**3rd XI DIVISIONS LIMITED OVER FORMAT RULES**

1. Matches shall be of 45 overs a side and shall start at 12.30pm.

Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.

The latest finish time in rain affected games is 7.30pm.

The latest start time for a 20 over per side match is 4.40pm.

2. There will be a tea interval of 30 minutes in between innings.

3. It is expected that teams should bowl their overs at a minimum rate of 15 overs per hour.

4. No bowler shall bowl more than 9 overs in a match, nor more than one fifth of the total number of overs in the innings of a reduced over match.

5. Interruptions to play:

i. If for any reason a match starts up to 30 minutes late, it shall remain a match of 45 overs.

In the event that the match commences more than 30 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 30 minutes of ‘free’ time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.

ii. In the event of time being lost after the commencement of the match due to inclement weather or other cause during either innings there will be no reduction in the overs agreed at the start of the match.

In this situation the close of play may be extended to 7.30pm at which point the match will end regardless of the number of overs bowled in the second innings.

The result of the game will then be determined as set out in 6 provided the side batting second has had the opportunity to bat a minimum of 20 overs, if not the game is deemed to be abandoned.

iii. Should the loss of time result in the second innings starting later than 6.10pm, the game shall be abandoned.

1. In matches where time is lost due to inclement weather at the start of the game the tea interval may be taken (at the discretion of the umpires or captains) before the start of the match in order to save time subsequently. In this instance 20 minutes will be deducted from any time lost used to calculate overs reductions.
2. It is not possible to declare the innings or retire any remaining batsmen out in the first innings to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.

6. The result:

1. The side which scores the most runs shall be the winner where both sides have had the opportunity of batting the same number of overs.

ii. A match shall be tied if the scores are equal at the end of the match where both sides have had the opportunity of batting the same number of overs.

1. Where a team batting second is not bowled out and does not have the opportunity of batting for the same number of overs as the team batting first, the winner will be the side who has scored at the highest run rate at the close of play assuming both teams have had the opportunity of batting a minimum of 20 overs.

**EXAMPLE**

70 minutes are lost to rain prior to the start of the match.

The match is therefore reduced by 5 overs to a 40 over match. 70 minutes minus 30 minutes of free time = 40 minute reduction = 5 over reduction.

Further time is lost to rain during the first and second innings such that by the scheduled close of play of 7.30pm the side batting second has only received 26 overs.

Side A scored 200-3 in its 40 overs. The run rate for the first innings was 5.00.

Side B were 144-6 off 26 overs at the close of play. The run rate for the second innings at the close of play was 5.54

Side B are therefore the winners on run rate.

7. Points will be awarded on the following basis

1. for the winning team 20 points.
2. for a tie each side 8 points plus bonus points as described below.
3. for a loss 0 points plus bonus points as described below
4. For an abandoned/cancelled game 6 points to both sides (i.e. when a minimum of 20 overs have not been available for each innings).
5. Bonus points will be awarded as follows:-
	* Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.
	* Batting side 1 point up to a maximum of 4 points awarded at 125, 150, 175 and 200 runs.

In a game with a reduced number of overs, the targets for gaining batting and bowling bonus points will be adjusted as follows

The runs per over required to obtain bonus points are listed below:

4 batting bonus points if run rate for available overs is greater than or equal to 5.00

3 batting bonus points if run rate for available overs is greater than or equal to 4.38 and less than 5.00

2 batting bonus points if run rate for available overs is greater than or equal to 3.75 and less than 4.38

1 batting bonus points if run rate for available overs is greater than or equal to 3.13 and less than 3.75

The number of wickets needed for bowling points will be adjusted as below:

Award bonus points for 3,5,7,9 wickets in innings of 40-45 over duration.

Award bonus points for 2,4,6,8 wickets in innings of 30-39 over duration.

Award bonus points for 1,3,5,7 wickets in innings of 20-29 over duration.