



F15 Tournament Rules & Special Regulations -2024

Dated: 06/05/2024

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THE PREAMBLE – THE SPIRIT OF CRICKET (MCC Laws-of-Cricket-2017-Code-Final)

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket:

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the game, whatever the result.
- Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.
- The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally.

GENERAL

This document presents the fifteen overs (F15) Tournament Rules and Special Regulations conducted by American Cricket League (ACL) during the 2024 season.

1. The following will be the order of precedence (from highest to lowest) applicable to ACL tournaments:
 - 1.1. ACL F15 Tournament Rules and Special Regulations – 2024 (contained solely in this document) Official Copy will be the one posted on the ACL Cric-clubs site.
 - 1.2. ICC Men’s Twenty20 International Playing Conditions Effective December 2023
 - 1.3. MCC Laws-of-Cricket-2017-Code-3rd edition
2. The ACL rules committee (Onkar Akolkar, Anupam Sharma) will be the sole authority for providing interpretations of and rulings on the rules, for the purposes of F15 tournament conducted by ACL.
3. Wherever the terms “The League” or “ACL” appear in this document, they shall stand for a majority of the members of the ACL Tournament Committee (TC).
4. Teams that have paid the registration dues by the stipulated date shall only be permitted to participate in the tournament.
5. The ACL rules committee reserves the right to interpret and/or change the rules and regulations given in this section subject to final approval by the ACL Board. Such changes shall be notified to the registered teams participating in the tournament as soon as the changes are approved.

Sources:

MCC:

<https://www.lords.org/mcc/laws-of-cricket/introduction/>

ICC:

<https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions>

Addendum to Rules Document

Player Qualification & Scorecard

1. A player is required to have participated in at least 2 games in order to be considered as qualified for the playoffs.
2. Declaration sheets for all washed out, abandoned or canceled games must be sent to Aclf15league@gmail.com before 11:59 pm on the day of originally scheduled game. All declaration sheets sent after 11:59 pm on the day of the originally scheduled game will not be entered into CricClubs.
3. Teams are not required to fill summary scorecards after the game. Any corrections to the scorecard must be corrected in umpire's presence and sent to Aclf15league@gmail.com on the same day.

T25 Rules Highlights

Below are rules overview that have either changed or are identified as important to know.

Team and Game Day Reporting

1. Each team may consist of 12 declared players, out of which any 11 can bat, any 11 can field at a given point of time and any 12 can bowl.
 - 1.1. 12th player coming onto the field will be allowed to bowl immediately if the player was in 'ready to play' from the start of the game.
 - 1.2. The 12th player shall not be permitted to bowl immediately if he was late to the ground and has been present outside the field for the number of overs for which he was not present.
 - 1.3. The 12th player, shall be allowed to bat any time without waiting to serve the time spent outside the field of play as long as the player satisfies the "Ready to Play" condition in the rule book (including the time for late arrival).
2. All players listed on the declaration sheet should be at the ground and ready to play.
 - 2.1. Captains will notify the umpires of any player (excluding substitute players) who may be arriving late. Failure to do so may result in player's ineligibility for the game.
 - 2.2. Players identified as late arrivals should be at the ground and ready to play before the **end of the first innings or 60 minutes from the original scheduled start time**, whichever is earlier, irrespective of the actual start time of the game. All players arriving late must report to the umpire; any player who does not report to the umpire before the end of the eligible over/ will be ineligible to participate in the game.

Runners and Substitute fielders

1. 12th man and substitutes changes need to be informed to the umpire to help maintain the record for the concerned player. Failure to inform the umpire will attract penalties based on the ICC playing conditions.
2. The declared **substitute players** (13, 14 or 15) can come in to **replace a fielder only on the second instance of a player getting injured** or need to be substituted for other acceptable reasons (example: bathroom emergencies)
 - 2.1. Teams must use the 12th player for the first injury scenario or for other acceptable reasons.
 - 2.2. Teams will have to field with only 10 players if 12th player is not available at the ground for

substitution purposes.

Bowling end

3. For F15, Overs to be bowled from only one end of the wicket and the respective fielding side captain can choose the end. On grounds where the pitch/surroundings pose a problem (for example, houses close to one end on Trombly Park) both teams will bowl from the possible end.

Umpire

1. American Cricket Network will assign umpires for all games.
2. Batting team to provide leg umpire for each innings during preliminary round of games.
3. ACN assigned umpire will have the authority to overrule the leg umpire's (provided by teams) decision if needed.

Other General Rules

4. Once the schedule is finalized, there will be no changes in venue/ground permitted.
5. A maximum of 5 Overs per bowler not exceeding 1/5th of the total Overs for an innings.
6. Interrupted games will follow a tournament specific customized power play table.
7. Walkover/Forfeiture will incur negative 1 point from the team's total points that is giving a walkover. (apart from the 2 points lost from the game forfeited)
8. Best of the best awards will be decided based on stats up to the finals of the tournament.

PLAYER REGISTRATION

1. Please submit the initial player's roster by the league stated deadline and instructions.
2. For submitting "Initial Rosters", email the list to Aclf15league@gmail.com.
3. Once the Initial Rosters are submitted, if teams need to register anymore players, team captains will have access in cricclubs to register a player.
4. New players need to be registered prior to toss time for a particular game in which they are participating.
5. A player registered to one team is not allowed to play for another team.

PLAYER TRANSFER

1. No player transfer is allowed.
2. If a player seeks to transfer his registration from one team to another, he may email his request to the stats team, (Aclf15league@gmail.com) and the transfer may be permitted provided:
 - 2.1. The team to which he transfer to has played the same number of games as the team he sought transfer from.
 - 2.2. The player should obtain a letter of relief (a certificate of no objection) from the secretary of the club of the team to which he is registered before the transfer is approved.
 - 2.3. In the event of a refusal by the team to grant the written release for any reason, the player concerned will make an appeal to the committee of ACL for such a release. ACL will evaluate the reason for refusal and resolve the issue amicably if possible. However, ACL will not be responsible for the transfer.
3. The player/s who is thus permitted transfer will not be permitted to seek transfer again for the same tournament in the same season.
4. The ACL F15 tournament committee may grant certain players exemption from eligibility/transfer rules under special circumstances, including but not limited to reasons such as serious injury or if player had to appear in ACL games.

PLAYER ELIGIBILITY FOR PLAYOFFS

A player must have played in the playing twelve in at least **2 games** (1/3rd) in the 8 game first round for a team in the T25 tournament to qualify for nomination to the next round, quarter-final, semi-final or finals game for the team.

SCORING, TEAM DECLARATION, SUMMARY SHEETS & UMPIRE REPORTS

1. Teams are required to submit declaration sheet prior to toss.
2. The league mandates the teams to start using CRICLUBS online scoring website or any new website published by the league, as well as be ready to use manual scorebook in case of any disruptions.
 - 2.1. Umpires are not expected to score. It is highly recommended to have a 12th man from each team assist the scoring team and maintain the scores.
3. Once the match is over, and scorecard verified by the captains/umpires, the scorecard cannot be modified.
 - 3.1. Any modifications after the game should happen only if initiated by the umpire. Any changes to scorecard must be completed within 1 week after completion of the match.
 - 3.2. Any questions on statistics should be directed towards Ac1f15league@gmail.com ONLY. Communication from Ac1f15league@gmail.com is the ONLY official communication.
4. Captains will be responsible to provide feedback related to games and umpiring.
5. Weather Conditions
 - 5.1. Rainy Day
 - 5.1.1. Teams are encouraged to have their players at the ground on time as expected because there is always a possibility of a shortened game.
 - 5.1.2. If the game is still washed out, the captain is responsible to send the team declaration sheets to the stats committee (Ac1f15league@gmail.com) no later than 11:59 pm on the game day.

In extreme weather conditions (heavy rains or Temperatures below 45 °F) and the game is called off without needing to come to the ground, then it is the responsibility of both the captains to send in the team declaration sheet to the stats committee (Ac1f15league@gmail.com) before 11:59 pm on the same day.

Power Play Structure

1. ACL F15 tournament will follow the below Power Play (PP) structure for an innings of 15 overs. The PP duration will be reduced according to the reduced innings PP table in case of a shortened game
2. If a team is fielding with less than 11 players, the number of fielders outside the 30 yards will follow the fielding restriction mentioned below:

Normal Innings Power Play:

PowerPlay
PP1 Over 1 to Over 4: Maximum 2 fielders outside 30 yards

Reduced Innings Power Play Table (if the game is 20 overs or less):

Innings	Powerplay
20	6
19	6
18	5
17	5
16	4
15	4
14	4
13	4
12	3
11	3
10	3
9	2
8	2
7	2
6	1
5	1

Field Restrictions

1. At any point in the game, there shall not be more than 5 fielders on the on-side (leg-side).
(Note: Bowler is not considered as a fielder)
2. No more than 2 fielders are allowed backward of square on the on-side (leg-side)
3. The umpire shall call a no-ball if any of the above are not met.

GAME DURATION & TIMINGS

1. All games will consist of one inning per side. Each innings will consist of 15 overs. A bowler will be allowed to bowl no more than 1/5th of the total allotted overs.
2. The captains and the umpires are instructed to follow these timings and ensure the game is completed within the stipulated times.

3. Timelines for 1 game in a day:

Game	Toss Time	1 st innings start	1 st innings completed	Innings Break	2nd innings start	2nd innings completed
Evening	6:00 PM	6:15 PM	7:25 PM	15 min	7:40 PM	8:50 PM

4. These scheduled times may be altered only by the umpire in the case of delayed start or other interruptions (due to rain, injuries, etc). There is no grace time for F15 preliminary round games.
5. ACL may publish different timings for playoffs.
6. Umpires should always keep 5 minutes buffer time while recalculating reduced overs during interrupted games.
7. For F15 tournament, each team will be required to bowl the allotted overs in no more than 70 minutes inclusive of short drinks breaks, to be taken after the 8th over, **on the field**.
8. The overrate for all ACL F15 is 4.5 mins per over.
 - 8.1. If a team falls behind the overrate, then the slow overrate penalties defined in penalties section will apply.
9. In case of extremely hot weather (or for other reasons solely determined by the umpire) the umpire may relax the game timings and allow more frequent drinks breaks to ensure player safety. In all cases the umpire shall keep the captains continually informed of the game schedule.
10. Minimum overs per innings to constitute a game is 4 overs.

PENALTIES

Toss

1. The toss shall be conducted 15 minutes prior to the scheduled start time as determined by the umpire (in case of a delayed start).
2. At the time of the toss, if one of the teams is not 'ready to play' the toss will be awarded to the team that is 'ready to play'. See definition of 'Ready to Play' in subsequent sections. If both teams are not 'ready to play' at toss time, the toss will still take place as scheduled with any available members of both teams submitting the declaration sheets and **any of the nominated players conducting the toss on their team's behalf.**
3. As soon as the toss is completed, the captain of the side winning the toss shall **immediately** decide whether to bat or field. Once notified, this decision cannot be changed.
4. Umpire may use the cricclubs app to conduct the toss.

Delay of Game

1. After the toss is awarded, if the team is not 'ready to play' within 15 minutes from the toss for delayed games
 - 1.1. The team not ready to play only shall lose an over for a full 4.5-minute delay without any grace period.
 - 1.2. If both teams are not 'ready to play' at the scheduled start time, the game will be reduced for both teams by 1 over for every full 9-minute delay. The time available to the teams to complete their overs will be prorated according to that fraction of 15 overs that was lost. The umpire shall calculate this and inform the captains before play begins.
2. If one team is 'ready to play' and the second team is not 'ready to play' after 30 minutes from the scheduled start time:
 - 2.1. The game will be awarded to team that is 'ready to play'. The official umpire will make the final decision regarding 'ready to play' and game awarding.
 - 2.2. If both teams are not 'ready to play' after 30 minutes the game will be counted as a loss for both teams, and no points will be awarded to either of the teams.
3. In case of the reduced over games (delayed start or rain affected D/L method) the umpire shall recalculate the total number of overs per team based the overrate of 4.5 minutes with the innings interval reduced to a minimum of 10 minutes.
 - 3.1. If one of the captains does not agree with the umpire, the game will be awarded to the opposite team.
 - 3.2. If both teams disagree the umpire may call the game abandoned but teams will not receive any points.
4. The umpire may take away the drinks break to facilitate completion of the game on time. In the case of a shortened game where each team's innings lasted at least 4 overs, the game result will be determined by the D/L method.
 - 4.1. Cutoff time for a minimum required 4 overs per innings game with no drinks break is 7:45 PM
5. If either team innings is less than 4 overs, the game will be abandoned and each team awarded 1 point.

Slow Overtime

1. The penalty for slow overtime is to bring in one fielder inside the 30-yard circle once the time stipulated for the innings to be completed is over.
2. Umpires should roughly record time lost in any incidental delays caused by injuries for players, ball retrieval, change of ball, time wasted by the batting side and any other unforeseen delays and keep the fielding side captain informed if the team is falling behind.
3. Captains are encouraged to check with umpires and be aware of the over rate progress to finish their innings in a timely manner.
4. There will be no slow over rate penalty if the last over of the innings starts before the end time of that innings.

Other Penalties

The monetary penalties below should be paid by the concerned player or team within 5 days and if not done so may incur further action by ACL Board up to not allowing the player or team to play their next game.

Description	Penalty	Reporting Authority
Driving cars to the field and violating the rules of the parks	Every instance \$100	Umpire/captains
Forfeiture/Walkover	Every instance \$100	
Use of alcoholic beverages during the games	Every instance \$100	Umpire/captains
There may be additional legal issues from the park/city authorities.		
Indecent exposure at the field (including urinating outside the provided bathroom facilities)	Every instance \$100	Umpire/captains
There may be additional legal issues from the park/city authorities.		
Uniforms – Any player not wearing team jersey or team’s similar color clothing.	Player not allowed to participate	Umpire
Trash cleanup – team failing to cleanup sitting area or properly disposing their trash from anywhere in the cricket field. Teams are required to carry trash bag to all fields.	Every instance \$50	Umpire/other teams
Illegal substance usage or intoxication	Season Ban	Umpire

READY TO PLAY

1. A team shall be considered 'ready to play' if they have seven (7) players present inside the field of play, properly dressed and are accountable for the Umpire.
2. T25 League is played in color uniforms using white cricket ball.
3. ACL understands that there will be new teams and new players every season and hence will not penalize any player for not wearing team uniforms. However, it is strongly recommended for such players to have their team uniforms within a few weeks of the tournament start date.
4. In addition, to be considered 'ready to play'
 - 4.1. A team assigned as the home team is responsible for setting up the ground, including marking the creases (if the league failed to mark creases), setting up the stumps, marking the 30-yard circle and boundary markers/flags.
 - 4.2. The home team is the team that is shown first on the schedule.
5. The teams are recommended to keep a boundary measuring tape in their possession and use the center of the pitch to mark the circular boundary to a minimum of 60 yards and not more than 65 yards.
6. Both team captains must declare their teams in cricclubs under the umpire's observation before the toss. No alterations will be allowed after the toss without the consent of the opposing captain.

FITNESS OF PLAY

Suspension of play in dangerous or unreasonable conditions

The safety of all persons within the ground is of paramount importance to ACL. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire, then players and officials should be immediately asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area.

1. The umpire(s) shall be the final judge of the fitness of the ground, weather and light conditions.
2. If at any time the umpire decides that the conditions of ground, weather and light are such that there is obvious and foreseeable risk to the safety of any player or umpire,
 - 2.1. Umpire shall immediately suspend play
 - 2.2. And not allow play to commence or restart.
3. When there is any suspension of play, it is the responsibility of the umpire to monitor the conditions.
 - 3.1. They shall make inspections as often as appropriate, unaccompanied by any players/spectators. As soon as the umpire believes that conditions are suitable for play, they shall call upon the players to resume the game.
4. No team or player is permitted to modify the original state of the ground. The umpires should not permit use of any substance like topsoil, rubber, or wooden mulch etc. on the field of play.
 - 4.1. In the event of rain, the players or team may volunteer to dry the pitch and surrounding areas using cotton rugs.
 - 4.2. Saw dust can be used for stabilizing the bowlers' run-up area only.

Dangerous or unreasonable conditions

1. Following are the criteria's that can warrant as dangerous or unreasonable conditions
 - 1.1. If the bowler is deprived of a reasonable foothold,
 - 1.2. Or fielders the power of free movement,
 - 1.3. or the batsman of the ability to play their strokes or to run between the wickets
2. Any lightning in the vicinity of the ground that is observed by the umpire is considered dangerous and play must be immediately suspended. The play shall only resume when the lightning is no longer visible in the vicinity of the ground.

Free Hits awarded to all types of no-balls

1. Free hits will be awarded to all types of no-balls.
 - 1.1. Free Hit will be awarded on the delivery immediately after, on which batsmen can't be ruled out in any dismissal mode other than run out and obstructing the field.
 - 1.2. Field changes are not permitted for free hit deliveries unless:
 - 1.2.1. There is a change of striker
 - 1.2.2. The No Ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.
 - 1.2.3. Wicket keeper can change his standing up position to more conventional position regardless of the batsmen changing ends or not.
 - 1.3. If the Free Hit delivery is a Wide or another No Ball (any kind) then the Free Hit carries over to the next delivery.

Uniforms

Team Jersey Guideline

1. All players must have team jersey or similar color. For example: team jersey primary color is red, then players who do not have team jersey must wear solid red colored clothing. Rainbow colors and other team jerseys will not be permitted by the umpire.
2. Umpires will report teams to the F15 tournament committee who do not comply with the T25 uniform guideline. Umpire will take action as stated under 'Other Penalties'.

PROTEST & COMPLAINTS

All protests and complaints regarding game disputes must follow the procedure described below.

Team Protest Guidelines

3. Protests must be submitted by the team captain or club representative by email to the ACL Aclf15league@gmail.com by no later than Monday midnight following the weekend of the game in question.
4. The ACL board shall review the protest and notify the opposing team of the protest and request any relevant information by the next day (Tuesday) 9pm.
5. The opposing team will then need to submit their explanation by Wednesday 9 pm following the weekend of the game in question.
6. The ACL board will then make the decision after reviewing all information and the decision will be final.

Other related incidents:

1. Reports related to player code of conduct or other on field incidents including players, captains or umpires shall be submitted to the secretary of ACL in email within 48 hours of the incident.
2. ACL board will review the case and announce the decision within 48 hours of receiving the report.
3. **Any player, captain or team representative can report an incident.**

PLAYERS CODE OF CONDUCT

Guideline to Yellow Card Offences

- Willfully mistreating any part of the cricket ground, equipment or implements used in the game
- Showing dissent at an Umpire's decision by word or action
- Using language that, in the circumstances, is obscene, offensive or insulting
- Making an obscene gesture towards any player, umpire, team official or spectator
- Appealing Excessively
- Advancing towards an umpire in an aggressive manner when appealing
- Throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner.
- Public criticism of, or inappropriate comment on a game related incident or game official.
- Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Yellow card offence.

Offence	Player Level	Team Level	Consequences
1 st Offence	Yellow Card	-	Warning to the player and entire team
2 nd Offence	Yellow Card	5 run penalty	5 run penalty against the team's score
3 rd Offence	Yellow Card = Red Card	5 run penalty	Player suspended from the game

Guideline to Red Card Offences

- Making inappropriate and deliberate physical contact with another player, umpire or any other person.
- Intimidation of an umpire whether by language or conduct.
- Threatening to assault a player, umpire or any other person.
- Physically assaulting a player, umpire or any other person.
- Committing any other act of violence.
- Using language or gestures that offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, gender, color, descent or national or ethnic origin

Offence	Player Level	Team Level	Consequences
1 st Offence	Red Card	5 run penalty	Player suspended from the game and warning to the entire team.

****These are guidelines where an umpire can pull out a yellow/red card. Umpires will have the authority to make the judgement to pull out cards as per their discretion.***

If a player receives 6 Yellow cards or 3 Red cards during the season, the player will serve a 1 game ban. Additional fines and suspensions maybe imposed on the player by the rules committee. If a player receives 5 Red cards, the player will be banned from participating any further in the season.

APPENDIX A – TEAMS, TOURNAMENT FORMAT and POOLS

Participating Teams	
1	Macomb Cricket Club
2	Detroit Challengers Cricket Club
3	The Squad Eleven Cricket Club
4	United Cricket Club
5	South Peninsula Cricket Association

- Round 1: Each team plays 8 games.
- Round 2: Rank 1 – Rank 3 qualifies for the playoffs.
- NO Reserve Day is assigned for Qualifier. Reserve Day is assigned for Eliminator & Final.

APPENDIX B – Super Over

The following procedure will apply should the provision for a Super Over be adopted in the game.

1. Subject to weather conditions, the Super Over will take place on the scheduled day of the game at a time to be determined by the Umpire. In normal circumstances it shall commence within 15 minutes after the conclusion of the game.
2. The Super Over will take place on the pitch allocated for the game (the designated pitch)
3. The two captains/nominees shall nominate the three batsmen and the one bowler participating in the Super Over prior to the start of the Super Over. Only players from the main game may participate in the Super Over.
4. The umpires shall stand at the same end as that in which they finished the game.
5. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
6. Each team's over is played with the same fielding restrictions as apply for the last over in a normal F15 game.
7. The team batting second in the game will bat first in the Super Over.
8. The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such box to include the balls used in the main game, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first.
9. The loss of two wickets in the over ends the team's one over innings.
10. In the event of the teams having the same score after the Super Over has been completed, the winner is determined by the following order:
 - 10.1 The team whose batsmen hit the most number of boundaries (4s and 6s put together) combined from its two innings in both the main game and the Super Over shall be the winner.
 - 10.2 The team whose batsmen scored more boundaries (4s and 6s put together) during its innings in the main game (ignoring the Super Over) shall be the winner.
 - 10.3 If still equal, a count-back from the final ball of the Super Over 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 unbowled 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,

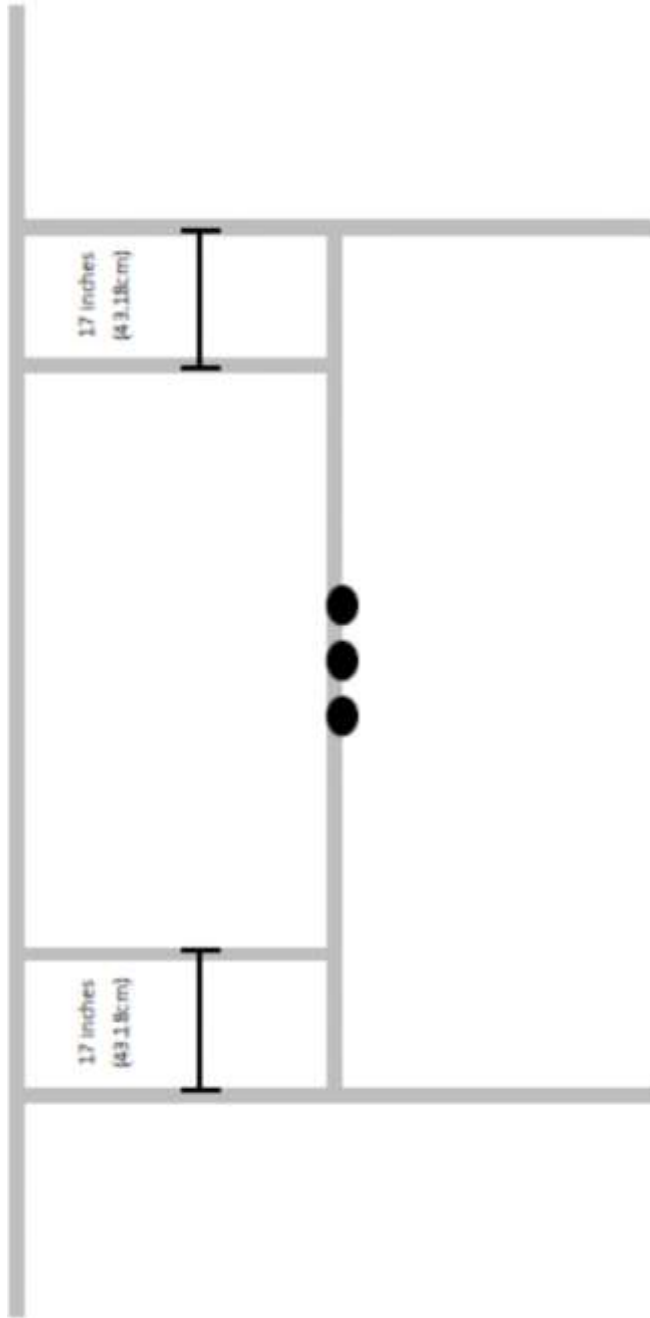
no ball or penalty runs.

Example:

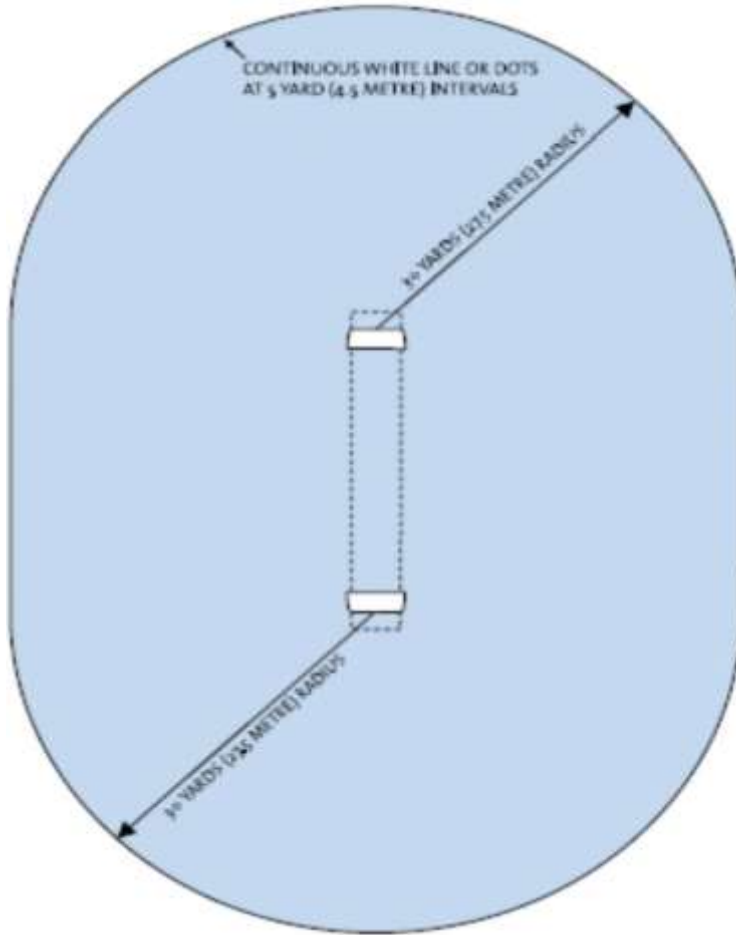
Runs Scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example 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.

APPENDIX C – CREASE MARKINGS



APPENDIX D – RESTRICTION OF PLACEMENT OF FIELDSMAN



APPENDIX E – D/L Method

In the version of D/L most commonly in use in international and [first class](#) games (the 'Professional Edition'), the target for the team batting second ('Team 2') is adjusted up or down from the total the team batting first ('Team 1') scored, in proportion to the two teams' resources (combination of overs and wickets available), i.e.

$$\text{Team 2's par score} = \text{Team 1's score} \times \frac{\text{Team 2's resources}}{\text{Team 1's resources}}$$

If, as usually occurs, this 'par score' is a non-[integer](#) number of runs, then Team 2's target to win is this number rounded up to the next integer, and the score to [tie](#) (also called the par score), is this number rounded down to the preceding integer. For example, if a rain delay means that Team 2 only has 90% of the resources that were available to Team 1, and Team 1 scored 254, then $254 \times 90\% = 228.6$, so Team 2's target is 229, and the score to tie is 228. The actual resource values used in the Professional Edition are not publicly available,^[11] so a computer must be used which has the software loaded.

If it's a 40-over game and Team 1 completed its innings uninterrupted, then they had 100% resource available to them, so the formula simplifies to:

$$\text{Team 2's par score} = \text{Team 1's score} \times \text{Team 2's resources.}$$

Summary of impact on Team 2's target[\[edit\]](#)

1. If there is a delay before the first innings starts, so that the numbers of overs in the two innings are reduced (but still the same as each other), then D/L will make no change to the target score. This is because both sides will be in the same position of having the same number of overs and 10 wickets available, and they will know this throughout their innings, thus having the same amount of resource available.
2. Team 2's target score is first calculated once Team 1's innings has finished.
3. If there were interruption(s) during Team 1's innings, or Team 1's innings was cut short, so the numbers of overs in the two innings are reduced (but still the same as each other), then (in the Professional Edition) D/L will adjust Team 2's target score as described above.
4. The adjustment to Team 2's target after interruptions in Team 1's innings is often an increase, implying that Team 2 has more resource available than Team 1 had.

Although both teams have 10 wickets and the same (reduced) number of overs available, an increase is fair as, for some of their innings, Team 1 thought they would have more overs available than they actually ended up having.

1. If Team 1 had known that their innings was going to be shorter, they would have batted less conservatively, and scored more runs at the expense of more wickets. They saved some wicket

resource to use up in the overs that ended up being cancelled, which Team 2 doesn't need to do, therefore Team 2 has more resource to use in the same number of overs. Therefore, increasing Team 2's target score compensates Team 1 for the denial of some of the overs they thought they would get to bat.

2. If there are interruption(s) to Team 2's innings, either before it starts, during, or it's cut short, then D/L will reduce Team 2's target score from the initial target set at the end of Team 1's innings, in proportion to the reduction in Team 2's resources. If there are multiple interruptions in the second innings, the target will be adjusted downwards each time.
3. If there are interruptions which both increase and decrease the target score, then the net effect on the target could be either an increase or decrease, depending on which interruptions were bigger.

