

1. THE TOURNAMENT

The Legends Cricket USA Over 50s 2024 West Zone Regional Tournament (“Tournament”) will be held at Woodley Park in Los Angeles, CA between July 15th and 18th 2024. This document reflects the envisaged playing conditions and rules for the tournament. This is the final version of this document published approximately two weeks prior to the start of the tournament.

The tournament will comprise of 4 teams with each team playing each other once for a total of 3 games per team. The participating teams are West Lions, West Royals, San Francisco Saints, and West Warriors.

2. TOURNAMENT ADMINISTRATION

- (a) The Tournament will be held at Woodley Park and will be operated by the Organizing Committee comprising of Arun Tholudur, Ajay Garyali, Sanjeewa Weerasinghe, Raj Badadare, Balbir Singh, and Murali Posanipally.
- (b) Players are encouraged to participate in the tournament keeping in mind the spirit of the game and conduct themselves as gentlemen. The Organizing Committee will address all issues and disputes related to player discipline and conduct.
- (c) The tournament fee is \$2500 per team participating in the tournament – each players’ dues will be determined and managed by the respective team management.
- (d) Profit and Loss statement will be published within a month of completion of the tournament. Any left-over money will be equally split and returned to the four teams. Similarly, any budget over-runs will be equally split and collected from the four teams.
- (e) Only players who will be 50 years or older as of December 31, 2025 (i.e., born on or before December 31st, 1975) will be eligible to participate. Players who will be participating in a Masters USA tournament for the first time will need to carry a copy of official proof of date of birth (Driver’s License) and present it on request from a tournament official. Additionally, players can only participate in a team from the zone of their official residence and have proof of either Driver’s License or submitted Tax Form which clearly establishes their residency.
- (f) The Tournament shall be played in accordance with the cricketing laws/rules as stated in the “ICC Standard Playing Conditions for One Day Internationals” (latest edition) and “MCC Laws of Cricket” (latest edition). These laws/rules will govern any situation that is not specifically covered in this rule document except that in the event of an inconsistency between this document and the aforementioned laws/rules, the rules in this document shall prevail.
- (g) The Organizing Committee shall determine disputes, complaints or other matters arising out of the running of this tournament. The Organizing Committee also has absolute authority, if required, to amend the format of the tournament including playing days, hours, and venues. Decisions made by the Organizing Committee are final.

3. RESPONSIBILITIES

- (a) The team named first in each match is the nominal “Home” team.
- (b) The Organizing Committee will arrange the appointment of two official umpires for all matches.
- (c) Match balls will be PINK in color and will be provided by the Organizing Committee. One new ball will be used for each inning.
- (d) Both Captains must agree with the scores, both at the conclusion of the innings of the team batting first and the conclusion of the innings of the team batting second. Failing an agreement between the Captains within 60 minutes of the conclusion of the game the match result will be determined as an appeal within the provisions of Playing Condition **5.a**
- (e) The batting team will be responsible for scoring for their innings using the CricClubs platform. Captains need to make sure players who will be scoring have devices that are fully charged, CricClubs app is downloaded on the device and scorers are familiar with the scoring app.
- (f) Captains and Vice-Captains should follow CDC guidelines and COVID-19 protocols during the games and ensure all players including officials have signed the tournament participation waivers.
- (g) The minimum number of players in a team to constitute a game will be 8. The Captain/Vice-Captain are responsible for ensuring that the minimum number of players are present for a game to occur.
- (h) The Captain is also responsible for ensuring that all players are wearing the same uniforms during the game.
- (i) Violations will be subject to action by the Disciplinary Committee.
- (j) Any team related matters/dispute will be solely the team’s responsibility and Masters USA or the Organizing Committee will not be responsible for resolving any of these issues.

4. FITNESS OF GROUND, WEATHER AND LIGHT FOR PLAY

- (a) If both Captains agree on the fitness of the ground, weather, or light for play, then the officially appointed Umpires should allow play to proceed/continue. This shall NOT apply to the implementation of the lightning rule in Playing Condition **4.c** or excessive heat – both matters are solely to be decided by the Umpires.
 - (i) If either Captain disagrees over the fitness of the ground, weather, and light for play, the officially appointed Umpires shall be the final judge of the fitness of the ground, weather, and light for play. However, where there have not been 20 overs completed in the second innings (i.e., sufficient number of overs have not been play for a match result to be determined per the rules), and where the Captains are in disagreement over the fitness of the ground, weather and light for play, the appointed

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Umpires will not call off the match until at least the scheduled close of play or until agreement otherwise is reached by the Captains.

- (ii) Lightning - Play shall cease immediately if a lightning flash is followed by thunder less than 30 seconds later and shall not resume until the Umpires deem it safe. It is required that no person enter the field of play during the period that play is suspended under this rule. In the event that any participants are illegally on the field during the suspended period of play, the Umpires shall report to the Organizing Committee all such breaches as a disciplinary matter.

5. APPEALS

- (a) Any appeal in respect of a game may only be made by the Captains of the two sides in that game, not by a third party. Any appeal to the Organizing Committee must be made in writing via WhatsApp. Any appeal to the Organizing Committee must be made within 60 minutes of the completion of the game.
- (b) The Organizing Committee powers include but are not limited to:
 - (i) awarding a match to one team or to both teams jointly.
 - (ii) deducting or awarding competition points to either team in a match.

6. TEAM LISTS AND THE TOSS

- (a) Each team is allowed a roster of up to 20 players for the totality of the tournament. This roster will be locked by July 12th. No changes to the roster will be permitted after this date.
- (b) However, a maximum of 15 players are allowed to be part of the playing team for any game and should comprise of players from the roster of up to 20 declared prior to the start of tournament.
- (c) Both Captains must exchange playing teams list before toss. All playing 11/12/13/14/15 player's names must be clearly confirmed in team list. Each Captain should provide 3 player lists to umpires before toss. The submitted player list cannot be changed in any way after the toss without the consent of the opposing team Captain. The Captain winning the toss shall immediately notify the opposing Captain of their decision to bat or bowl. If a Captain is unavailable at the time of the toss, a deputy shall act in their place for the toss. The toss will take place 30 minutes before the scheduled start time. If a Captain or deputy is not available for toss without any acceptable reason, the toss will be awarded to Captain or deputy who is available during the toss. If a team is not available (i.e., minimum 8 players are not present) for the toss 30 minutes before start time, the toss will be awarded to the opposing team. If both If both teams are late (i.e., minimum 8 players are not present), one over will be reduced from both teams' batting quota for every 4 late minutes and toss will take place as soon as one team has the minimum number of players present. If a team is not available (i.e., minimum 8 players are not present) at the scheduled start of play, one over will be reduced from their batting quota for every 4 late minutes while the opposing team's batting overs quota will not be reduced assuming they have the minimum number of players present.
- (d) The refusal by a Captain or their deputy to comply with Playing Conditions may render the offending team liable to further action being considered by the Organizing Committee including the loss of points

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or a decision that the offending team may be deemed to have forfeited the match. The Umpires must report to the Organizing Committee any scenario where play started late and if the umpires believe the toss was deliberately delayed by either Captain.

- (e) The Captain of each team is ultimately responsible for determining the playing time and opportunities (e.g., batting, bowling, fielding) for each player. Neither the Organizing Committee nor Masters USA make any representation about minimum playing opportunities (i.e., it is possible that a player may not get to bat or bowl at all during the tournament).

7. CONDUCT OF THE GAME

(a) Number of Players per Match

Teams can play the match under a "Play 15 Bat 11" rule. This is permissible even if one side wants to play with 12/13/14 and the other wants to play with 11.

If a team is playing 12/13/14/15, the following conditions apply –

- i. Only 11 players are allowed to bat.
- ii. Any of the 12/13/14/15 players are allowed to bowl (i.e., 11 can bat but all 12/13/14/15 can bowl).
- iii. All 12/13/14/15 players in the squad will be required to field as part of a mandatory rotation requirement through at least one Powerplay session. As part of this requirement, a maximum of 3 fielders can be rotated at any given time and is allowed to occur at the start of each Powerplay session. Umpires must be notified each time a fielding change takes place. Any player coming on to the field to perform a fielding rotation must be one of the 12/13/14/15 nominated players for that game, and if required, can bowl immediately.
- iv. An optional fielding rotation amongst the 12/13/14/15 nominated players in the squad is permissible if a fielder becomes legitimately ill or injured under the Substitute Fielder Laws of Cricket (Law 24).
- v. Players in each squad who are not part of the nominated 15 for each match are not permitted to participate in the match as a substitute fielder. As an exception, a substitute fielder (from outside of the nominated 15) shall only be allowed to field, if 4 or more of the 15 nominated players become ill or injured and become unable to field. The use of a 16th (or more) player as a substitute fielder shall only be allowed if a team has injuries that reduces the originally nominated 15, to less than 11 players. Additionally, any such substitute is not allowed to bat or bowl.
- vi. Further to the above, the Umpires have sole discretion to allow a substitute fielder for reasons other than illness or injury, also referred to as "wholly acceptable reasons" as per 24.1 in the Laws of Cricket. A fielder who comes on as a substitute for an injured fielder will not be able to bowl, unless he becomes part of playing 11 during mandatory rotation.

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- vii. A nominated player's absence will not incur any Penalty time, provided absence is due to illness or injury or any other "wholly acceptable reasons" agreed with umpires.

(b) Match Times / Scheduling

Play is scheduled from **10.00 am to 5.30 pm** with a lunch break of **30 minutes**. The toss will take place 30 minutes before start time and all teams and captains are expected to be at the ground in uniform. If one of the teams are not present **30 minutes** before start time an over will be deducted from their batting innings for every 4 minutes delay. If both teams are not present at the ground **30 minutes** before game time, then on over will be deducted from both teams batting innings for every 4 minutes delay. There must be minimum of 8 players available from each team to start the game. If 8 players from team is not available before start time, then it will be considered as delay and an over will be reduced from offending team's batting for every 4 minutes of delay.

Each inning is limited to a maximum of 45 overs a side. **When bowling, each team has 210 minutes to complete its quota of overs at the rate of approximately 15 overs per hour (or one over every four minutes) including extra allowance for drinks etc.** Each team has to have had the opportunity to bat for a minimum of 20 overs to constitute a match. If the team does not complete their quota of 45 overs in 210 minutes, they will have to complete the overs, but the **batting team will be awarded 2 penalty runs/over bowled short in the allotted time.** The umpires will be the sole timekeepers.

If the team batting in the first innings of the match is bowled out in **20 overs OR LESS**, then the scheduled lunch break will not occur - instead, a 15-minute innings break takes place and the game will be played out to its completion with the supplied lunch to be consumed at the end of the match.

(c) Drinks Breaks

On days played under normal weather conditions, two drinks breaks will occur which are scheduled at the end of the 15th and 30th overs. For matches that are reduced to less than 45 overs a side, the scheduling of the drinks breaks must be agreed upon between the Umpires and the two Captains prior to play. Additional drinks breaks should be scheduled, as required, on extremely hot days.

(d) Extension of Play

The nominal scheduled finish time of 5:30 pm can be extended by up to an additional 90 minutes (to 7:00 pm) (provided condition allows it), if time is lost in any these scenarios –

- (i) Late starts due to ground fitness or weather-related issues.
- (ii) Time lost during the game due to play being suspended for rain, lightning, or the application of the excessive heat policy as detailed in Playing Condition 10.
- (iii) Time lost due to the first innings of the game going over its allotted time to complete the required number of overs

(e) Bowling and Batting Restrictions

(i) **Bowling Restrictions** - In a full 45 over match no player shall bowl more than eight (8) overs. In a reduced over match, no player shall bowl more than 20% of the total number of overs in that innings

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(except in the situation where the reduction in number of overs occurs after a bowler may have already bowled more overs under the original conditions). A person who finishes an over for an injured bowler shall have that partial over count as a full over for the purposes of this playing condition.

(ii) **Batting Restrictions** - Many mature aged competitions require that a batsman retire their innings upon reaching a maximum score. Such restrictions do **NOT** apply in this tournament.

(f) **Fielding Restrictions**

(i) **Definition of Fielding Restriction Area** - Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semicircles shall be 27.5 m (30 yards). The ends of each semi-circle shall ideally be joined to the other by a straight line or series of dots

(ii) **Application of Restrictions** - Fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

Subject to there being no interruptions to play, the Power play Overs shall be:

- a. **Powerplay 1** - no more than three (3) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 15.
- b. **Powerplay 2** - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 16 to 30.
- c. **Powerplay 3** - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 31 to 45.
- d. **Restriction of Leg Side Fieldsmen** - At the instant of delivery no more than five (5) players shall be fielding on the leg side of the wicket.
- e. **Powerplay Infringement** - In the event of an infringement of the above Power play restrictions 1, 2 or 3, either Umpire shall call and signal 'No ball' at the instant of delivery.
- f. **Powerplays in Reduced Over Games** - In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with Appendix B. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

(g) **Loss of Scheduled Playing Time**

(i) **Summary** - If for any reason there has been a loss of scheduled playing time, the quota of overs is UNAFFECTED for the first 90 minutes of playing time lost. Furthermore, If the first innings of the match finishes ahead of schedule, all unused time in that innings must be used on top of the 90 minutes before overs are reduced after loss of playing time.

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(ii) Once all available "make-up" time as described above has been exhausted, overs to be bowled are calculated as follows –

NOTE: Calculations required in appendix (a) and (b) that result in a part over shall see the number of overs remaining rounded up.

- (1) **Lost Time Pre Match** - For matches that do not commence on time the number of overs per side and the match day scheduling is determined by the late start table which is located at Appendix "A" within these Playing Conditions
- (2) **Lost Time During First Innings** - For any time lost during the innings of the team batting first overs are reduced at the rate of one (1) over for each team for each whole eight (8) minute time period of schedule playing time LOST provided that a MINIMUM of twenty (20) overs is achievable for each side. Revised target for team batting second will be calculated based on Duckworth Lewis method. Players can check revised target with scorer or in CricClubs app which will be used in live scoring.
- (3) **Lost Time After First Innings** - Where time is lost after the end of the first innings, the number of overs remaining in the match shall be calculated based on the amount of available playing time (in minutes) that remain up to the re-scheduled finish time and then dividing by four with any fraction of an over to be rounded up, provided always that a MINIMUM of twenty (20) overs can be achieved in the time remaining by the team batting second. Revised target for team batting second will be calculated based on Duckworth Lewis method. Players can check revised target with scorer or in Cricclub app which will be used in live scoring. Please note that after interruption, power play restrictions and maximum number of overs to be bowled will be revised based on Appendix "A" within these Playing Conditions.
- (4) **Game stops due to bad light or unavoidable interruption during second inning** – If more than or equal to twenty (20) overs are completed by team bowling second, and then the game stops because of unavoidable circumstances (like bad light, rain etc.) and cannot resume further play, in this case winner of the game will be decided based on Duckworth Lewis method.
- (5) **Duckworth-Lewis calculator** – DLS calculations will be performed using the official ICC sanctioned application and communicated by the umpires as needed.
- (6) If less than twenty (20) overs are completed by each team, then the match shall be declared a draw provided that a result has not previously been achieved. To Clarify - If the team batting second uses less than twenty (20) overs to pass the target score (or a revised target score) where they had the opportunity to bat at least twenty (20) overs, then this shall constitute a match.
- (7) Should the game not be able to commence by **3.30 pm** then the match shall be abandoned as a No Result
- (8) Umpires and captains will work together to ensure games are completed with result. Umpires' decision will be final in such situations where delays may occur.

(h) Substitute Fielders and Runners

(i) Once play has commenced, if at any time the fielding side is reduced to less than eleven (11) players due to a fielder having to leave the ground ill or injured, a substitute fielder shall be allowed. If the fielding team does not have a substitute fielder, the opposition teams are encouraged to invoke “best practice” and offer a substitute fielder from within their own ranks if they so wish. If necessary, the Umpires should remind the opposing captain of this playing condition.

(ii) **Runners** – Runners for batsman are not allowed in this tournament.

(i) Non-Appointed (Player) Umpires Standing at Square Leg

(i) If there is only one official Umpire available at any time, then the role of square leg Umpire will be filled by a player from the batting side. If in the opinion of the officially appointed Umpire, a decision is made by the square leg Umpire (who was not appointed to the match) is so undeniably incorrect, then the officially appointed Umpire will call and signal “Dead Ball”. The two umpires will then consult with each other. The officially appointed Umpire shall supply additional feedback in relation to his observation of the issue at hand and will also supply relevant feedback in relation to certain Laws of the Game or Playing Conditions that the square leg umpire may not have known about. The overall goal of the consultation is to ensure that the correct decision is made. If after consultation, the square leg Umpire does not wish to change his decision, then that decision shall stand. The officially appointed Umpire is encouraged to request an immediate replacement (player) square leg Umpire if the continuing presence of that person acting as square leg Umpire has potential to cause conflict or ill feeling between the two sides.

(ii) In the event of a player having to perform the role of square leg Umpire, such a person shall not be allowed to call or signal No Ball for high full tosses or short pitched deliveries. This remains solely within the jurisdiction of the umpire at the bowler’s end.

(j) Super Over

In the event of a tied match where runs scored by both teams at the end of their innings are the same, the teams shall compete in a one over per side eliminator to determine the winner if the weather and/or light permits. If weather and/or light prevents the continuation of the game, the match will be deemed as Drawn and points shared equally. Refer to Appendix C for rules related to the Super Over.

(k) Completion of a Match

A match is considered complete when the team batting second has either faced their entire quota of overs or has passed the target number of runs for a win or has been bowled out.

(l) Code Of Conduct

(i) Players will conduct themselves in a manner that upholds the values of the game as per the “Spirit of Cricket” guidelines contained within the Laws of the Game. Umpires will report to the Organizing Committee any breaches of these values and any such reported player will be dealt with at the discretion of the Organizing Committee which may contain any form of penalty that the committee may deem appropriate. There is no right to appeal any penalty imposed on a player by the Committee.

- (ii) In the new 2017 code of the Laws of Cricket, Law 42 gives Umpires the power to “sin bin” or send a player off for serious misconduct issues. This Law **shall not apply** in this tournament.

8. WIDES AND NO BALLS

(a) Wides

Umpires will adjudicate wide deliveries on the striker’s offside/legside in the same way as defined in the Laws of Cricket (i.e., matches of ODI format)

(b) No Balls

The Laws of Cricket shall apply except for the following circumstances –

(i) **High Bouncers** – A bowler may deliver no more than one bouncer per over. Any delivery that bounces above the shoulder of the batsman in his normal stance fits this description. Once a player delivers his one allowable bouncer per over, the Umpire at the non-striker’s end shall inform the bowler and the batsman on strike that his limit has been reached. Any further bouncers in the same over shall be called no ball and the bowler issued with a first warning which carries through for the rest of the innings. A second such breach will be called no ball and a second and final warning issued to the bowler. Any further breach will be called no ball and the bowler will not be allowed to bowl for the rest of the innings.

(ii) **High Bouncers** - Any bouncer that passes clearly over the head of the batsman in an over shall in the first instance be called a wide. It shall count as the first and only allowable bouncer in the over. Further bouncers over the head in the same over shall be called no ball and be dealt with in the same way as a second and subsequent bouncer in an over as per protocol in Playing Condition **8.b (i)** above.

(iii) **High Full Tosses** - Any delivery, of any speed, that is full pitch above the waist of the batsman shall be called no ball by the non-striker’s end umpire only. A warning process is in place that is only applicable to a waist high full pitch delivery that in the opinion of the Umpire was dangerous and had potential to cause injury to the batsman. Where the Umpire believes that such a high pitch delivery was dangerous and could cause injury, an official warning will be issued after the call of No Ball. If another such delivery is bowled in the innings by the same player, the Umpire will issue a Second and Final warning after the ball is called No Ball. Another breach in the innings by the same player will be called and signaled No Ball and then when the ball is dead the bowler will will not be allowed to bowl for the rest of the innings.

(iv) **High Full Tosses** - As a guide, an official warning should only be given against a bowler if the Umpire answers YES to each of these questions -

- Was the ball delivered full pitch above the waist of the striker.
- Was the delivered ball directed at the body of the striker.
- Whether or not the ball is struck by the batsman, If the delivered ball had hit the striker in the body would it have potentially caused significant injury.

When assessing the above criteria, Umpires are required to take into the account the speed at which the ball was delivered.

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(v) **Leg Side Restrictions** - Refer to Playing Condition 7.f(d) which will see a no ball called by either Umpire if more than five (5) players are fielding on the leg side of the wicket when the ball is delivered by the bowler.

(vi) **Free Hit following a No Ball** – After any form of No Ball call the free hit protocol shall take place for the next delivery. Each subsequent delivery will also be a free hit if the delivered ball is not fair (i.e., another No Ball or a Wide Ball)

9. POINT SCORING AND SEEDING

(a) The number of competition points during the league stage of the competition that can be earned are as follows -

- **Winning Team** – 2 points
- **Losing Team** – 0 points
- **Draw or Tie or No Result** – 1 point each (includes matches where weather or ground fitness either prevented play starting or prevented a result)

A team that receives a forfeit or is awarded a match under Law 16 of the Laws of Cricket shall be awarded the maximum number of points gained by any team in that pool for that round. The team that forfeits any match earns zero points.

(b) The tournament rankings will be determined in the following order – Points followed by Net Run Rate (to decimal points) if teams are tied on points. If still tied, the winner of the head-to-head game will be the higher seed. If still tied, captains will toss to determine the higher seed.

10. PLAYER OF THE MATCH AWARD

The CricClubs app lists the “Top 5 Performers of the Match” under the “MVP” tab. The player with the highest points (regardless of whether they belong to the winning or losing team) will be declared the Player of the Match. Neither the Umpires nor the Captains are allowed to make an alternate decision for the Player of the Match.

11. SPIRIT OF THE GAME AWARD

The Umpires will select one player who, in their judgment, consistently played the game and conducted themselves on and off the field consistent with the Masters values and with the Spirit of Cricket listed at <https://www.lords.org/mcc/the-laws-of-cricket/preamble-to-the-laws-spirit-of-cricket>

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APPENDIX A – Over Reduction Table for Late Starts Due to Weather or Ground Conditions

The below table should be used in the event of a match starting late as a guiding principle. The table is only valid for a late start. Once play commences, if there is a weather-related delay the overs remaining should be manually recalculated as per Playing Condition.

Over Reductions for Late Starts

Minutes Lost	Innings Time (Minutes)	Overs Each	Batting 1st Times	Interval Duration	Batting 2nd Times
0	210	45	10.00 - 1.30	30	2.00 - 5.30
0	210	45	10.15 - 1.45	30	2.15 - 5.45
0	210	45	10.30 - 2.00	30	2.30 - 6.00
0	210	45	10.45 - 2.15	30	2.45 - 6.15
0	210	45	11.00 - 2.30	30	3.00 - 6.30
0	210	45	11.15 - 2.45	30	3.15 - 6.45
0	210	45	11.30 - 3.00	30	3.30 - 7.00
0	200	43	11.45 - 3.05	30	3.35 - 7.00
35	190	41	12.05 - 3.15	30	3.45 - 7.00
55	180	39	12.25 - 3.25	30	3.55 - 7.00
75	170	37	12.45 - 3.35	30	4.05 - 7.00
95	160	35	1.05 - 3.45	30	4.15 - 7.00
115	150	33	1.25 - 3.55	30	4.25 - 7.00
135	140	31	1.45 - 4.05	30	4.45 - 7.00
155	130	29	2.05 - 4.15	30	4.45 - 7.00
175	120	27	2.25 - 4.25	30	4.55 - 7.00
150	115	25	2.45 - 4.40	25	5.05 - 7.00
160	105	23	3.05 - 4.50	25	5.15 - 7.00
160	95	21	3.25 - 5.00	25	5.25 - 7.00
170	95	21	3.30 - 5.05	20	5.25 - 7.00
180	90	20	3.35 - 5.05	20	5.25 - 7.00
190	90	20	3.40 - 5.10	20	5.30 - 7.00

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APPENDIX B - Power Plays

The below table should be used in the event of a match being reduced to less than 45 overs

- Powerplay 1 requires no more than 3 players outside the fielding circle
- Powerplay 2 requires no more than 4 players outside the fielding circle
- Powerplay 3 requires no more than 5 players outside the fielding circle

Number of Overs	Powerplay 1	Powerplay 2	Powerplay 3
20	7	6	7
21	7	7	7
22	8	7	7
23	8	7	8
24	8	8	8
25	9	8	8
26	9	8	9
27	9	9	9
28	10	9	9
29	10	9	10
30	10	10	10
31	11	10	10
32	11	10	11
33	11	11	11
34	12	11	11
35	12	11	12
36	12	12	12
37	13	12	12
38	13	12	13
39	13	13	13
40	14	13	13
41	14	13	14
42	14	14	14
43	15	14	14
44	15	14	15
45	15	15	15

APPENDIX C – Super Over

Procedure for the One Over Per Side Eliminator

The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

1. Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match within 15 minutes after the conclusion of the 2nd innings of the match.
2. In both innings of the one over per side eliminator, the fielding side shall choose from which end to bowl.
3. Only nominated players in the main match may participate in the one over per side eliminator. Should any player (including the batsmen and bowler) be unable to continue to participate in the one over per side eliminator due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the one over per side eliminator.
4. Each team's over is played with the same fielding restrictions as apply for the last over in a normal match.
5. The team batting second in the match will bat first in the one over eliminator.
6. The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the one over per side eliminator from the box of spare balls provided by the umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the one over per side eliminator shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
7. The loss of two wickets in the over ends the team's one over innings.
8. In the event of the teams having the same score after the one over per side eliminator has been completed, another one over eliminator will be played (subject to weather conditions) until a winner is declared.

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APPENDIX D – Preliminary Schedule (Subject to Change)

Day/Date	Home Team	Away Team	Ground
Monday, July 15	West Lions	West Warriors	Wright
	West Royals	San Francisco Saints	Severn
Tuesday, July 16	West Royals	West Lions	Severn
	San Francisco Saints	West Warriors	Wright
Thursday, July 18	West Warriors	West Royals	Severn
	West Lions	San Francisco Saints	Wright