for a OOPSE be required in any match.

- 6.6.1.** The OOPSE will take place as soon as possible on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.
- 6.6.2.** Prior to the commencement of the OOPSE each team will nominate three batsmen and one bowler to the Umpires.
- 6.6.3.** The umpires shall choose from which end bowling will take place and both teams will bowl from this end.
- 6.6.4.** Each team's over is played with the same fielding restrictions as per Competition Rule.
- 6.6.5.** The team batting second in the match will bat first in the OOPSE.
- 6.6.6.** In the case of each teams innings of the OOPSE the same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of that team's innings shall be used for the "extra" over.
- 6.6.7.** The loss of two wickets in the over ends the team's one over innings.
- 6.6.8.** In the event of the teams having the same score after the OOPSE has been completed, the team that hit the most number of boundary sixes combined from its two innings in both the main match and the OOPSE shall be the winner.
- 6.6.9.** If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the OOPSE shall be the winner.
- 6.6.10.** If the number of boundaries from the two innings in both the main match and the OOPSE are equal, the team which took the most number of wickets combined in both the main match and the OOPSE shall be the winner.

6.6.11. If still equal, a count-back from the final ball of the OOPSE shall be conducted.

The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

In the example below both teams scored an equal number of runs from the 6th and 5th ball of their innings.

However, Team 1 scored 2 runs from its 4th ball while Team 2 scored a single so Team 1 is the winner.

EXAMPLE		
Ball Number	Runs scored by	
	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

6.7. Bowl Out:

Every player on each side shall bowl one ball at an unguarded wicket. The side that puts down the wicket the most times shall be the winner. If scores are level after each player from each side has bowled one ball, the process is repeated on a sudden death basis.

Wides and No Balls, shall be determined by the umpires, in accordance with the Laws of Cricket, and will count as a ball.