

TWENTY20™ CRICKET (men and women)

2017

AUS Twenty20™ Cricket competitions are conducted under the standard Twenty20™ international match playing conditions as adhered to by the [International Cricket Council](#) and supported by [Cricket Australia](#), except where these differ from AUS sport rules, in which case the latter shall take precedence.

1. Team/squad size

- Minimum registered players – 12
- Maximum registered players – 17
- Maximum cross registrations – 3
- Minimum number of players that can take the field without incurring a forfeit – 9

2. Game time/duration

- 2.1. Innings shall be 1 hour and 20 minutes in length with a 20 minute interval.
- 2.2. No drinks breaks permitted unless at the discretion of the umpires.

3. Game interruption

- 3.1. All effort will be made to complete a full quota of overs however when the commencement of play is delayed, or there is any interruption(s) to play, the minimum quota of overs to be bowled is:
 - a) Unaffected for the first (aggregate) 60 minutes lost
 - b) Reduced by 1 over for each 3 minutes and 40 seconds of scheduled playing time lost
 - c) The finishing time of the match is adjusted by the period of time lost up to a maximum of 60 minutes
- 3.2. [Loss of play adjustments](#) can be found at the end of this document.
- 3.3. Delay or interruption to the innings of the team batting first:
 - a) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour in the total remaining time available for play
 - b) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to the innings not being completed earlier
 - c) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team
 - d) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed
 - e) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored
- 3.4. Delay or interruption to the innings of the team batting second:
 - a) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 16.66 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored

- b) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed
- c) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier
- d) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs
- e) A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time
- f) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved
- g) With any delay or interruption to play for the side batting second, fielding restriction will be reduced proportionally in line with the following table

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

4. Point score

4.1. Points for each match shall be awarded as follows:

- 5 points Winning team with run rate 2.0 times greater than opposing team
- 4 points Winning team with run rate 1.25 times greater than opposing team
- 3 points Winning team
- 3 points Team winning by forfeit
- 2 points per team Draw/washout
- 1 point Losing team
- 0 points Forfeiting team

4.2. In the event of a tied match the teams shall compete in a Super Over to determine the winner as per Super Over rules ([Appendix 76](#)).

5. Net run rate

5.1. Where two or more teams have an equal number of competition points at the conclusion of the preliminary rounds, a team with a higher net run rate shall occupy a higher relative position.

5.2. A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs scored against that team throughout the competition (runs scored / overs faced – runs conceded / overs bowled).

5.3. In a match declared as no result, net run rate is not applicable.

5.4. A team that is dismissed shall be deemed to have faced the maximum number of overs allowed in that match.

5.5. In the event of the net run rate being equal, the team scoring the highest number of runs shall be placed above the other team(s).

5.6. In the event that the championship competition finals matches have not been commenced, or in the case of play offs have not been commenced due to interrupted play, then organisers may advance the team with the highest net run rate (runs per over for less run per over against) for the benefit of the competition and in order to determine a winning team. In the case of the final, both teams will be awarded the joint championship.

6. Match result

- 6.1. A result can only be achieved in a match if each team has had the opportunity to bat for a minimum of 5 overs, notwithstanding one or both teams had been dismissed in fewer than 5 overs. A match shall be declared a draw or no result if both teams have not had the opportunity to bat for a minimum of 5 overs.
- 6.2. In any match in which both teams have had the opportunity to bat for the same number of overs, the team scoring the higher number of runs is the winner.
- 6.3. In any match in which both teams have had the opportunity to bat for a minimum of 5 overs, but have not had the opportunity to bat for the same number of overs, the results shall be determined by the run-rate of each team.
- 6.4. A team's run rate is calculated by dividing its total number of runs scored by its total number of overs received.
- 6.5. For the purposes of run rate calculations, each fair delivery bowled counts as one sixth of an over.
- 6.6. Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that number of overs.
- 6.7. The team with the higher run-rate wins the match, regardless of the number of wickets that it has lost.
- 6.8. A match shall cease when the team batting second passes the total number of runs of the team batting first, or is dismissed, or it receives its maximum number of overs.

7. The 12th player

- 7.1. Each team can play 12 players during each match. However, only 11 players are allowed on the field at any time.
- 7.2. At the exchange of teams/toss of the coin, each captain must nominate their 12th player, who will be their designated non batter.
- 7.3. The 12th player is allowed to bowl the maximum individual number of overs, field for the full duration of the innings yet not bat at any point.
- 7.4. Bowlers/fielders can be substituted throughout the innings and be permitted to bowl immediately.

8. Bowling procedure

- 8.1. Overs are to be bowled in 5 over blocks alternating between ends, ie. overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end, and so on.
- 8.2. At the end of each over, only the two batsmen and two umpires change ends. Apart from the normal field position changes, the fieldsmen only change after each 5 over block. At the end of each 5 over block, the umpires and batsmen remain at the same end.

9. No balls and wides

- 9.1. No balls
 - a) Free Hit after a foot-fault no ball
 - b) The delivery following a no ball called for a front foot no ball (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are NOT permitted for free hit deliveries

9.2. Wides

- a) Wide Bowling - judging a wide
- b) Umpires are instructed to apply a very strict and consistent interpretation in regard to this playing condition in order to prevent negative bowling wide of the wicket
- c) Any offside or leg side delivery that, in the opinion of the umpire, does not give the batter a reasonable opportunity to score, shall be called a wide
- d) As a guide, a delivery that passes outside the leg stump without any contact with the striker's bat or person shall be a wide unless the ball passes between the striker and the stumps
- e) As a guide, a ball passing the batter on the off side more than 75cm wide of the off stump shall be called a Wide. Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 75cm from the off stump on both sides of the wicket

10. Fielding restrictions & boundaries

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 27.5m for the mens championships
- The ends of each semi circle shall be joined to the other by a straight line

10.2. For the first 6 overs, only two fielders are permitted to be outside the field restriction marking at the instant of delivery, and there must be two stationary fielders within 14 metres of the striker, at the instant of delivery.

10.3. For the remaining overs, five fielders only are permitted to be outside the field restriction marking at the instant of delivery.

10.4. In the event of an infringement of fielding restrictions either umpire shall call and signal no ball.

10.5. Where the maximum number of overs available to each team is reduced as a result of a delay in play or interruption to the innings of the team batting first, the field restrictions shall be reduced in accordance with the table below.

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

10.6. Fractions of overs are ignored in all calculations re number of overs. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

11. Forfeit score

11.1. Twenty20TM Cricket is run under the [AUS Guideline – forfeit of competition requirements](#).

11.2. A forfeit will be declared 10 minutes after the schedule start of play time where either team is unable to commence play.

11.3. The forfeit score is 160 runs to nil (0).

11.4. Should the commencement of a game be delayed due to no fault of either team (as determined by the competition management or AUS), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams. If resolution between the teams is not possible then the Competition Manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.

11.5. In the event of a game being abandoned, the [AUS abandonment guideline](#) will be implemented.

12. Uniform requirements

- 12.1. Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform if requested.
- 12.2. The specific uniform requirements for Twenty20™ Cricket are as per the national sporting organisation standard with the following minimum uniform requirements:
- Matching uniform
 - White or predominantly white shirts are not permitted in the Twenty20 cricket competition. White pants are allowed
- 12.3. Minimum uniform requirements for AUS events must be met:
- A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery)
 - Long or sharp fingernails are to be trimmed short
 - All participating competitors are to be correctly attired in appropriate, matching team uniforms
 - Exceptions may be made for some sports in cold weather, providing permission is granted by the appropriate officials. Additionally, the exceptions will only be granted providing they are the same colour, and the extra clothing does not cover up any identification numbers or colours
 - All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt
 - Mouth guards are strongly recommended for all sports where there is a potential for collision. It is compulsory to wear a mouth guard in those sports where it is stated
 - All participants must retain the one number throughout the tournament (if numbered jerseys are used)
 - Numbers on shirts are restricted to one or two digit numbers
 - Players should not take the field of play in any costume or part of a costume. If they do, players will be asked to remove costume items or incur a code of behaviour report

13. Team duties

- 13.1. The specific requirement for Twenty20™ Cricket is:
- One person from each team will be required for their match for the duty of scoring.
 - Should two umpires not be available for the match, the batting team will provide a square leg umpire, who may be changed during the innings
- 13.2. The person fulfilling the team duty requirements can be any competent person associated with the team or university and does not necessarily have to be a player e.g. team manager.
- 13.3. Teams that do not fulfil team duties will be fined as per the [AUS Guideline – forfeit of competition requirements](#).

14. Award ceremonies

- 14.1. Medal ceremonies will be held at the completion of the competition.
- 14.2. Gold, silver and bronze medals will be presented to those teams finishing 1st, 2nd or 3rd in the competition.
- 14.3. Pennants will be presented at the closing presentation to the following teams:
- For the Australian University Games
 - Overall mens champion
 - Mens champion division 2
 - Overall womens champion
- 14.4. The following trophies will be presented to the overall champion team at the Australian University Games (note that trophies are presented at the closing presentation):
- Overall Mens Champion – Red Bull Twenty20 Cricket Champions
 - Overall Womens Champion – AUS Womens Twenty20 Cricket Champions

Previous rule amendments



April 2011 | May 2014 | February 2015 | April 2015 | April 2017

LOSS OF PLAY IN LIMITED OVERS MATCHES

For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE 7.2 minutes lost. For time lost DURING INNINGS OF TEAM BATTING FIRST, reduce innings by 1 over per team for each WHOLE 7.2 minutes lost.

Minutes lost	Overs lost
8	1
15	2
22	3
29	4
36	5
44	6
51	7
58	8
65	9
72	10
80	11
87	12
94	13
101	14
108	15

For time lost DURING INNINGS OF TEAM BATTING SECOND, reduce innings by 1 over per team for each WHOLE 3.75 minutes lost

Minutes lost	Overs lost
4	1
8	2
11	3
15	4
18	5
22	6
26	7
29	8
33	9
36	10
40	11
44	12
47	13
51	14
54	15