

Draft of new Rain Rules as adopted at the AGM on 22nd November 2012

6.1 If the start of a match is delayed the total number of overs available shall be reduced by one for each completed period of 3.5 minutes lost. In Divisions 1-6 Appendix 1 is used to calculate the overs for each side.

In Divisions 7-10 the number of overs for each side is half the available overs (with any odd overs going to the 1st innings)

6.2 Minimum Length of match

A match in **Divisions 1-6** may only begin if there is time for 60 overs to be bowled. **A match in Divisions 7-10 may only begin if there is time for 50 overs to be bowled.** Assuming tea has been taken a match in **Divisions 1-6** may start no later than 3.50pm **and 4.35pm in Divisions 7-10.**

6.3 Interruptions to Play

If play is interrupted after the start of the match then the total number of overs available shall be calculated as follows:

At the time of the restart the number of overs remaining shall be calculated as the total amount of time left in the match to 7.30pm (or later if the 1st innings is overrunning or overran) divided by 3.5. Any necessary deductions for tea (30 minutes) and/or change of innings (10 minutes) must be included in the calculation.

If the stoppage is in the 1st innings the maximum length of the first innings is set out in Appendices 1 and 2.

Once 60 overs (in Divisions 1-6) or 50 overs (Divisions 7-10) have been bowled and a match is subsequently abandoned the result will be a DRAW unless the circumstances outlined in rule 6.5 appertain.

6.4 Multiple Interruptions to Play

At the end of each stoppage the time remaining in the match until 7.30pm (or later if the 1st innings overran) will be recalculated as per the above.

6.5 Minimum Length of Second Innings

If a side batting first has batted for more than 40 overs **in Divisions 1-6 or 35 overs in Divisions 7-10** when time is lost, the side batting second is entitled (but not mandatory) for a minimum of 20 overs and in such circumstances their innings must commence by 6.20pm.

If the 20 overs are completed the result is a DRAW if not the match is ABANDONED.

6.6 Minimum Length of Match

If a match is interrupted and after allowing for 3.5 minutes for each over it is no longer possible for a total of 60 overs in Divisions 1-6 or 50 overs in Divisions 7-10. Then with the **AGREEMENT OF BOTH CAPTAINS** the game can be abandoned. If **EITHER** captain wishes to continue then the overs remaining are calculated as above in 6.3 and the match can continue. If the match reaches the full, re-calculated overs, with no win to either side then the match will be a **DRAW**.

7. Match Points

In the event of a match in which the overs in the 2nd innings have been reduced by more than 25% of those available, then if the team that won the toss batted first each team will receive 3 points each for a drawn match, otherwise the draw points as set out below will apply.

Some Examples:

For Division 1-6 matches.

If the 1st innings had no interruptions and completed 25 minutes early, if there was a rain delay of 25 minutes during the 2nd innings **NO** overs would be lost.

If the 1st innings completed on time and there was a rain delay of 30 minutes at 6.30pm in the 2nd innings with 10 overs still to be bowled, then the match would restart at 7pm with 30/3.5 9 (rounded up) overs still to be bowled.

If the 1st innings was interrupted at 3pm after 34 overs (on time) then following a delay of 35 minutes 10 overs would be lost based on the table in Appendix A.

If the 1st innings was interrupted at 3pm after 40 overs (ahead) then following a delay of 35 minutes then 4 overs would be lost based on the table in Appendix A (40 overs at 3pm is 6 overs ahead).

If it rains after 17 overs in the second innings and the team batting second require 5 to win (or the team bowling second required 2 wickets) then play can continue until 7.30pm (provided the 2nd innings started on time, if the 2nd innings started late then the end time is the time given to the fielding captain by the umpires at the start of the second innings) regardless of the current time. If the ground is fit for play before 7.30 then the match can resume. If the 5 runs or two wickets are not taken the result is a **DRAW** with 3 draw points each or draw points as set out in section 7, depending on the result of the toss, plus accumulated bonus points.