

Appendix A - Time lost before the start or during the first innings 2nd Divisions & Below

Any delay to the start of the match, or any interruption during the first innings will result in the deduction of two overs from the match total for every complete 7.5 minutes lost. to a minimum of twenty overs per team.

Where possible, the deducted overs will be shared equally between the two innings. Where that is not possible, the remaining 1st innings overs will be deducted, the innings closed and the balance of overs to be deducted will be taken from the 2nd innings.

If an interruption occurs after the completion of the first innings, the number of overs of the team batting second will be reduced by one over for every complete 3.75 minutes lost.

Time lost (Minutes)	Total Overs Lost	Length of match	Time lost (Minutes)	Total Overs Lost	Length of match
7.5	2	88	105	28	62
15	4	86	112.5	30	60
22.5	6	84	120	32	58
30	8	82	127.5	34	56
37.5	10	80	135	36	54
45	12	78	142.5	38	52
52.5	14	76	150	40	50
60	16	74	157.5	42	48
67.5	18	72	165	44	46
75	20	70	172.5	46	44
82.5	22	68	180	48	42
90	24	66	187.5	50	40
97.5	26	64	195 or more – Match Abandoned		

If a tea interval of 30 minutes is taken whilst waiting to start the match, 15 of those minutes will not count as time lost and, should the match commence, an interval of 15 minutes will occur between innings.

Hence, a match scheduled to start at 1.00pm cannot start after 4.14pm (4.29pm if tea taken).

Examples

1. A delay of 45 mins to the start of the match, 12 overs lost, 39 per innings.
2. An interruption and loss of 24 overs after 30 overs of the first innings. Loss of 12 overs per innings, so 3 overs left in 1st innings, 33 overs in 2nd innings.
3. An interruption and loss of 24 overs after 38 overs of the first innings with the score on 165-7. 1st innings is closed (7 overs lost), 28 overs in 2nd innings (remaining 17 lost).
First innings run rate is $165/38 = 4.342$.
 $4.342 \times 28 = 121.6$ so 122 runs required to win.

Appendix B - Time lost after the start of second innings 2nd Divisions & Below

If an interruption occurs after the completion of the first innings, the number of overs of the team batting second will be reduced by one over for every complete 3.75 minutes lost.

Time lost (Minutes)	Total Overs Lost	Time lost (Minutes)	Total Overs Lost
3.75	1	52.5	14
7.5	2	56.25	15
11.25	3	60	16
15	4	63.75	17
18.75	5	67.5	18
22.5	6	71.25	19
26.25	7	75	20
30	8	78.75	21
33.75	9	82.5	22
37.5	10	86.25	23
41.25	11	90	24
45	12	93.75	25
48.75	13	More than 97.5 – Match Abandoned	

Where the number of overs in the second innings is less than the first innings, a target score will be calculated for the team batting second to win the match by multiplying the revised total number of overs in the second innings by the average number of runs per over scored by the team batting first and then rounding up to the next highest whole number.

Examples

- The first innings is completed at 180 – 9 without interruption and there is an interruption and loss of 8 overs after 30 overs of the second innings with the score on 120 - 2. Second innings is reduced to 37 overs.
First innings run rate is $180/45 = 4$.
 $4 \times 37 = 148$ so 148 required to tie, 149 required to win.
- The first innings is completed without interruption with a score of 162 all out after 37 overs and there is an interruption of 25 mins after 40 overs of the second innings. A loss of 6 overs means the 2nd innings is now complete.
First innings run rate is $162/45 = 3.6$ (NB Playing Condition 10.7.4).
Second innings run rate is $147/40 = 3.68$
Hence the team batting second are the winners.

Appendix C - Bowling Limitations 2nd Divisions & Below

In the 2nd Divisions and below, bowlers will be restricted to a maximum of one-quarter of the total overs scheduled for the innings, except that, where the total number of overs is not divisible by four, an additional one over will be added to the minimum number of overs. (e.g. in a 45 over innings, 25% of 45 is 11.25, 11+1 = 12 overs maximum per bowler)

Number of Overs in Innings	Maximum Overs per Bowler	Number of Overs in Innings	Maximum Overs per Bowler
45	12	32	8
44	11	31	8
43	11	30	8
42	11	29	8
41	11	28	7
40	10	27	7
39	10	26	7
38	10	25	7
37	10	24	6
36	9	23	6
35	9	22	6
34	9	21	6
33	9	20	5

If the total number of overs allocated to an innings is reduced due to an interruption, then the maximum number of overs per bowler should be reduced accordingly.

If, following an interruption, a bowler has bowled more overs than the reduced maximum per bowler, then he/she will be considered to have completed his/her spell and the reduced maximum will apply to all other bowlers. The exception to this is if he/she was part way through an over when the interruption occurred, in which case he/she will be allowed to complete the over.

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