K3 Dental Knock-Out Cup (Yorkshire Leagues Knock-Out Cup)

Organiser: Steve Ward 07919 241148
premier.manager@yscspl.co.uk

Competition rules

1 **Management**

i. The competition will be jointly owned and managed by Yorkshire Premier League North (YPLN) and the Yorkshire Cricket Southern Premier League (YCSPL).

ii. Both leagues will nominate two people to form a committee, one of whom will be the designated the competition organiser. The committee will:

a. maintain the competition rules

b. decide on all matters relating to the interpretation of these rules and to matches played in the competition.

iii. The competition rules will be posted on a dedicated *K3 Dental* Cup page on each league's website.

2 **Club entry**. It is mandatory for all Premier Division clubs in both leagues to enter the competition, except where a club is excluded for disciplinary reasons. Clubs from outside these leagues will not be eligible to compete.

3 **Competition Structure**. The competition will be organised on a knock-out basis, in accordance with the following:

i. The two highest-placed clubs from each league in the previous season will be exempt from the first-round draw, plus the two clubs from each league that progress furthest in the previous season's competition (disregarding any clubs who have already qualified on league position). Where it is necessary to separate clubs who have progressed to the same point in the previous year's competition, precedence will be given to the club(s) who finish highest in the league table.

ii. For the first-round draw, the eight clubs from one league will be drawn and placed in each of the eight ties on a 'home, then away' basis for the whole of that round, then the clubs from the other league will be drawn on an 'away, then home' basis in each of the ties to make up the draw, which will then comprise exclusively inter-league ties, with four clubs from each league being drawn at home.

iii. The remaining rounds will be drawn independently and on an 'open draw' basis.

4 **Fixtures**

i. Except for the final, games will start at 12.30pm.

ii. Games will normally be played on Sundays or Bank Holidays. Scheduled dates for each round will be agreed by the organising committee prior to the start of the competition.

iii. Where there is a clash with the ECB National Club Championship or either League's T20 Blast competitions, these latter will take precedence. In the event of a clash with any other cup competition, including the National Village knock-out cup, the *K3 Dental* cup game must take precedence. Otherwise, these dates may only be changed in exceptional circumstances, where agreed by both clubs and the organiser.

5 **Final arrangements**

i. The final shall be played on a neutral ground, to be nominated by the two leagues on an alternate basis.

ii. The host club may arrange whatever fund-raising initiatives they wish, but must not charge spectators for admission to the ground.

iii. Where two teams from one league qualify to play in a final hosted by the other league, the host club may agree to forego their right to host if they wish, and will be allowed to host the following year, without affecting the predetermined cycle for hosting.

iv. Where weather conditions indicate, in the days leading up to a final, that there may be a doubt about whether the game can go ahead, the organiser will call a meeting of the clubs and umpires involved, to agree the arrangements for deciding on, and communicating about, whether the game will go ahead. On the day of the game, where the host club decide that ground conditions, taking into account the weather forecast, will not allow the game to go ahead, they have the right to cancel, provided this is done before 9.00am for a 12 noon start.

v. Costs of the cup final, including balls, teas and umpires, will be met from the competition sponsorship.

6 **Getting the game on**

i. Clubs must take all possible action to ensure that games are played, including covering the pitch to be used, repairing used wicket ends, covering run-ups and any vulnerable areas in the days before the game, and using drying equipment where necessary.

ii. If, having taken all possible action to prepare and protect the pitch and surrounding areas, and taking into account the ground conditions and weather forecast, the home club believes that the prospect of play is remote, they should make verbal contact with the visitors and umpires (it is not acceptable to just leave or send a message), no less than three hours before the scheduled start time.

iii. Where the clubs cannot agree about whether a game should be postponed:

a. the home side may insist that the fixture is not postponed and that the visitors must travel; should they do so and there is subsequently no play, the home side will be liable to pay a maximum of £250 to cover the cost of umpires' fees and visitors' travel expenses; *or*

b. the visiting side may insist that the fixture is not postponed and that they will travel; should they do so and there is subsequently no play, the visitors will be liable to pay a maximum of £250 to cover the cost of umpires' fees and all teas (except where, after subsequent investigation by the league, the pitch, surrounding areas or run-ups were found to have not been adequately covered; in which case, the home side will be liable to pay a maximum of £250 to cover the cost of umpires' fees and visitors' travel expenses);

c. in all cases, when the umpires are on the ground and there is any potential dispute about whether the game should be, or have been, postponed, the umpire(s) should make a full report on the state of the ground on their WtU match report.

7 **Reducing overs before the start**. Where bad weather is anticipated later in the day, duration of the game may be reduced, if both captains so agree, before the toss is made. Both captains must agree on the new number of overs to be played, otherwise the full allocated overs must be bowled. For a result to be achieved, both sides must have had the opportunity of batting for a minimum of 10 overs.

8 **Abandoned and cancelled games.** Where no result is achieved due to ground or weather conditions up to and including the quarter-final stage, the competing clubs must decide whether they wish to play the game on an alternative date, which must be at least seven days before the scheduled date for the next round, or settle the result by a bowl-out or coin toss. If no agreement can be reached on the day about a replay date, the result must be settled by a bowl-out, if possible, failing which, a coin-toss. The competition organiser must be informed of the decision as soon as possible after the game. In the semi-finals and final, the game will be rearranged or replayed.

9 **Player eligibility**

i. A player shall only be eligible to play in the competition if they are a bona fide registered members of their club and were eligible to compete in the YPLN or YCSPL Premier Division for that club by 30 June in that season.

ii. A player may only play for one club in the competition in any given season

iii. A team may play one registered Category 3 overseas player and any contracted county staff in K3 Dental cup-ties, provided that they comply with the above, and have already appeared in at least one league game for their club before playing in the cup competition.

iv. For the semi-final and final, players who have played at county first team level, or equivalent, during the same season, may play only if they have played a minimum of six matches for their club during the season in any ECB-recognised Saturday league or in this cup competition.

v. Any questions on eligibility should be addressed to the organiser before the semi-final or final.

10 **Clothing**

i. *Coloured clothing*. Coloured clothing shall be worn by all clubs throughout the competition. For clarification, equipment such as pads and batting gloves are not required to be colour co-ordinated.

ii. *Club logos and names*. These may be displayed on shirts, jumpers and/or trousers.

iii. *Sponsors*. Logos and names of club sponsors may be worn on players' shirts and/or sweaters. They can be either on the collar, sleeve, chest, chest pockets or across the back. The name of one sponsor may be displayed in lettering across the chest.

iv. *Charity endorsements*. Clubs may decide to support a bona fide charity by putting the name and logo of that charity on all their club shirts.

v. *Names and numbers*. The name and number of the players may be displayed on the back of shirt and jumpers; a number and/or initials may be displayed on trousers.

vi. *Slogans*. No slogans of any nature may be displayed on clothing worn by players playing in a game at any time during the course of the game.

11 **Match balls**

i. For each match throughout the competition, one new ball will be used for each innings.

ii. The type of ball to be used in all matches will be the Dukes *County International* pink ball. Balls will be pre-ordered, distributed to clubs before games and charged to the clubs at an agreed price.

iii. Except for the final, in addition to the match ball, both clubs must provide a minimum of three spare pink balls of varying wear.

12 **Sightscreens**. As pink balls are used, clubs may use either black or white sightscreens.

13 **Umpires**

i. Umpires will be appointed for all matches by the appointments officer of the Yorkshire Premier Leagues Umpires Association via 'Who's The Umpire'.

ii. Fees shall replicate those paid in Premier League matches in the relevant season. Fees must be paid before the commencement of play after the tea interval. Each club will be responsible for paying one umpire.

iii. When a match is cancelled before the commencement, it will be the responsibility of the home team to contact umpires to let them know the game will not take place. Where umpires attend the ground, whether the match commences or not, they will be entitled to their full fees.

14 **Scorers**. Clubs must provide a scorer for all matches. Where no scorer is provided, a player must be designated to undertake scoring duties and the side must play with a player short. Matches shall be scored where possible utilising electronic methods, including live scoring, in order to promote the competition. Where electronic scoring is not possible, clubs should give regular score updates via social media.

15 **Match Results**. It is the responsibility of the home side to enter details of the game on Play-Cricket. The result must be entered no later than midnight on the day the match is played, with the full scorecard being entered no later than midnight on the following evening. Where a match is cancelled or abandoned, clubs **should not enter** details onto Play-Cricket, as this prevents a revised date being entered for the match, but instead should email the organiser to confirm that the game did not take place.

16 **Captains' and umpires' reports**. After all games in which 25 overs or more have been bowled, captains and umpires must complete relevant online reports. These reports cannot be completed until the following day but must be personally completed by either the team captain or vice-captain and the umpires within three days. In circumstances where no report is required under this rule, ie, when less than 25 overs are played, either captain or umpire may complete a report if there is any issue they wish to draw to attention.

17 **Code of Conduct**. The competition will be played in accordance with the Code of Conduct and the Spirit of Cricket. For clarity, this includes social media and the use thereof.

18 **Disputes.** All issues in connection with the running of the competition will be decided by the organising committee. In the event of any appeal against any decision of the committee, the grounds for appeal must be notified by email to the organiser within seven days of the notification of the decision in question, who will then arrange for an appeal to be heard by panel made up of three people with no connection with any club involved, or involved in making the original decision, including a representative from both leagues.

Playing conditions

1 **General.** Unless otherwise expressly stated below, all games will be played in accordance with the Laws of the Game 2017 Code, the Spirit of Cricket, current ECB directives, and relevant YCSPL rules.

2 **The players (Law 1)**

i. A minimum of seven players will be required to constitute a team. If a side has less than seven players, they will be deemed to have conceded the game.

ii. Players must be dressed in coloured cricket clothing cricket but equipment such as pads and batting gloves are not required to be colour-coordinated (note also that sightscreens may be black or white).

3 **The umpires (Law 2).** A pre-match meeting between captains and umpires will take place no later than 30 minutes before the scheduled start time, at this meeting:

i. The captain of each side must give their completed team card to the umpires. This must show the names of all members of their team and specify the age group of all players aged under 19 on 31 August in the year before the game. Parental permission must be provided for any player in the under-12 or -13 age groups.

ii. In addition:

a. the captains and umpires will agree on drinks intervals and any other issues specific to the game,

b. both teams must give the umpires a match ball and at least one suitable spare, *and*

c. the umpires will advise on the behaviour expected in relation to the Spirit of Cricket, after which captains are asked to advise their players accordingly

4 **The scorers (Law 3)**

i. Both teams must provide a scorer for all games. Should a team fail to provide a scorer, they must nominate a scorer for the whole game from their eleven nominated players. This acting scorer may only be relieved if a suitable alternative scorer (not in the nominated playing XI) is later provided. An acting scorer will be allowed to bowl immediately on taking the field.

ii. Where games are scored manually, the score at the end of each over must be recorded in case of later interruptions due to weather.

5 **The ball (Law 4)**

i. The pink Dukes *County International* ball will be used.

ii. A new ball will be used in each innings.

iii. Lost balls are to be replaced with a ball in similar condition. If the match ball and spare(s) are lost, the home team must provide all additional balls, which must be approved by the umpires. Members of the batting side must help search for any lost balls during play

6 **The creases (Law 7).** To assist the umpires in judging wide balls, pitches must be marked with the 17" lines.

7 **Maintenance of the playing area (Law 9)**

i. The pitch may be rolled for a maximum of seven minutes during the interval between innings. The home side must ensure that a suitable roller is available for this purpose. No other rolling of the pitch will be permitted after the toss.

ii. Drying equipment, including a soaking machine, forks, and materials to help dry wicket ends, must be available and used on the day of the game whenever necessary.

8 **Covering the pitch (Law 10).** Clubs are responsible for taking all possible action to ensure that play can restart promptly after rain. Where suitable covering is available, pitches, including bowlers' run-ups and wicket-ends, should be covered whenever there is a stoppage due to rain during the game.

9 **Intervals (Law 11)**

i. A 30-minute break for tea will normally be taken between innings. Where weather interrupts the first innings, the tea interval may be brought forward by the agreement of both captains in which case there will be an additional 15-minute interval between the two innings.

ii. If the innings of the side batting first is completed more than 60 minutes prior to the scheduled interval, then a 15-minute break will occur, and the team batting second will commence their innings and the interval will occur as scheduled.

iii. In the event of time being lost the umpires have the discretion to reduce the length of the interval.

iv. One drinks interval will be taken in each innings. This may be dispensed with or added to only with the agreement of both captains. Any drinks break should not last more than five minutes.

v. If the number of overs in an innings is reduced to 20 overs or less because of delays or interruptions, there will be no interval for drinks.

vi. In all cases the time taken for drinks is included in the playing time for that innings.

10 **Start of play and loss of overs (Law 12)**

i. All cup games, including finals, will start at 12.30pm (except where a delayed start of up to one hour is requested by the home club in order to accommodate a junior or W&G section game).

ii. The total match time, including interval, should be no longer than five hours 50 minutes.

iii. *Rain*. No play will start or restart in rain, i.e. precipitation *falling visibly in separate drops.*

iv. *Late starts*. Overs lost due to late starts will be calculated in accordance with *v.* below when the start of the game is delayed either:

a. due to ground or weather conditions, *or*

b. where three or more members of a team are delayed in arriving at a ground for a bona fide and unavoidable reason, when the start of the game may be delayed, at the request of their team captain, by up to two hours, *or*

c. for any other unexpected and unavoidable bona fide reason.

v. *Overs lost*. Overs lost due to late starts or stoppages in play will be calculated according to time lost as follows:

- the first 30 minutes lost will be ignored (but see also *vi.* below),
- after the first 30 minutes, all time lost after the scheduled start time will be aggregated,
- the 30 minutes allowed for tea will not count as lost playing time, but any additional 15 minutes for the change of innings will count,
- time calculated as lost will result in the deduction of four overs for every complete 15 minutes lost after the first 30 minutes. For example:

Time lost in total	*Net loss over 30 mins*	*Overs deducted*
20 mins	Nil	nil
1 hour	30 mins	8
2 hours 25 mins	1 hour 55 mins	28 (10 mins ignored)

- where possible the deductions should be made so that the innings are of equal length

vi. *Carrying forward time saved*. Where, for whatever reason, the first innings lasts for less than 2 hours 40 minutes, or a proportionately reduced time where overs are reduced, the balance of unused time will be added to the 30 minutes that is allowed before overs are reduced in the second innings. For example, when the first innings lasts for 2 hours 20 minutes and no time has been lost, there is an unused balance of 20 minutes, which means that in the second innings, 50 minutes will be allowed before overs are deducted as above.

11 **The toss (Law 13.4/5).** The toss will take place immediately after the pre-match meeting. If a team is not represented at the meeting, the umpires will, at their discretion, award or delay the toss. If no umpires are appointed to the game, the team not represented will be deemed to have lost the toss.

12 **Innings (Law 13)**

i. The normal duration of play will be 40 overs per innings for all cup competitions, unless the overs are reduced as in iii below.

ii. Any unused overs in the first innings will not be carried forward into the second innings.

iii. Where bad weather is anticipated later in the day, the duration of the game may be reduced, if both captains so agree, before the toss is made. Both captains must agree on the new number of overs to be played, otherwise the full allocated overs must be bowled. For a result to be achieved, both sides must have had the opportunity of batting for a minimum of 10 overs.

iv. All sides are expected to be in position to bowl the first ball of the last of their 40 overs within two hours 40 minutes playing time (including time taken for drinks). In the event of them failing to do so:

a. One fewer fielder will be permitted outside the fielding restriction area in rule 20 i. than would normally be the case in the Powerplay or non-Powerplay overs in progress at the time. 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. The full quota of overs will be completed.

c. The umpire will inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batter and their fellow umpire of any time allowances as and when they arise (this matter will not be subject to retrospective negotiation).

v. If the innings is terminated before the scheduled or re-scheduled cut off-time, no over rate penalty will apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

vi. In addition, 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.

vii. Over-rate penalties apply only to innings of 15 overs or more duration. This is the only penalty for a slow over-rate.

13 **Declarations (Law 15).** No declarations will be allowed.

14 **The result (Law 16)**

i. For a result to be achieved, both sides must have had the opportunity of batting for a minimum of 10 overs, unless a result is achieved before that point.

ii. In games where there has been no reduction of overs after the start, the team scoring the higher number of runs shall be the winner. If the scores are tied, the side losing the fewest wickets will be the winner.

iii. If the result cannot be decided by 14 ii. above, the winner will be the side with the higher score:

a. after 30 overs, *or if still equal,*

b. after 20 overs, *or if still equal,*

c. after 10 overs.

iv. Where overs are reduced after a match commences DLS will be used to achieve a result. Wherever possible, the DLS par score should be displayed on the scoreboard from the start of the second innings or, if later, from the point from which DLS comes into operation.

v. Where a result cannot be achieved on the field in a game up to and including the quarter final stage, the game will be decided by a 'bowl out' or, if the latter is not possible, a 'coin toss'.

15 **Bowlers' overs (Law 17)**

i. No bowler may bowl more than one-fifth of the number of overs scheduled for the innings.

ii. In innings where the overs are reduced, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over will be allowed to the minimum number of bowlers necessary to make up the balance - e.g. an innings is reduced to 32 overs, two bowlers can bowl seven overs and three bowlers can bowl six overs.

iii. When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

16 **No balls (Law 21)**

i. Regardless of how wide of the striker a delivery is, there will be no more than two deliveries per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

ii. The umpire will make it clear to the bowler (and any bowler called upon to complete an over) and the striker when a delivery within the limit in 16.i has been bowled. It is unfair if the limit is exceeded, and the umpire will call and signal 'no ball' on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

iii. If a bowler is 'no-balled' a second time in the innings for breaching 16.i & ii, the umpire will invoke Law 41.6.4, the bowler will be removed immediately and will not be allowed to bowl again in that innings.

17 **Free hits**

i. The delivery following a 'no ball' will be a free hit for whichever batter is facing it. This applies to all modes of 'no ball' with the exception of a short-pitched delivery that passes or would clearly have passed over head-height of the striker standing upright at the popping crease.

ii. The umpires will signal a free hit (after the normal 'no ball' signal) by extending one arm straight upwards and moving it in a circular motion.

iii. 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 batter is facing it.

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

v. Field changes are not permitted for free hit deliveries unless there is a change of striker, or the 'no ball' was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

18 **Wide balls (Law 22).**

a. Umpires should apply a strict interpretation of wide balls to prevent negative bowling.

b. A wide line will be marked 17 inches from the return crease on either side of the wicket. Wherever possible, these should be painted in dark blue to ensure good visibility in all weather conditions.

c. Umpires shall call a delivery wide if they consider that the ball passed outside of the wide line on the off side at the striker's end when the striker is in a normal guard stance.

d. If the striker makes a significant movement and the umpire deems that in doing so that the striker could reach the ball, even if they subsequently miss the ball or do not play a shot, a wide will not be called even if the ball lands on or passes outside of the wide line.

e. Any ball passing behind the striker on the leg side which does not strike the bat, or any part of the batter's person and misses leg stump, shall be called 'wide ball' unless:

- the ball passes between the striker and the stumps or
- the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In either instance the ball may be bowled to either side of them within the wide lines without being called a wide.

19 **Fielders' absence (Law 24).** If a fielder leaves the field during play, or is absent at the start of an innings, they will not incur penalty time under Law 24.2.2 for the first 15 minutes of absence.

20 **Practice on the field of play (Law 26)**

i. Whilst play is not in progress, practice will be allowed on the playing area, but only up to five minutes before the scheduled time of start or the resumption of play after any interval. Such practice must not take place on the strip being used for the game or the two strips to either side of it. The home team should designate a cut strip on the square and an area on the outfield where the visitors can practice.

ii. Whilst play is in progress, there will be no practice on the playing area, except that a new bowler will be allowed a maximum of two practice deliveries on the outfield before bowling.

iii. The umpires have the authority to stop or not allow practice on the playing area if weather conditions mean it may cause damage to the surface.

iv. Contravention of this rule will result in action being taken by the umpires in accordance with Law 26.4.

21 **Fielding restrictions (Law 28).** In addition to the requirements of Law 28, the following will apply:

i. *Leg-side fielders.* In all cup competitions, at the instant of delivery, no team shall have more than five fielders on the leg-side.

ii. *Fielding circles*. Two semi-circles will be drawn on the field of play, each with a radius of 30 yards (27.4m), with their centres being the middle stumps. The ends of each semi-circle will be joined to the other by a straight line drawn on the field on the same side of the pitch. Clubs must use white plastic discs to designate this area; white lines alone are insufficient.

iii. Powerplays will apply. In Powerplays, the following fielding restrictions will apply at the instant of delivery:

a. Powerplay 1 – no more than two fielders will be permitted outside the fielding circle. In an innings of 40 overs, these are overs 1 to 8 inclusive.

b. Powerplay 2 – no more than four fielders will be permitted outside the fielding circle. In an innings of 40 overs, these are overs 9 to 32 inclusive.

c. Powerplay 3 – no more than five fielders will be permitted outside the fielding circle. In an innings of 40 overs, these are overs 33 to 40 inclusive.

iv. In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase (Powerplay) of the innings will be reduced in accordance with the table in the appendix. For clarity, the table will apply to both innings of the match.

v. If play is interrupted during an innings, overs are reduced and the table in the appendix is applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

vi. In the event of any breach of the above, either umpire should call and signal 'no ball'.

Bowl-out procedure

Where a result cannot be obtained by other methods, and where there is no reserve date on which to play the game, a bowl-out (outdoors or indoors) will take place to achieve a result. Five players from each side will bowl two overarm deliveries each at a wicket (conforming to Law 8) from a wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases marked (conforming to Law 7).

The side that bowls down the wicket (as defined in Law 29.1.1) the 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.
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 their two deliveries but will not count towards the score of the team.
- If the original match has started, then the five cricketers nominated to take part in the bowl-out must be chosen from the eleven cricketers and 12th man selected to play in the match. If there has been no play in the original match (and the toss has not taken place), the five cricketers may be selected from any of the players in the squad as registered on Play-Cricket.
- Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

Powerplay overs when number of overs in innings is reduced

In circumstances when the number of overs of the batting team is reduced (rule 21.iv), the number of overs within each phase (Powerplay) of the innings will be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table will apply to both the first and second innings of the match.

Innings duration	*Powerplay 1*	*Powerplay 2*	*Powerplay 3*
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5

Innings duration	*Powerplay 1*	*Powerplay 2*	*Powerplay 3*
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

If play is interrupted during an innings, overs are reduced and the table in 4.2 is applied, the Powerplay overs take immediate effect, for example:

- A 40 over innings is interrupted after 8.3 overs and on resumption has been reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase (Powerplay 2) fielding take immediate effect when play resumes and last for a further 17.3 overs. The final phase (Powerplay 3) begins after 26 overs have been bowled.
- A 40 over innings is interrupted after 18.5 overs, and on resumption has been reduced to 22 overs. New phases are 5+13+4. When play resumes, the final phase (Powerplay 3) fielding restrictions apply for the remaining 3.1 overs.