

**IWCC ONE DAY INTERNATIONAL PLAYING CONDITIONS
INCLUDING ECB DIRECTIVES**

Except as varied hereunder the Laws of Cricket 2000 Code shall apply and these playing conditions should be read in conjunction with these Laws.

1. DURATION OF MATCHES

One Day International Matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 50 six-ball overs. A minimum of 25 overs per team shall constitute a match unless either team is bowled out in less than 25 overs

2. HOURS OF PLAY, INTERVALS AND MINIMUM OVERS IN THE DAY

- 2.1 Start and Cessation Times:** Matches will start at 11.00 am unless delayed by adverse conditions of ground, weather or light. There will be 2 sessions of 3 hours each separated by a 40 minute break.
- 2.2 Interval Between Innings:** The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least 30 minutes prior to the scheduled interval. In this case a ten minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where play is delayed or interrupted the Umpires will reduce the length of the interval as follows:

Time Lost	Interval
Up to 60 minutes	30 minutes
Between 60 and 120 minutes	20 minutes
More than 120 minutes	10 minutes

Note: Refer also to the provisions of Clause 4.2.

- 2.3 Intervals for Drinks:** Two drinks breaks per session shall be permitted, each 1 hour apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

Drinks are not included in the playing time.

- 2.4 Extra Time:** The participating countries may agree to provide for extra time.

3. APPOINTMENT OF UMPIRES

- (a) The Host Country shall appoint both on field Umpires.
- (b) For televised matches the Host Country shall also appoint a third umpire who shall act as the emergency umpire and officiate in regard to TV replays.

4. LENGTH OF INNINGS

4.1 Uninterrupted Matches

- (a) Each team shall bat for a maximum of 50 (six-ball) overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

Unless otherwise determined by the Umpires, the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

The interval shall not be extended and the second session shall commence at the scheduled time.

The Umpires may increase the number of overs to be bowled by the team bowling second if the events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.

- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).
- (d) If the team batting first is dismissed in less than 50 overs the team batting second shall be entitled to bat for 50 overs except as provided in (c) above
- (e) If the team fielding second fails to bowl 50 overs or the number of overs as provided in 4.1(b), (c) or (d) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

4. LENGTH OF INNINGS (continued)

4.2 Delayed or Interrupted Matches

4.2.1 General

- (a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum of 25 overs have to be bowled to the side batting second to constitute a match subject to the provisions of Clause 4.1(b).

The calculation of the number of overs to be bowled shall be based on an average rate of 17 overs per hour in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- (b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- (d) Fractions are to be ignored in all calculations re the number of overs. Fractions to be rounded up to the next whole number.

4.2.2 Delay or Interruption to the Innings of the Team Batting First

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of Clauses 2.2 and 4.2.1(a).
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and 4.1(b) shall apply.
- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, 4.1(c) shall apply.

4.2.3 Delay or Interruption to the Innings of the Team Batting Second

If there is a suspension in play during the second innings, the overs shall be reduced at a rate of 17 overs per hour for time lost, except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

5. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

- 5.1** The ECB Directives on fielding restrictions for Junior Age Groups will be observed.
- 5.2** Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 23 metres. The ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch. The fielding restriction area should be marked by continuous painted white lines or ‘dots’.
- 5.3** At the instant of delivery there may not be more than five fielders on the leg side.
- 5.4** For the first 15 overs only two fielders are permitted to be outside the field restriction marking at the instant of delivery.
- 5.5** For the remaining overs only five fielders are permitted to be outside the field restriction marking at the instant of delivery.
- 5.6** Two inner circles shall be drawn on the field of the play. The circles have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15 metres. The field restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. In the first 15 overs there must be a minimum of two stationary fielders within the 15 metres field restriction of the striker at the instant of delivery. The two stationery fielders may be permitted to stand deeper than 15 metres (in the un-demarcated area) provided only that they are standing in slip, leg slip and gully positions.
- 5.7** In the circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 5.3 and 5.5 above shall be reduced proportionally in a ratio of 15:50 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs and overs are to be rounded up to the next whole number.

Total overs in innings	No. of overs for which fielding restrictions in 5.3 and 5.5 above will apply
25-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40-43	12
44-46	13
47-49	14
50	15

- 5.8** Where the numbers of overs for the team batting second is reduced (including under the provisions of Clause 4.1(b) and/or 4.1(c) above), the restrictions in 5.3 and 5.5 above will apply for the same proportion of the second innings as applied in the first innings (fractions to be ignored).
- 5.9** In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal ‘No ball’.

6. NUMBER OF OVERS PER BOWLER.

6.1 The ECB Directives on fast bowling for Junior Age Groups will be observed.

6.2 No bowler shall bowl more than 10 overs in an innings.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. This restriction shall not apply to the team fielding second where the provisions of Clause 4.1(b) have been applied.

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

7. HELMETS

Any player under the age of 18 playing in this Competition must wear a helmet when batting and/or when standing up to the stumps when keeping wicket unless a parent or guardian has given prior written consent.

8. LAW 42 FAIR AND UNFAIR PLAY

Law 42.6 – Bowling of Fast Short Pitched Bowling

- (a) If the umpire at the bowlers end considers that by their repetition and taking into account their length, height and direction they are likely to inflict physical injury on the striker, irrespective of the protective equipment she may be wearing, either Umpire shall call and signal no ball. The relative skill of the striker shall be taken into consideration if the ball passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (b) Any delivery which after pitching, passes or would have passed over the head height of the striker standing upright at the crease, although not threatening physical injury, is unfair and shall be considered as part of the repetition sequence in (a) above.

8. LAW 42 FAIR AND UNFAIR PLAY (continued)

Law 42.6 – Bowling of High Full Pitched Balls

- (a) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed to be dangerous and unfair whether or not it is likely to inflict physical injury on the striker.
- (b) A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is to be deemed to be dangerous and unfair, whether or not it is likely to inflict physical injury of the striker.

9. WIDE BOWLING - JUDGING A WIDE.

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any offside or legside delivery, which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score, shall be called a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called wide.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs that are run or result from a wide ball that is not a no ball shall be scored wide balls.

10. THE BALL

The Host Country shall provide cricket balls of an approved standard for One Day International cricket and spare used balls for changing during a match which shall also be of the same brand.

The fielding captain or her nominee may select the ball with which she wishes to bowl from the supply provided by the Host Country. The Umpires shall take a new box containing at least 6 new balls to the dressing room and supervise the selection of the ball.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, at drinks intervals, at the end of each over or any other disruption in play.

Where day/night matches are scheduled, white balls will be used in all matches (including day matches) in a series. Each fielding team shall have one new ball for its innings.

In the event of a ball during play being lost or, in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that, in their opinion has had a similar amount of wear.

10. THE BALL (continued)

In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the Umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though it has not gone out of shape.

If the ball is to be replaced, the umpire shall inform the batsmen. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

11. THE RESULT OF A MATCH

11.1 A result can be achieved only if both teams have had the opportunity of batting for at least 25 overs, subject to the provisions of Clauses 4.1(b) and 4.2.2(b) unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.

All matches in which both teams have not had an opportunity of batting for a minimum of 25 overs, shall be declared "no result".

11.2 Tie

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Clauses 4.1(b) and 4.2.2(b) the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

11.3 Delayed or Interrupted Matches – calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 25 overs unless the provisions of 4.1(b) or 4.2.2(b) apply) then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. The target set will always be a whole number and one run less will constitute a Tie. (Refer Appendix 2)

The method of calculating the target score in delayed or interrupted matches will be the Duckworth Lewis method.

12. THE RESULT OF THE COMPETITION

12.1 At the end of the Round Robin matches, the Teams will be placed in rank order according to the points awarded for all matches during the Round Robin section. If it is necessary to distinguish between Teams with the same number of points, the criteria set out in 12.2 will be applied.

12. THE RESULT OF THE COMPETITION (continued)

- 12.2** If two or more Teams have equal points, then the following criteria will be applied in the order stated. In the calculations, part overs at the end of either innings will be included in correct decimal form. 'No Result' matches are to be excluded.
- a. In the case of only two Teams with equal points, then if the matches between those two Teams resulted in a win to one side, that Team shall take the higher position.
 - b. For any number of equal Teams, a Team with a higher average of runs per over, from all games played during the Tournament will take a higher position than one with a lower average.
 - c. If there are still equal Teams, a Team that has taken more wickets per overs bowled, over all their matches, will take a higher position than one which has taken fewer wickets.
 - d. If there are still equal Teams, a Team that has lost fewer wickets per overs faced, over all their matches, will take a higher position than one that has lost more wickets.
- 12.3** At the end of the Round Robin Section, the two Teams with the highest ranking will contest the Final to establish the Tournament Champion.

12.4 Match Points

The following points will be awarded during the Round Robin section:

For a Win	4 points
For a Tie	2 points
For a No Result	2 points
For a Loss	0 points

13. SUBSTITUTES

13.1 LAW 2.1 will apply as modified:

In normal circumstances, a Substitute shall be allowed to field only for a player who satisfies the Umpires that she has become injured or become ill during the match. However, in very exceptional circumstances, the Umpires may use their discretion to allow a Substitute for a player who has to leave the field or does not take the field for other wholly acceptable reasons, subject to consent being given by the opposing Captain. If a player wishes to change her shirt, boots etc, she may leave the field to do so (no changing on the field) but no Substitute will be allowed.

13.2 LAW 2.5 Fielders Absent or Leaving the Field

In place of Law 2.5, the following will apply:

No fielders shall leave the field or return during a session of play without the consent of the Umpire at the bowler's end. The Umpire's consent is also necessary if a Substitute is required for a fielder at the start of play or when his side returns to the field after an interval. If a member of the fielding side does not take the field at the start of play, leaves the field or fails to return after an interval and is absent from the field longer than 15 minutes:

- (i) the player shall not be permitted to bowl in that innings after her return until she has been on the field for at least that length of playing time for which she was absent.
- (ii) the player shall not be permitted to bat unless or until, in the aggregate, she has returned to the field and/or her side's innings has been in progress for at least that length of playing time for which she has been absent or, if earlier, when her side has lost five wickets.

The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness) and consent for a Substitute has been granted by the opposing Captain.

NOTE - in the event of a fielder already being off the field at the commencement of an interruption in play through ground, weather or light conditions, she shall be allowed to count any such stoppage time as playing time, provided that he personally informs the Umpires when she is fit enough to take the field had play been in progress.

14. LAW 7 - THE PITCH

In addition to the Law 7.2, the following will apply:

Captains, Umpires and Groundsman should co-operate to ensure that prior to the start of any day's play, no one bounces a ball on the pitch, or strikes it with a bat to assess its condition or for any other reason, or causes damage to the pitch in any other way.

15. LAW 10 - THE PITCH

Law 10.1 - Rolling of the Pitch

Law 10.1 will apply, but add the following sentence to the first paragraph:

However, if in the opinion of the Umpires, the delay has had no significant effect upon the state of the pitch, they shall refuse any request for the rolling of the pitch.

In addition the Umpires are empowered to authorise the Groundsman to roll, sweep and otherwise treat the pitch by such manner and means which they, bearing in mind the advice of the Groundsman, consider will return the state of the pitch as near as possible to that pertaining when the choice of innings was made.

15. LAW 10 – THE PITCH (continued)

Law 10.6 - Maintenance of Foot Holes

Law 10.6 will apply but add:

The Umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowlers' foot holes.

16. LAW 11 - COVERING THE PITCH - BEFORE & DURING A MATCH

In place of Law 11.1 and 11.2, the following shall apply:

In all matches, the pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match. It shall be wholly covered at the termination of each match or providing the weather is fine, within a period of two hours thereafter.

The covers shall be removed no earlier than 5.00 am and no later than 7.00 am on the morning of each match provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

Note: The covers must totally protect the pitch and also the pitch surroundings, a minimum of 5 metres either side of the pitch and any worn or soft areas in the outfield, as well as the bowlers run-ups to a distance of at least 10 x 10 metres.

Attention is drawn to Law 11.3.

16. DRYING OF PITCH AND GROUND

- (a) Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the Groundsman. Thereafter and throughout the match the Groundsman may undertake the drying of the outfield at any time, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the Umpires. The Umpires shall be empowered to have the pitch dried without reference to the Captains at any time they are of the opinion that it is unfit for play.
- (b) The Umpires may instruct the Groundsman to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

Note - an absorbent roller may be used to remove water from the covers including the cover on the match pitch.

17. LAW 19 - BOUNDARIES

17.1 The boundary shall be the fence or a rope inside the fence. The pitch shall be a minimum 60 yards (55m) from one boundary, square of the pitch. When this minimum distance is used, the pitch has to be a minimum 65 yards (60m) from the opposite square boundary. The straight boundary at both ends of the pitch shall be a minimum of 60 yards (55m). Distances shall be measured from the centre of the pitch to be used.

If an unauthorised person enters the playing arena and handles the ball, the Umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorised person handling the ball.

17.2 **Note (a)** - Sightcreens shall be provided at both ends of all grounds. Advertising shall be permitted on the sight screen behind the striker, providing it is removed for the subsequent over from that end.

18. LAW 21 – THE RESULT

Law 21 shall apply with the following:

Any query on the result of the match as defined in Law 21.6 and 21.7 shall be resolved as soon as possible and a final decision made by the umpires at the close of play.

19. "HITTING UP"

Teams are required to observe ground authority regulations and to exercise the utmost care and caution when engaging in practice and pre-match warm-up and "hitting-up" activities so as to avoid the risk of injury to members of the public, damage to the centre wicket region and to perimeter fencing.

DUCKWORTH LEWIS RE-CALCULATION OF TARGET SCORE

Application of the Duckworth/Lewis Method for Setting a Fair Target Score in an Interrupted Limited-Overs Cricket Match

Introduction and Definitions

The principle, which the method applies, is that the target is adjusted by the percentage of the run scoring resources of the innings that is lost due to the suspension in play. This percentage depends not only on the number of overs that are lost, but also on the stage of the innings at which they are lost and the number of wickets that have fallen at the time of the suspension. The term "percentage of innings" used in this document refers to the percentage of these combined run scoring resources. These notes provide instructions on how this principle should be applied in all situations, illustrated with worked examples.

All calculations for any one innings, once it has started, are made using the figures from a single table. This table gives the percentages of innings remaining at all stages (overs left and wickets lost). The number of overs allocated to an innings at the moment of commencement of the innings is called the initial overs allocation and is denoted by the letter N. In most instances the table for N=40, 50 or 60 overs, as appropriate, will be all that is required and these are included within this document, labeled Tables 40, 50 and 60 respectively. However, where an innings has commenced, a table for the reduced initial overs allocation will be required. A book of Supplementary Tables for all values of N from 10 to 60, labelled Tables 10, 110.60, is supplied separately. For any one innings, once it has started, only the table for the designated initial overs allocation, N, should be used. Note that the tables used for the two innings in a match may not necessarily be the same.

The team batting first is referred to as "Team 1" and the team batting second are referred to as "Team 2". Decimal fractions of an over are expressed in standard cricket notation, e.g. 4.3 overs means 4 overs plus 3 balls.

The term "target score" refers to the score that Team 2 have to achieve to win. If this is not a whole number of runs then a tie is impossible. The target score at the moment of commencement of Team 2's innings is referred to as the initial target score and is denoted by the letter T. This does not change throughout this innings whatever suspensions in play may occur. If there is a suspension in play in the course of Team 2's innings, then a revised target score will be set.

Calculation of the Percentage of the Innings Lost by a Suspension in Play

To compensate for any suspension in play during either Team 1's or Team 2's innings, it is necessary first to calculate the percentage of the innings that has been lost on account of this suspension. For the particular innings in which the suspension occurs, note the value of the initial overs allocation, N, and use the table for N overs for the whole duration of that innings.

- 2.1 For the start of the suspension in play, from the table note the percentage of the innings that remained for the appropriate number of overs left and wickets lost = A.
- 2.2 For the resumption of play after the suspension, from the table note the percentage of the innings now remaining for the revised number of overs left and for the same number of wickets lost = B.

Calculation of the Percentage of the Innings Lost by a Suspension in Play (continued)

- 2.3 Subtract B from A to give the percentage of innings lost = C.
- 2.4 If a suspension in play occurs part-way through an over, then the number of overs left both before and after the stoppage, for the purpose of reading the percentages A and B from the table, should be taken as the next highest whole numbers of overs left.

Example 1 (play suspended mid-over)

Suppose that 12.4 overs out of a scheduled 40 have been bowled (27.2 overs left) and the team batting have lost 1 wicket. Then play is suspended and 10 overs are lost.

The initial overs allocation is (N =) 40. Use Table 40. The percentage A is read for 28 overs left and 1 wicket lost (= 77.8%), and B is the figure for 18 overs left and 1 wicket lost (= 58.4%). Their difference gives the percentage of innings lost, C (= 19.4%).

- 2.5 If a suspension in play is of sufficient length to necessitate termination of the innings, then the percentage B (2.2) is taken as zero and the percentage lost is the percentage of the innings that was remaining when the suspension occurred, A (2.1). If the terminal suspension occurs part-way through an over, the percentage A is taken from the end of that over but this should be increased by one-sixth of the difference between this percentage and that for the end of the previous over for each ball remaining in the over being bowled.
- 2.6 If more than one suspension in play occurs, the percentage of the innings is lost, C, are calculated as described in 2.1, 2.5 and totalled to give a revised value for C after each suspension.

Suspensions During Team 1's Innings

If a suspension in play occurs during, or to terminate, Team 1's innings, then it will be necessary to make an adjustment to Team 1's total score to produce a fair initial target score for Team 2. This is because the reduction in the number of overs allocated to Team 2's innings is known at the start of their innings when they have all their wickets in hand and the attainment of Team 1's total would otherwise be made easier by virtue of the suspension. Unless Team 2 lose several more overs due to the suspension than did Team 1 (see Examples 7 and 8), Team 2's initial target score, T, will generally be higher than Team 1's score.

Team 2's initial target score, T, is calculated from a "projected" total score, P, for Team 1's innings, which includes an allowance for the extra runs which would have been scored, on average, if the innings had not been interrupted. This allowance is calculated from the average total score (denoted by G) for an innings of that initial overs allocation.

- 3.1 Note the initial overs allocation for Team 1's innings, N, and calculate the percentage of the innings lost by the suspension(s), C, (see 2).
- 3.2 Note the average total score, G, for N overs from Appendix 1 for the appropriate grade of competition.

Suspensions During Team 1's Innings (continued)

- 3.3 Multiply C by the average total score, G, and add this to the actual score, ignoring decimal fractions, to give the projected score, P, for an uninterrupted innings of N overs allocation.
- 3.4 When the umpires have decided what will be Team 2's allocation of overs (denote this by M) then, still using the same table as for Team 1's innings, read the percentage of the innings remaining for M overs left and 0 wickets lost. (Note that if the umpires have decided that Team 2 should be penalised by a certain number of overs for bowling their overs too slowly, then the percentage of the innings remaining should be read from a different table, it being the table for this number of overs less than that used for Team 1's innings; - see Examples 4 and 8).
- 3.5 Take this percentage of Team 1's projected score, P, to give Team 2's initial target score T. (For Team 2's innings, the value of N, the initial overs allocation, now takes the value of M).

Example 3 (suspension during Team 1's innings)

In a 50 overs-per-innings international match between IWCC full member countries, Team 1 reaches 79/3 after 20 overs and then there is a suspension in play. It is decided that 20 overs of the match should be lost, 10 of these by each team. Team 1 resume to reach a final total of 180 in their revised allocation of 40 overs.

Use Table 50. At the start of the suspension there were 30 overs left and 3 wickets lost; hence $A = 62.3\%$. At the resumption of play there were 20 overs left and still 3 wickets lost; hence $B = 50.6\%$. Their difference is 11.7% which is the percentage of the innings lost, C.

From Appendix 1, the average total score, G, for $N = 50$ overs for this grade of match is 175, and so Team 1 would, on average, have scored an extra 11.7% of $175 = 20.48$ runs in the overs lost by the suspension. Adding this to their actual score of 180 and ignoring the decimal fraction gives their projected score, P, for an uninterrupted 50 over innings as $180 + 20 = 200$.

At its start Team 2's innings has been reduced to 40 overs. From Table 50, the percentage of the innings remaining is read for (M =) 40 overs left and no wickets lost as 90.3% of $200 = 180.6$ and they require 181 runs to win. (Team 2's initial overs allocation, N, is now 40, taking the value of M).

Delay to Start of Team 2's Innings

If Team 1's innings has been interrupted, the situation has been covered by 3.

If Team 1's innings has not been interrupted, note their total score, S, made in their N initial overs allocation and note the reduced number of overs, M, the umpires have allocated to Team 2's innings. Keep with the table for N overs (except that if Team 2 have been penalised for bowling their overs too slowly by having fewer overs allocated, the table for this number of overs fewer should be used). Read the percentage of the innings remaining for M overs left and 0 wickets lost, and take this percentage of Team 1's score, S as Team 2's initial target score, T. (The value of N, the initial overs allocation, for Team 2's innings, now takes the value of M).

Example 4 (delay to start of Team 2's innings, including penalty for slow over rate)

Team 1 score 200 in their allocated 40 overs. Rain then causes Team 2's response to be delayed and it is decided that it would be shortened to 30 overs. The umpires decide that 2 of the 10 overs lost are a penalty to Team 2 for a slow over rate and that only 8 are lost due to the weather.

If all 10 overs lost had been due to the weather, Table 40 would have been used. With the 2 over penalty, table 38 is used and so the revision of the target score must be made on the basis of 30 overs available from 38. The percentage of the innings remaining for 30 overs left and no wicket lost is 87.6 %.

Thus Team 2's initial target score, T , is 87.6% of 200, which is 175.20, and they require 176 to win. (The initial overs allocation is now 30 and so any revision to Team 2's target score due to a further suspension in play should be calculated using Table 30.)

Suspension During Team 2's Innings

5.1 Note Team 2's initial target score, T , and their initial overs allocation, N (see earlier paragraphs if there has been a suspension in play before the start of Team 2's innings; otherwise T is Team 1's total score and N is as for Team 1's innings, except that if Team 2 were penalised for bowling their overs too slowly N will be an appropriately lower number), and calculate the percentage of the innings lost by the suspension(s) in play (see 2) = C .

5.2 Reduce T by this percentage to give the revised target score.

5.3 If a suspension in play is of sufficient length to necessitate termination of the match, then the percentage of the innings lost, C , is calculated as in 2.5 and a revised target score is set as in 5.1 and 5.2. The result of the match is decided by comparing Team 2's actual score at the suspension with this revised target score. If it is greater, Team 2 is declared the winner; if it is less Team 1 is declared the winner.

Example 5 (suspension during Team 2's innings)

Team 1 has scored 250 from their allocation of 50 overs in an uninterrupted innings. Team 2 has received 12 overs and has scored 50/1. Then play is suspended and 10 overs are lost.

Team 2's initial over allocation is ($N =$) 50. Use Table 50. The percentage A is read for 38 overs left (= 82.5%), and B is the figure for 28 overs left (= 70.2%). Their difference (= 12.3%) is the percentage of innings lost, C . Team 2's initial target score was 250. This must now be reduced by 12.3% of 250 = 30.75 runs, to give a revised target score of 219.25. They therefore require a total of 220 to win, which is a further 170 in 28 overs with 9 wickets in hand.

Example 6 (more than one suspension)

Suppose that in Example 5, play continues for a further 10 overs during which Team 2 take their score on to 98/3, whereupon there is a further suspension in play and a further 6 overs are lost. At the second suspension 18 overs were left and 12 overs are left on the resumption.

The percentages from Table 50 for this second suspension in play are: A = 47.4%, B = 36.0%, giving a further loss of 11.4%. The total percentage loss from the two suspensions in play is $12.3 + 11.4 = 23.7\%$. As the initial target score was 250, this target should now be reduced by 23.7 of $240 = 59.25$ runs giving a revised target score of 190.75 or 191 to win, which is a further 93 runs required in 12 overs with 7 wickets in hand.

Example 7 (suspension and termination of Team 1's innings mid-over and delay to Team 2's innings)

This is taken from an actual match: India (Team 1) versus Pakistan (Team 2), Singapore, April 1996. Team 1 scores 226/8 in 47.1 of 50 overs. Rain then terminates Team 1's innings and delays Team 2's, which is given a reduced allocation of 33 overs.

Team 1's innings:

Use Table 50. The percentages of the innings remaining with 8 wickets lost and 2 and 3 overs left are 6.3% and 8.5% respectively. For 2.5 overs left, the percentage of innings remaining, and hence lost, is $6.3 + (8.5 - 6.3) \times 5/6 = 8.133\%$. From Appendix 1, the average total score, G, is 225 and so the runs they would have scored on average during the lost 8.133% of their innings are 8.133% of 225 = 18.30, and Team 1's projected total for an uninterrupted 50 over innings is $226 + 18 = 244$.

Delay to Team 2's innings:

Keep with Table 50. Team 2 is in effect deprived of the first 18 overs of their 50. From the table, the percentage now remaining of their originally scheduled innings with 33 overs left is 81.5%, so their initial target score is 81.5% of 244 = 198.86, or 199 to win. (The initial overs allocation for Team 2's innings is now 33).

Example 8 (showing how a very complex scenario is handled)

In an ICC Trophy competition, a delayed start reduces both innings from the originally scheduled 50 to 40 overs. Team 1 reach 150/5 in 35.1 overs, i.e. 4.5 overs left. A long suspension in play causes the termination of Team 1's innings and Team 2's innings is reduced to 30 overs. However, the umpires decide that as Team 2 bowled their overs too slowly, they should incur a two-over penalty and the revised target should allow for this (i.e. if the game had not been interrupted, Team 2 would have had 38 overs in which to attempt to beat Team 1's total scored in a maximum of 40 overs). Team 2 reach 60/2 in 12.2 overs when a further suspension deducts 5 more over, reducing their quota further to 25 overs.

Example 8 (continued)

Step 1: Suspension during Team 1's innings (3.1 - 3.3).

Team 1's initial overs allocation ($N =$) 40. Use Table 40.

Percentage of innings lost in the 4.5 overs at the end of the innings with 5 wickets down
 $= 15.1 + (18.2 - 15.1) \times 5/6 = 17.683\%$ (2.5).

The average total score, G , for a 40 over innings in an ICC Trophy match is 172

(Appendix 1). So the runs that would have been expected on average in the lost 17.683%
 $= 17.683\%$ of 172 = 30.41 and the projected total, P , for an uninterrupted 40 over innings
is $150 + 30 = 180$ (3.3).

Step 2: Calculate Team 2's initial target score.

As Team 2 has incurred a two-over penalty, use the Table for $N = 40 - 2$ overs, i.e. Table 38.

Percentage of Team 2's original 38-over innings remaining in the 30 overs now allocated
is 87.6% (3.4).

Therefore, Team 2's initial target score is 87.6% of 180 = 157.68 i.e. 158 to win (3.5).

Team 2's initial overs allocation is 30.

Step 3: Suspension during Team 2's innings. Calculate Team 2's revised target score (5).

Note that the initial target score, T , is 157.68 and the initial overs allocation, N , is 30.

Use Table 30.

At the suspension, 17.4 overs were left, 2 wickets were lost, so from the table:

Percentages of innings remaining for 18 and 13 overs left are 65.4% and 51.8%,
respectively, these being the percentages A and B (2.4).

Hence percentage of innings lost is $65.4 - 51.8 = 13.6\%$ (2.3).

Target is reduced by 13.6% of 157.68 = 21.44.

Thus Team 2's revised target score is $157.68 - 21.44 = 136.24$, or 137 runs to win (5.2),
and so they require a further 77 runs to win in their remaining 12.4 overs with 8 wickets
in hand.