10. APPENDIX C - DETERMINING A RESULT IN REDUCED OVER MATCHES

10.1. USING DUCKWORTH LEWIS

Metro has approved the use the following method to calculate Duckworth Lewis scores for reduced over matches:

1) The Tarams Inc Duckworth Lewis App which is available for iOS, Android and Windows

10.2. WHEN DUCKWORTH LEWIS IS UNAVAILABLE

In the event that Duckworth Lewis is not available and the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor passed the opponents score the result shall be decided as follows:

1) The runs scored by the team batting second shall be compared with the runs of the team batting first in the same number of completed overs as are bowled to the side batting second, counted back from the end of the innings of the side batting first, or the total of the number of overs bowled to the team batting second multiplied by the average runs per over by the team batting first, whichever is the higher.

2) If, due to suspension of play, the number of overs in the innings of the team batting second has to be revised, its target score shall be one more run than the runs scored by the team batting first in the same number of overs as are available to the side batting second, counted back from the end of the innings of the side batting first, or more than the total of the number of overs available to the team batting second multiplied by the average runs per over scored by the team batting first, whichever is the higher.

3) When a team batting first is dismissed prior to batting out its maximum available overs, the total available number of overs at the end of the innings for the calculation of a result is the maximum number of overs that could be bowled in that innings.

Premier/2A Example

a) Side batting first scores 216 in 50 overs, 50 in the first 20 overs and 165 in the remaining 30 overs. Average run rate for the whole innings = 4.3 per over. Side batting second has bowled, or available to it 30 overs. Target is 166 being one more run than the side batting first (at an average of 5.5 runs per over) over its last 30 overs.

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

2) If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.

b) In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important score is the target score, which is set by the umpires when they decide on the number of overs able to be bowled at the side batting second. The side batting second then has available to it the number of overs nominated by the Umpires, in which to achieve that target. The game concludes when the target is reached, or when the side batting second is bowled out within the nominated number of overs, or when the nominated number of overs is completed.

Senior A Example

a) Side batting first scores 189 runs in 45 overs, 39 in the first 15 overs and 150 in the remaining 30 overs. Average run rate for the whole innings = 4.2 per over. Side batting second has bowled to it, or available to it, 30 overs. Target is 151, being one more run than the total 150 runs scored by the side batting first in their last 30 overs which is higher than 30 overs multiplied by the average run rate of 4.2 = 126.

b) In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average run rate shall be based on its full quota of overs to which it would have been entitled and not the number of overs in which it was dismissed.
c) If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
d) In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important figure is the target score, which is set by the umpires when they decide on the number of overs able to be bowled at the side batting second.
The side batting second then has available to it the number of overs nominated by the umpires in which to achieve that target. The match concludes when the target is reached or when the side batting second is bowled out within the nominated number of overs, or when the nominated number of overs is completed.

10. APPENDIX D - SUPER OVER

The following procedure will apply should the provision of a Super Over be required in any match.

a) It shall commence 10 minutes after the conclusion of the match. Note: If bad light prohibits a Super Over, then a Bowl Out shall take place (see below). Officially-appointed umpires shall determine the state of the light.
b) In both innings of the Super Over, the fielding side shall choose from which end to bowl,
c) Only nominated players in the main match may participate in the Super Over.
d) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 match.
e) The team batting second in the match will bat first in the Super Over.
f) The loss of two wickets in the over ends the team's first innings.
g) In the event of the teams having the same score after the Super Over has been completed, the match shall be decided in the following order:
The team whose batsmen hit the most boundaries combined from its two innings (main match and the one over) shall be the winner.
If the number of boundaries hit by both teams is equal, the team that hit the most boundaries in the main match shall be the winner
If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. Note: for this purpose, the runs scored from a delivery is defined as the total team runs scored; that is, any runs scored from a wide, no ball, penalty runs.

Bowl Out

a) Five players from each team will bowl, over arm, two consecutive deliveries (Player 1 from Team A then Player 1 from Team B and so on. The team that hits the wicket most will be declared the winner. If the scores are equal, the same five bowlers will be one ball each in sudden death. If circumstances or light make the contest impossible, a toss of the coin shall decide the match.
b) If a bowler bowls a no ball it will count as one of his two deliveries but will not count towards the score of the team.