

TWENTY20 MATCHES

SENIOR PLAYING RULES

SEASON 2026/27

Last Updated 12 October 2026

Contents

1 Hours of Play and Intervals 3
1.1 Hours of Play 3
1.2 Interval Time and Length 3
2 Compulsory Closure: Length of Innings 3
2.1 Uninterrupted Matches 3
2.2 Delayed or Interrupted Matches 3
2.3 Calculation Table 4
2.4 Over Rate Penalties 4
2.5 Declaration 4
3 Ending of Second Side's Innings and Match 4
4 Calculation of Deciding Score 5
5 Result of Matches 5
5.1 Normal Conditions, or Equal Overs 5
5.2 Win or Tie: Fewer Overs for Second Side 5
5.3 Drawn Match 5
5.4 One1 Eliminator (finals only) 5
5.5 One1 Eliminator Not Possible 6
6 Over Limits for Bowlers 6
6.1 Limit Per Bowler 6
6.2 Limit Reached or Exceeded 6
6.3 Fractional Adjustments 6
6.4 Bowling Procedure 6
7 Fielding Restrictions 6
7.1 Area and marking of restriction area 6
7.2 Restrictions 7
8 Notification to Captains 8
9 NO BALL 8
9.1 Free Hit After a Foot Fault No Ball 8
9.2 Fast Short Deliveries Above Shoulder Height of Striker 8
9.3 Free Hit after a Waist High Full-Pitched Delivery 9
10 WIDE BALL 9
11 The Ball 10
12 T20 Finals 10
13 No Result 10
14 LAW 40 - TIMED OUT 10

1 Hours of Play and Intervals

1.1 Hours of Play

The following hours of play apply.

Match	First Session	Interval	Second Session
Game 2	3.30pm - 4.45pm	4.45pm - 5.00pm	5.00pm - 6.15pm
Game 1	12.00pm - 1.15pm	1.15pm - 1.30pm	1.30pm - 2.45pm
Evening	5.30pm – 6.45pm	6.45pm – 7.00pm	7.00pm – 8.15pm

NOTE: Start times may only be altered with the approval of the Match Committee.

1.2 Interval Time and Length

Intervals between innings shall be of 15 minutes duration. No drinks intervals are permitted.

2 Compulsory Closure: Length of Innings

2.1 Uninterrupted Matches

If not delayed, interrupted nor earlier terminated, the innings of each team shall be compulsory closed after 20 overs.

2.2 Delayed or Interrupted Matches

In the event of a delayed or interrupted match a minimum number of 5 overs per side shall constitute at match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the match.

a) If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in fewer than 5 overs per side the match shall be abandoned and declared a draw.

b) Where 5 completed overs or more have been bowled and an interruption is continuing, compulsory closure of the first side's innings shall occur when the reduced overs calculated in ***Rule 2.2(a)*** equate with the number bowled.

c) The side batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number, including any part over, as in ***(a)*** or ***(b)*** above.

d) The second side's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until scheduled cessation time to less than that listed in the Table at ***Rule 2.3*** for those overs. In such case the overs for the reduced time shall be its entitlement; excepting if less than 5 overs and no result is obtained, in which case the match is drawn.

e) If play ceases in accordance with ***Rule 3(e)***, the match shall end and the overs already bowled shall be the side batting second's entitlement for the purposes of this Rule.

f) Calculation of Deciding Score shall be in accordance with the procedure in ***Rule 4***.

2.3 Calculation Table

Calculations of overs, except where otherwise specified, shall be made from this table. Abbreviated column headings ABT and OV are for Available Batting Time and Overs required for these times.

ABT	OV	ABT	OV	ABT	OV	ABT	OV
1 - 4	1	20 - 23	6	39 - 41	11	57 - 60	16
5 - 8	2	24 - 26	7	42 - 45	12	61 - 64	17
9 - 11	3	27 - 30	8	46 - 49	13	65 - 68	18
12 - 15	4	31 - 34	9	50 - 53	14	69 - 71	19
16 - 19	5	35 - 38	10	54 - 56	15	72 - 75	20

2.4 Over Rate Penalties

a) *Bowling side Penalties*
In all T20 matches (finals included), if a side fails to bowl the required overs in the time allocated under ***Rule 2*** a penalty of 5 runs for each over shall apply for each over late. However a penalty shall not occur if the side has been dismissed, or a result has been achieved, and the time taken did not exceed that calculated for the innings as per ***Rule 2.2***.

b) *Allowances for On-field Delays*
The allowances to the bowling side shall be actual times for injuries requiring treatment or assistance to leave the field, ball drying or replacement, other delays unrelated to adverse conditions or time wasting and tardiness in starting or resuming play and any wilful time wasting for which the batting side is to be penalised

c) *Batting side Penalties*
A batting side shall also be penalised at 5 runs per over for the number of overs relative to the amount of actual batting time wilfully wasted by it in each innings including such things as, but not limited to, undue time taken by an incoming batsman to reach his wicket, repeatedly taking or checking guard, regularly taking prolonged time to take strike or holding repeated lengthy mid-pitch conversations with the non-striker. However a penalty shall not occur if the side has been dismissed or a result has been achieved and the time taken did not exceed that calculated for the match as per ***Rule 2.2***.

d) *Notification of Penalties*
Penalties will be notified to clubs by the umpires on the day

2.5 Declaration

Neither side shall be permitted to declare its innings closed.

3 Ending of Second Side's Innings and Match

Play shall cease immediately one of the following circumstances applies:

a) when the score of the opposite side is passed;
b) the requirement of overs under ***Rule 2*** is completed;
c) the innings ends before completion of its required overs;
d) the number of overs in ***Rule 2.2(d)*** is less than five; or
e) the players are off the field at or leave it after the scheduled cessation time.

4 Calculation of Deciding Score

Duckworth Lewis Stern system will be used to calculate the deciding score where overs have been reduced.

When five-run penalties have been awarded to the side batting first the deciding score shall be determined by excluding those runs from the calculation and then adding them to the calculated figure. If further five-run penalties are awarded against the side batting second the deciding score shall be increased equally.

5 Result of Matches

5.1 Normal Conditions, or Equal Overs

When there is no interruption after play has commenced, or if after a reduction, both sides have had the opportunity of batting for the same agreed number of overs under ***Rule 2***, the team scoring the higher number of runs shall be the winner, in the event the scores are tied the One1 Eliminator (***Rule 5.4***) will apply in finals matches only, in normal home and away matches a tied result will stand.

5.2 Win or Tie: Fewer Overs for Second Side

If a win result has not been reached already and the completed overs received or to be received by the second batting side are fewer than its entitlement under ***Rule 2***, a number of runs as calculated in ***Rule 4*** shall be the first side's deciding score which, subject the provision for a draw in ***Rule 5.3***, must be exceeded by the second side for a win. In the event the scores are tied the One1 Eliminator (***Rule 5.4***) will apply in finals matches only, in normal home and away matches a tied result will stand.

5.3 Drawn Match

If the side batting second receives fewer than 5 completed overs and no other result has been obtained, the match shall be drawn.

5.4 One1 Eliminator (finals only)

In the event of a tie the match shall, where possible, be determined by the use of the One1 Eliminator. The procedure for the One1 Eliminator is as follows.

a) Subject to weather conditions the One1 Eliminator will take place on the scheduled day of the match at a time to be determined by the umpire. In normal circumstances it shall commence five minutes after the conclusion of the match.
b) The One1 Eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority with the sides batting in the same order. The umpires shall not change ends. The fielding side shall choose which end to bowl from.
c) Prior to the commencement of the One1 Eliminator each team shall select three batsmen and one bowler.
d) The names of the selected players are to be given to the umpires in writing.
e) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal match.
f) The same ball (or a ball of a similar, or lesser condition) as used at the end of the team's innings shall be used for the "extra" over.
g) The loss of two wickets in the over ends the team's one over innings.
h) In the event of the teams having the same score after the One1 Eliminator has been completed, the team that hit the most number of sixes combined from its two innings in both the main match and the One1 Eliminator shall be the winner.

i) If the number of sixes hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the One1 Eliminator will be declared the winner.

j) In the event that the result is still a Tie after the One1 Eliminator and clauses h) and i) above have been applied, the One1 Eliminator (clauses a)-i)) shall be repeated until a winner is obtained.

5.5 One1 Eliminator Not Possible

If circumstances make a One1 Eliminator impossible in any finals match, the best-performed team in the home and away matches shall be declared the winner.

6 Over Limits for Bowlers

6.1 Limit Per Bowler

A bowler shall not deliver more than one-fifth of the maximum of overs permitted in ***Rule 2***. Where overs from a bowler already exceed a reduced limit the number bowled shall be that bowler's limit.

6.2 Limit Reached or Exceeded

No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by him.

6.3 Fractional Adjustments

Where the re-calculation of a bowler's limit results in a fraction the limit shall be raised to the next whole number for as many bowlers as is necessary to absorb the balance in whole overs.

6.4 Bowling Procedure

Overs are to be bowled in 5 over blocks alternating between ends (ie overs 1 to 5 are bowled from one end, then overs 6 to 10 from the other end etc…). At the end of each over, only the two batsman change ends. Apart from normal field position changes, the fieldsman only change after each 5 over block. At the end of each 5 over block, the batsman and umpires remain at the same end.

7 Fielding Restrictions

7.1 Area and marking of restriction area

a) Two semicircles shall be drawn on the field of play.

b) The semicircles shall have as their centre the middle stump at either end of the pitch.

c) The radius of each of the semicircles shall be 27.5 metres.

d) The semicircles shall be linked by two parallel straight lines drawn on the field.

e) The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at seven metre intervals, each ‘dot’ to be covered by white plastic or rubber (but not metal) disc.

7.2 Restrictions

a) At the instant of delivery there shall not be more than five fieldsmen on the leg side.

b) During the first four overs of each innings ("Fielding Restriction Overs"): a maximum of two fielders permitted outside the fielding restriction area; and

i. a block of two consecutive floating Fielding Restriction overs (for an uninterrupted Match) shall be taken at the discretion of the batters at the wicket between the end of the 10th over and the beginning of the 19th over: a maximum of two fielders permitted outside the fielding restriction area.

ii. In the circumstances where the overs of the batting team are reduced, the floating Fielding Restriction Overs will be taken from the mid-way point of the innings (rounded down for odd numbered overs); a maximum of two fielders permitted outside the fielding restriction area.

iii. In the circumstances where the overs of the batting team are reduced, the floating Fielding Restriction Overs will be taken from the mid-way point of the innings (rounded down for odd numbered overs); a maximum of two fielders permitted outside the fielding restriction area.

iv. In the circumstances where the overs of the batting team are reduced, the floating Fielding Restriction Overs will be taken from the mid-way point of the innings (rounded down for odd numbered overs); a maximum of two fielders permitted outside the fielding restriction area.

v. Once a batter has nominated the floating overs the decision cannot be reversed. Should the batting side not exercise their discretion, the floating Fielding Restriction Overs will automatically commence at the beginning of the 19th Over (in an uninterrupted Match) or at the latest over available in an interrupted Match. Refer to the Fielding Restriction Overs table below.

vi. Once a batter has nominated the floating overs the decision cannot be reversed. Should the batting side not exercise their discretion, the floating Fielding Restriction Overs will automatically commence at the beginning of the 19th Over (in an uninterrupted Match) or at the latest over available in an interrupted Match. Refer to the Fielding Restriction Overs table below.

Overs	Floating Powerplay available after Over	Floating Powerplay available between overs	# of fixed powerplay overs	# of floating powerplay overs
20	10	11-19	4	2
19	9	10-18	4	1
18	9	10-17	4	1
17	8	9-16	4	1
16	8	9-15	4	1
15	7	8-14	3	1
14	7	8-13	3	1
13	6	7-12	2	1
12	6	7-11	2	1
11	5	6-10	2	1
10			2	0
9			2	0
8			2	0
7			2	0
6			1	0

vii. Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number.

viii. Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number.

ix. Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number.

c) Any non-compliance of these fielding restrictions shall result in a no ball call by the umpire

8 Notification to Captains

After each adjustment of an anticipated batting time the umpires shall inform both captains of the reduced time and the effect on overs to be bowled, limitation for bowlers and fielding restrictions. A record of this is to be entered in the scorebook of the reduced time and overs.

9 NO BALL

9.1 Free Hit After a Foot Fault No Ball

The delivery following a no ball called for a foot fault (***MCC Law 21.5***) 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 wide), then the next delivery will become a free hit for whichever batsman is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. The bowler's end umpire will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

9.2 Fast Short Deliveries Above Shoulder Height of Striker

a) In any one over a bowler shall be permitted to bowl one fast short-pitched delivery, which having bounced, passes or would have passed above shoulder height of the striker standing upright at the crease. Should there be a further repetition in the same over either umpire shall call and signal "no ball".

b) Any fast short pitched delivery, not being a no ball under ***a)***, which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled "wide ball" by the umpire at the bowler's end.

9.3 Free Hit after a Waist High Full-Pitched Delivery

The dangerous and unfair bowling provisions of Law 41.7 shall apply to any full-pitched delivery above waist height of an upright striker at the popping crease. A no ball shall be called and if the umpire considers it to be dangerous or deliberate then a first and final warning will be issued. A free hit will apply in this instance.

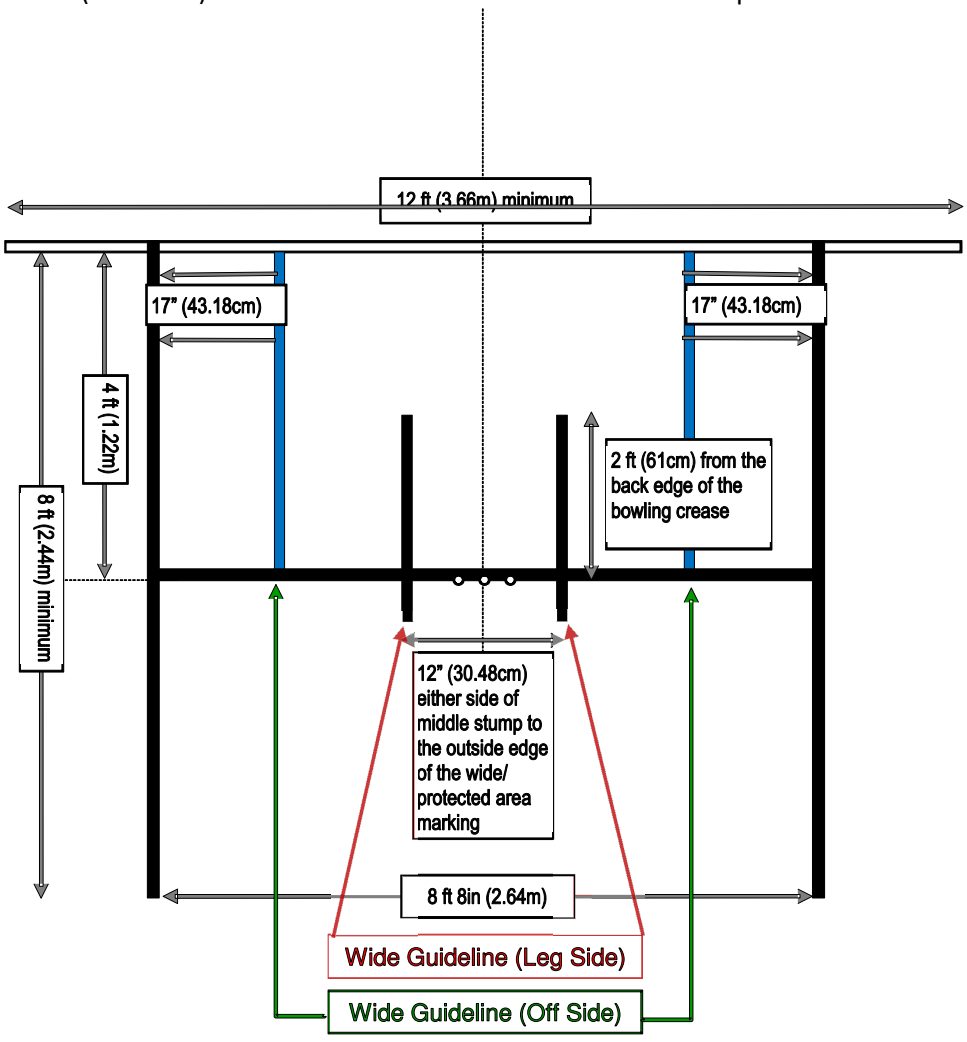
Any cautionary or other action is to be implemented by the bowler's end umpire as required

10 WIDE BALL

Umpires will apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

a) Any delivery passing the striker on the leg side of a line 1 ft (30.48 cm) from the middle stump without any contact with the striker's bat or person shall be a wide unless the ball passes between the striker and the stumps. Lines shall be drawn extending forward 2 ft (60.96 cm) from the bowling crease, parallel with the return crease, measured 1 ft (30.48 cm) from the middle stump on both sides of the pitch.

b) The line will be used as a guide subject to the movement of the batsman, any delivery passing the striker on the off side more than 75cm wide of the off stump without any contact with the striker's bat or person shall be a wide. Blue lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18 cm) from the return crease on both sides of the pitch.



11 The Ball

White WMDCA stamped and approved Kookaburra 4 piece balls will be used, one new ball shall be used for each innings.

12 T20 Finals

All WMDCA T20 Finals matches shall be played under normal T20 rules.

13 No Result

The following will apply where there is no result (ie a draw or an abandonment of play):

a) In any round of matches in any division, where there is a result, the result will stand irrespective of how many other games do not achieve a result.
b) If there is no result, all individual and team statistics achieved will be viable as will any effect such team statistics will have on a team's standing on the ladder.

14 LAW 40 - TIMED OUT

MCC Law 40 will apply. Either the incoming batsman or his partner, whichever the circumstances of the match require, must be in position to take guard to be ready to receive the next ball within 90 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.