



Primary Edge Cup Rules

Premier Twenty20 Competition 2007/08

1 Playing Conditions

The Laws of Cricket (2000 Code 2nd Edition 2003) and Premier Rules, except as varied hereunder, shall apply.

2 Duration of Match & Nomination of Teams

The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

Teams shall be 11 per side and shall be nominated as per PR 15.1.2.

3 Hours of Play and Intervals

Standard Scheduled Start and Cessation Time are as follows:

First Session	5.15pm – 6.30pm
Interval	6.30pm – 6.40pm
Second Session	6.40pm – 7.55pm

Note: Start times may only be altered with the approval of Cricket Victoria (CV)

Intervals

Intervals between innings shall be of 10 minutes duration. No drinks intervals are permitted.

If no play is possible, or any of the matches are a tie or no result, a "bowl out" may take place (refer Rule 6 for details).

4 Length of Innings

4.1 Uninterrupted matches

Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

Strict adherence to Rule 16 (over rates) must be observed.

4.2 Delayed or interrupted matches

Refer PR 18.2.2, however in 18.2.2(d) replace "6.20pm" with "8pm" and, in 18.2.2(a), (b) and (d) replace "25 overs" with "5 overs" (5 overs per side constitutes a minimum match).

For interrupted matches, 18.5.4 (Calculation of Deciding Score) shall apply. For 18.5.4(a) and (b) replace "25 overs" with "5 overs".

5 The Ball

White VCA-approved Kookaburra cricket balls will be used. One new ball shall be used for each innings.

6 The Result

6.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. A tie, is equal runs, irrespective of wickets lost, refer 6.2. A win is worth 2 points.

6.2 Bowl-Out

In the event of a tie or no result, if circumstances (outdoors or indoors) permit (Umpires shall decide) a 'bowl-out' will be contested to achieve a result: five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries, and so on. The side which bowls down the wicket (as defined in Law 28.1) most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis. If circumstances make a 'bowl-out' impossible (Umpires shall decide), the match shall be decided by the toss of a coin under the supervision of the Umpires.

The following shall also apply in respect of 'bowl-outs':

The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval. 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, ie. If a wicket is achieved, it will not count.

If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the original 11 nominated players. If the match has not started, the five cricketers to take part in the 'bowl-out' can be any five eligible, registered players from that club.

Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

6.3 Groupings and Points System:

6.3.1 The three Groups shall be as follows:

Western – Foots Edgewater, Geelong, Nth Melbne, Carlton, Essendon, Melbourne Uni

Central South - Camb Magpies, Northcote,



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Richmond, Melbourne, Prahran, St Kilda
Eastern - Casey SM, Dandenong, Frankston Pen, Fitz Donc, Haw-Mon Uni, Ringwood

6.3.2 After the Preliminary matches, the top eight teams from across all groups will progress to the Quarter Finals based on their performances (points and net run-rate) in the preliminary rounds. These 8 teams will be ranked 1-8 and the Quarter Finals will be played as follows: 1 v 8, 2 v 7, 3 v 6 and 4 v 5. The four winning Quarter Final teams will be ranked 1-4 (based on their performances in the preliminary rounds) and the Semi Finals will be played as follows: 1 v 4, 2 v 3. The two winning Semi Final teams will play off in the Final.

6.3.3 The tie-breakers for teams finishing on equal points will be:

- Most wins in Preliminary Matches.
- When teams have both equal points and equal wins, the team with the higher net run rate in the Preliminary Matches will be placed in the higher position (see below).
- If still equal, the team with the higher number of wickets taken per balls bowled in the Preliminary Matches in which results were achieved, will be placed in the higher position.
- In the event that teams cannot be separated by (a) to (c) above, this will be done by drawing lots.

6.3.4 Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team.

In the event of a team being all out in less than its full quota of overs, the calculation of its 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.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under the One-Day Deciding Score calculation, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with a One-Day Deciding Score sheet having been applied at an earlier points in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

7 Restrictions on the Placement of Fieldsmen

- At the instant of delivery there shall not be more than five fieldsmen on the leg side.
- For the first 5 overs (1-5) of each innings, only two fieldsmen, for the next 5 overs (6-10), only 3 fieldsmen, for the next 5 overs (11-15), only 4 fieldsmen and for the next 5 overs (16-20), only 5 fieldsmen are permitted to be outside the field restriction circles as defined in PR 18.7.

7.3 In an interrupted match, the field-restrictions will apply as follows:

Inns	2 out	3 out	4 out	5 out
Length (Overs)	Ov nos	Ov nos	Ov nos	Ov nos
20	1-5	6-10	11-15	16-20
19	1-4	5-9	10-14	15-19
18	1-3	4-8	9-13	14-18
17	1-2	3-7	8-12	13-17
16	1	2-6	7-11	12-16
15	-	1-5	6-10	11-15
14	-	1-4	5-9	10-14
13	-	1-3	4-8	9-13
12	-	1-2	3-7	8-12
11	-	1	2-6	7-11
10	-	-	1-5	6-10
9	-	-	1-4	5-9
8	-	-	1-3	4-8
7	-	-	1-2	3-7
6	-	-	1	2-6
5	-	-	-	1-5

8 Bowling Procedure

Overs are to be bowled in 5-over blocks alternating between ends, ie. Overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end, etc.

At the end of each over, only the two batsmen and two umpires change ends. Apart from the normal field position changes, the fieldsmen only change after each five over block. At the end of each 5 over block, the umpires and batsmen remain at the same end.

9 Declarations

The Captain of the batting side may not declare his innings closed at any time during the course of a match.

10 Free Hit after a Foot Fault No Ball

The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstance that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes will only be permitted for free hit deliveries if a different batsman is on strike for the free hit delivery.

11 Law 31 – Timed Out

Law 31 will apply. The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

12 Clothing and Sightscreens

Players shall be permitted to wear coloured clothing and/or equipment as approved in advance by Cricket Victoria.

Sightscreens shall be black or covered by dark shadecloth.