

## Under-19 50 Over Cup (2020-21)

These are the competition rules for the CHK Under-19 50 Over Cup. They should be read in conjunction with the 2019-20 CHK *Playing Conditions* and 2019-20 CHK *Code of Behaviour*.

### 1. Competition Format

- a) The CHK Under-19 50 Over Cup will feature five teams - Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association Cricket Club and United Services Recreational Club in a single division.
- b) Teams shall play each other once in round-robin matches of 50-overs per innings.
- c) Teams will score points in each match (see point 18).
- d) The top two teams after the round-robin stage shall proceed to the Final. The winner of the Final shall be crowned champions.

### 2. Player Eligibility

- a) Players may only represent one club for the duration of the competition. This does **not** have to be the same club that they represent in any other CHK League in the 2019-20 and 2020-21 seasons.
- b) Only players born on or after 1<sup>st</sup> September 2001 will be eligible to take part.

### 3. Hours of Play and Intervals

All matches shall be a maximum 100 overs duration (one, 50-over innings per side).

#### *Periods of Play and Intervals*

<b>First Innings</b>	<b>0900-1230 (3 hour 30 minutes)</b>
<i>Lunch Interval</i>	<i>1230-1330 (1 hour)</i>
<b>Second Innings</b>	<b>1330-1700 (3 hour 30 minutes)</b>

**Playing time per innings, including drinks breaks: 210 minutes plus the over in progress at the scheduled time**

**Required over rate: 14.28 overs per hour (4.20 minutes per over), inclusive of drinks.**

*Under normal conditions, **three drinks break** will be taken on the field in each innings after 55 minutes play.*

**The Lunch Interval** is scheduled for 1 hour, however due to loss of time this may be reduced to a minimum of 40 minutes unless taken during the interruption to play, in which case a 15-minute innings break will be allowed.

**In case of a delayed start or rain interruptions, the scheduled close of play can be extended by an hour to 6 pm.**

### 4. The Toss and Team Nomination

- a) Team lists must be provided to them umpires prior to the toss being conducted.
- b) The CHK team nomination form must be used.

### 5. The Ball

A CHK approved Kookaburra Silver Senator pink leather four-piece 156g cricket ball should be used. One new ball shall be used at the start of each innings.

### 6. Length of Innings

- a) Each side shall bat for 50 overs unless all out earlier or the match is restricted through delay or interruption.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 14 (Over Rate Penalties) shall apply.
- d) After the first innings the interval shall not be extended and the next innings shall commence at the scheduled time, subject to a minimum Lunch Interval of 40 minutes.
- e) If the side batting first is dismissed in less than 50 overs, the side batting second shall be entitled to bat for 50 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play

- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
  - ii. Injury to players of either side.
  - iii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
  - iv. Delays caused by the batting side, e.g. changes of equipment.

**Note:** In instances of inclement weather, Rule 9 shall apply, NOT the provisions for allowances.

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) See Rule 14 for penalties for slow over rates.

## 7. Lunch Interval

- a) An interval of 1 hour is allowed for the Lunch Interval.
- b) Should there be a delay or interruption of play then the lunch interval maybe reduced to a minimum of 40 minutes.
- c) If the innings of the side batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the side batting second will commence correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled time.
- d) If the innings of the side batting first is completed more than 30 minutes prior to the scheduled interval a 10-minute break will occur, and the side batting second will commence its innings and the interval will occur as scheduled.
- e) Should the schedule start of play be delayed or an extended interruption to play occur the Lunch Interval maybe taken 30 minutes early, provided meals have arrived.
- f) If at the time of the scheduled interval, the team batting second has lost nine wickets or requires no more than 25 runs to win, play shall continue until a result has been achieved, unless the players otherwise have cause to leave the field of play.

## 8. Drinks Intervals

- a) Three drinks breaks per session shall be permitted, each 55 minutes apart.
- b) The Drinks Intervals shall be taken on the field at all times.
- c) Under conditions of extreme heat the umpires may permit extra intervals for drinks. The duration of these should be treated as an allowance for over rate calculations.
- d) 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.
- e) when less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if either a batsman is dismissed or retires, or the players have occasion to leave the field, whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.

## 9. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra hour and are to take this into account in their revised overs calculations.
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 8.40 minutes lost, being 4.20 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see **10b and 13f**. This calculation must not cause the match to finish earlier than the original cessation time.

**Illustration:**

*Due to ground, light, or weather conditions playing time is reduced by 122 minutes. After allowance for a reduced lunch (20 minutes) and by extending the scheduled close of play by (1 hour), there will be a total of 42 minutes of playing time lost. The game will be reduced by a total of 10 overs (42 minutes divided by 8.4 minutes = 5 x 2 overs), five overs deducted from each innings. Each side will now bowl 45 overs. The playing lost is divided across both innings, i.e. 5 x 4.2 minutes = 21 minutes (rounded down) deducted from each innings (original playing time of 3 hours 30 minutes, minus 21 minutes = new playing time of 3 hours 9 minutes). Therefore, the revised hours of play will be 11.02 to 2.11 pm and 2.51 to 6.00 pm.*

- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

## 10. Number of Overs per Bowler

- a) No bowler shall bowl more than **ten** overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

## 11. Free Hit after a No Ball

A Free Hit after a No Ball is applied to all No Balls. Refer to CHK Playing Condition 17 for outline on this rule

## 12. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 120 minutes.

## 13. Fielding Restrictions

- a) At the instant of delivery, there may not be more than five (5) fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines. The fielding restriction area should be marked with disks at five-yard (4.57-metre) intervals by the home side in each game. At the instant of delivery:

### Powerplays

- c) There are three phases of Powerplay:
  - i. Powerplay 1 – no more than **two** (2) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
  - ii. Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
  - iii. Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- d) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.
- e) At the commencement of the second and third blocks of Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- f) In circumstances when the number of overs of the batting side is reduced, the number of powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table applies to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.
- g) If play is interrupted during an innings and the table below applies, the powerplay takes immediate effect. This applies even though the interruption has occurred mid-over.

### Illustrations:

1) A 50-over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the Powerplay 2 fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. Powerplay 3 begins after 26 overs have been bowled.

2) A 40-over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, Powerplay 3 fielding restrictions apply for the remaining 3.1 overs.

Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

#### 14. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 30 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 16).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of 30 overs or more duration. In innings of less than 30 overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

#### 15. The Result

Law 16.2 - A win - one innings match shall apply in addition to:

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Other

matches, where both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

**b) Interrupted or Prematurely Terminated 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 of 20 overs), 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. This revised target is to be calculated using the DLS calculation on CricHQ. The target set will always be a whole number and one run less will constitute a Tie.

**c) Prematurely Terminated Matches**

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the CricHQ DLS calculation. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

## 16. Points

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Tie or No Result</b>	<b>1</b> points each
<b>Loss</b>	<b>0</b> points

## 17. League Champion

The U19 50 Over Cup Champions shall be the team that wins the Final.

The finalists will be the two teams with the most points at the end of the round-robin matches. If the number of points scored by two or more teams is the same, the following criteria shall be used to determine who goes into the final:

- a) The number of games won during the round-robin stage
- b) If the number of wins is equal, the team with the highest Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- c) If the NRR is equal then the head-to-head result between the two teams will decide the higher placed team.
- d) If teams are still equal then a boundary count over the course of the series will decide who proceeds to the final.

If the final is tied, the higher placed team during the round-robin stage will be declared the champion.

*\*Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

*In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.*