CNW
TWENTY/20 PLAYING CONDITIONS
2025-26

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CNW Twenty/20 Rules

CNW Twenty/20 matches are conducted under the Laws of Cricket (2022 Code) with the following amendments:

123. Playing Conditions

The Laws of Cricket (2022 Code) and the CNW First Grade One-Day Rules shall apply except as varied below.

(a) No substitute or replacement players are allowed.

(b) Please note that Cricket Tasmania rules apply to Hurricanes Community Cup Twenty/20 finals, and will be supplied separately.

124. Teams – Twenty/20 Matches

(a) A team shall consist of eleven players with no substitutes.

(b) Players arriving late to the game due to work commitments shall be permitted to bat or bowl immediately upon their arrival at the ground. This does not apply to players leaving the field during the match, where the normal Laws of Cricket apply.

125. Duration of Match & Time Saving Measures

(a) Matches will consist of one innings per side, each innings being limited to 20 overs.

(b) A minimum of 10 overs per team shall constitute a match.

126. Hours of Play and Intervals

TWO-MATCH GALA DAYS

GAME 1		**GAME 2**	
Session 1	11.00am - 12.15pm	*Session 1*	2.00pm – 3.15pm
Interval	12.15pm - 12.25pm	*Interval*	3.15pm – 3.25pm
Session 2	12.25pm - 1.40pm	*Session 2*	3.25pm – 4.40pm

THREE-MATCH GALA DAYS

GAME 1		**GAME 2**	
Session 1	10.00am - 11.15am	*Session 1*	1.00pm – 2.15pm
Interval	11.15am - 11.25am	*Interval*	2.15pm – 2.25pm
Session 2	11.25am - 12.40pm	*Session 2*	2.25pm – 3.40pm

GAME 3

Session 1	4.00pm – 5.15pm
Interval	5.15pm – 5.25pm
Session 2	5.25pm – 6.40pm

OTHER MATCH TIMES

Twilight Matches		**Evening Matches**	
Session 1	5.50pm - 7.05pm	*Session 1*	6.00pm – 7.15pm
Interval	7.05pm - 7.15pm	*Interval*	7.15pm – 7.25pm
Session 2	7.15pm - 8.30pm	*Session 2*	7.25pm – 8.40pm
Night Matches		**Morning Matches**	
Session 1	7.00 pm – 8.15 pm	*Session 1*	10.00am – 11.15am
Interval	8.15 pm – 8.25 pm	*Interval*	11.15am – 11.25am
Session 2	8.25 pm – 9.40pm	*Session 2*	11.25am – 12.40pm

Clubs can apply to CNW to alter the playing times of T20 matches with the consent of the other

team and Community Competitions Officer.

127. Extra Time

127.1 Roster Games and Semi-Finals

No extra time shall be permitted to make up for any time lost.

127. 2 Grand Finals

Thirty (30) minutes of extra time shall be permitted for T20 Grand Finals, in the interests of providing an opportunity for a result to be achieved.

In the case of interruptions, the match umpires shall only reduce overs once more than 30 minutes of playing time has been lost.

This allowance for extra time shall take precedence over any allowance for a Super Over (if there are concerns about available light). Where ground, weather and light conditions are favourable, allowances for extra time and a Super Over can be accommodated.

128. Intervals for Drinks

No drinks intervals are permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

129. Interval between Innings

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.

130. Length of Innings

130.1 In an uninterrupted match (i.e. the match is neither delayed nor interrupted):

(a) Each team shall bat for 20 overs unless all out earlier or a result is achieved.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled, the second innings shall commence at the scheduled time, and By-Law 139 shall apply.

(c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs, or until a result is achieved.

(d) If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, play shall continue until the required number of overs has been bowled or a result has been achieved and By-Law 139 shall apply.

131. Delayed or Interrupted Match

131.1 Over calculations for any delay or interruptions to the innings of the team batting first.

(a) When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of each complete 3.75 minutes per over in the total remaining time available for play.

When calculating the length of remaining playing time available for the match the interval between innings will be taken into account.

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. Where this is possible, if the total number of overs

in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half.

(b) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

To constitute a match, a minimum of 10 overs per side has to be bowled, subject to an innings not being completed earlier.

A fixed time will be specified for the commencement of the interval and also the close of play for the match by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.

If this calculation produces a close of play time that is earlier than the original time for cessation of play on the final scheduled day for play, then one additional over should be allocated to each team, with the close of play times being recalculated accordingly.

If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

(c) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed,

131.2 Over calculations for any delay or interruptions to the innings of the team batting second

(a) When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 3.75 mins per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

(b) A rescheduled time for the close of play will be fixed by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required, the original time shall be extended to allow for one extra over for the team batting second.

To constitute a match, a minimum of 10 overs have to be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

(d) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, play shall continue until the overs have been bowled or a result achieved

132. Match Balls & Replacement Balls

(a) Kookaburra brand new white balls as approved by CNW will be used in all matches.

(b) Teams must have available a minimum of two replacement balls which can be used in the event the match ball is lost during play. Any club failing to comply with this rule may be fined $50.00 per breach at the discretion of the Community Competitions Officer. Umpires are to include such information in their match report.

(c) If the bowling team is unable to comply with By-Law 132 (a), that team shall forfeit the match.

133. Restrictions on the Placement of Fieldsmen

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

(b) Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at 5 yard (4.57 metres) intervals.

(c) During the first four overs of each innings, a maximum of two fielders permitted outside the fielding restriction area.

(d) A block of 2 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 2 fielders permitted outside the fielding restriction area.

(e) 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 2 fielders permitted outside the fielding restriction area.

(1) With respect to Rule 133(d), A batter must nominate the floating overs no later than the moment at which the umpire reaches the stumps at the bowler’s end for the start of the next over.

(2) Once a batter has nominated the floating overs the decision cannot be reversed.

(3) 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.

(4) The umpire shall signal the commencement of the batting powerplay to the scorers by rotating their arm in a large circle.

(f) Fielding Restrictions Overs

(1) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with 133(g). For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

(2) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

(3) If play is interrupted not during the Fielding Restriction Overs, then on resumption, it is necessary to determine how many Fielding Restriction Overs is derived from the table in 133(g) Any Fielding Restriction Overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the floating Fielding Restriction Overs. The decision of the batting side of when to take the remaining Fielding Restriction Overs is made as per 133 (d).

(4) In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal ‘No ball’.

(g) Fielding Restriction Over Table

Overs	Floating PP Available after Over	Floating PP Available In Between Overs	# of Fixed PP Overs	# of Floating PP 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	5		2	0

134. Number of Overs per Bowler

No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, 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 shall be allowed to the minimum number of bowlers necessary to make up the balance.

For Example: after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

When an interruption occurs during an over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

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

135. Free Hit After a No Ball

(a) The delivery following a No Ball 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 it.

(b) 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.

(c) Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery or if the No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

For clarity, the bowler can change his/her mode of delivery for the free hit delivery. In such circumstances MCC Law 21.1 shall apply.

(d) The bowler's end umpire will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

136. Law 40 - Timed Out

Law 40 will apply except that 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 to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

137. Over-Rate Penalties

(1) The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings. In delayed or interrupted matches where there has been a reduction of overs, the fielding side shall be given one over's leeway.

(2) From the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) field restrictions will revert to Phase 1, i.e. maximum of 2 players out.

(3) (2) shall not apply where:

(a) A side's innings is reduced to less than 10 overs, unless the over-rate penalty has been applied prior to such reduction; or

(b) a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

(4) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:

(a) The scheduled cessation time for the innings prior to the start of the innings, and

(b) of any re-scheduled cessation time following any subsequent.

138. The Result

138.1 Minimum Overs & Target Score

A result can only be achieved if both teams have had the opportunity of batting for at least 10 overs. The team scoring the highest number of runs shall be declared the winner.

Twenty/20 Games

If due to a suspension in play the number of overs in the first and/or second innings is reduced, the Duckworth **/** Lewis / Stern system will be used to calculate the revised target score. Both team's scorers shall perform the Duckworth/Lewis/Stern calculations using the latest official ICC version of the calculator. The home team shall provide a hard copy of the par score table to both captains.

Application of the Duckworth/Lewis/Stern Formula

(a) If the match is being scored electronically via the PlayHQ Live Score app, or the match is being scored manually and a target score calculation is required, then the Duckworth/Lewis/Stern calculator available within the PlayHQ Live Score app is to be used.

(b) Both team's scorers (and Captains if no permanent scorers are in place) shall perform the required calculations, and confirm with the umpires prior to play resuming.

The Calculation of Target Score formula (see below), is only to be used in situations where the Duckworth/Lewis/Stern calculator, is not available. It is to be applied as indicated below (138.2).

138.2 Calculation of Target Score – Where a Duckworth/Lewis/Stern Calculator is Not Available

Where the number of overs in the innings of the team batting second has to be revised, the run target score shall be calculated as follows:

(a) From the table of runs scored per overs (see next page) by the team batting first, the scorers shall calculate the total runs scored by the team from the equivalent number of highest scoring overs;

Example: If the team batting second can receive only 15 overs, then add up the 15 highest scoring overs. In this example, the total when the highest scoring overs are added together is 90.

(b) This is then discounted at the rate of 0.5% per over lost;

Example: The team batting second has lost 5 overs, so they receive a discounted rate of 5 x 0.5% = 2.5%. So, the total of 90 calculated above must be reduced by 2.5%.

100% - 2.5% = 97.5 (or 97.5/100).

97.5/100 x 90 = 87.5.

(c) The target score is the discounted total runs (ignore fractions) plus one.

(d) ***Example:*** The discounted runs total in (2) was 87.5. We ignore fractions, so this becomes 87. We add one to generate the target score.

The target score is 87 + 1 = 88.

TABLE 1 – CALCULATION OF TARGET SCORE
TEAM BATTING FIRST- RUNS SCORED PER OVER

Over	Runs Scored
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

139. "Super Over" – Tied Matches

In all roster and finals matches in which the scores are equal (i.e. either the number of runs scored or as a result of Duckworth Lewis Stern calculation), the result shall be determined through a tie-breaker called the 'Super Over'. The "Super Over" involves each team facing one 6-Ball over. The following procedure will apply:

(a) Subject to ground, weather or light conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the match umpires. In normal circumstances it shall commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.

(b) Up to 30 minutes of playing time (taken from the start of the Super Over) is permitted to complete the Super Over, thus allowing for interruptions due to inclement weather. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds 30 minutes, the Super Over shall be abandoned.

Up to 30 minutes' is available for the Super Over. The main match finishes at 12.30pm. The Super Over is scheduled to start at 12:35 pm with up to 30 minutes' available. It starts on time but is interrupted at 12.55pm. Play must resume by 1.05 pm.

(c) The Super Over 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 and the match umpires.

(d) The umpires shall stand at the same end as they stood during the match.

(e) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batsmen or bowlers prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies.

(f) Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Laws and Playing Conditions for the main match shall apply.

(g) Any 'penance' time being served in the main match shall be carried forward to the Super Over.

(h) Each team's over is played with the same fielding restrictions as apply for the last over in the match.

(i) The team batting second in the match will bat first in the Super Over.

(j) The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the Super Over.

(k) Each team shall bat for one over unless all out earlier.

(l) If the match is still tied after the initial "Super Over"

(1) In all roster matches the match will be declared a tie

(2) In any finals match a subsequent "Super Over" will be played until a winner is determined

140. Super Over Not Possible

(a) In roster matches, if the minimum number of overs have been bowled to constitute a match (10 overs per team) and circumstances make a Super Over impossible, the match shall be declared a Tie.

(b) If circumstances make a Super Over impossible in the Grand Final the match shall be replayed on the reserve date if scheduled. If no reserve day/s is scheduled, the highest placed team competing in the match shall be declared the winner.

141. Net Run Rate

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

(b) In the event of a team being all out in less than its full quota of over, 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 over in which the team was dismissed.

(c) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where the result of a match is achieved under Duckworth/Lewis/Stern, for net rate purposes Team 1 will be accredited with Team 2's par score on abandonment, of the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis/Stern having been applied at an earlier point 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. In 2nd Grade & Under-17 matches using Rule 140.2 to determine a target score, Team 2 will receive the same net run rate as Team 1.

142. CNW Twenty/20 Ladders

The competition ladder shall rank all teams from highest to lowest according to match points accumulated.

In the event of teams finishing equal on points, the order of the ladder shall be determined by;

(a) The team with the most number of wins

(b) The team with the highest net run rate

In a match declared no result, net run rate is not applicable.

142.1 Twenty/20 Ladder

Points from Twenty/20 matches shall be recorded in a separate T20 ladder, and do not count towards the overall competition ladder.

143. Twenty20 Finals

143.1 T20 Finals Day

Semi-Finals

The top four placed sides on the Twenty/20 ladder shall participate in T20 Finals Gala Day, which will feature both Semi-Finals and the Grand Final at the same venue on the same day, unless another format is approved and advised by the CNW Board.

The venue for Semi-Finals shall be approved by the CNW Board Cricket Committee and/or its nominee.

Semi-Final matches under Gala Day format will be played as follows:

Game 1 – 1st v 4th at 10.00 am

Game 2 – 2nd v 3rd at 1.00 pm

Grand Final

The two Semi-Final winners shall qualify for the Grand Final, with this to be played on the Thursday evening immediately following the Finals Day at the venue of the highest placed qualifier subject to availability and subject to any further decision by the CNW Board.

143.2 Wet Weather on Finals Day

The results of any completed Semi-Final matches shall stand, even if the previous or subsequent match is washed out. Where a Semi-Final match is not completed, the highest-placed qualifier shall proceed to the Grand Final.

If the Semi-Final matches are played but the Grand Final is washed out, then the Grand Final match shall be rescheduled for the Reserve Day. If a Reserve Day has not been scheduled or

cannot be played, then the team finishing the roster series on top of the ladder shall be crowned Premiers.

If all T20 Finals Day matches are washed out, then the two highest placed qualifiers will participate in the Grand Final, to be played on the Reserve Day. If a Reserve Day has not been scheduled or cannot be played, then the team finishing the roster series on top of the ladder shall be crowned Premiers.

144. Player Eligibility - Twenty/20 Grand Finals

(a) No player shall play in a CNW Twenty/20 Grand Final unless they are registered with Cricket North West and have played at least two Twenty/20 matches in that grade in the current season.

(b) The only exceptions to rule 144 (a) above are as follows:

(i) Guest players (registered with a club for the purposes of participation in T20 cricket, such as a non-Greater Northern Raiders CTPL player or interstate player) must have played two T20 matches in that season in order to be eligible to play in the Grand Final.

(ii) Greater Northern Raiders CTPL players shall be permitted to play in the T20 Grand Final provided they are registered with their CNW club in the current season and participate in at least one T20 match (can be the Semi-Final).

145. No Balls, Unfair Play

145.1 Ball Bouncing Over Head Height of Striker

Law 21.10 shall be replaced by rule 145.2.

145.2. Bowling of Dangerous and Unfair Short Pitched Deliveries

(a) A bowler shall be limited to one short pitched delivery per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal WIDE, while still counting the delivery as one of the allowable per over.

(b) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.

(c) Should a second such delivery be bowled in an over either umpire shall call and signal NO BALL and caution the bowler with first and final official warning in accordance with Law 41.6.3.

(d) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

145.3 Dangerous and Unfair Full Pitched Balls

The following shall apply in place of Laws 41.7.1 and 41.7.2:

(a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a No Ball.

(b) Any delivery which passes of would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.

(c) In the event of a bowler bowling a high full pitched ball as defined above in (b), the umpire at the bowler's end shall, in the first instance, call and signal No Ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at wicket of what has occurred.

(d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead direct the captain to take the bowler off immediately. If necessary, the over shall be completed by another bowler, who shall neither have bowled the

previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(e) The bowler who has been taken off in accordance with (d) above shall not be allowed to bowl again in that innings.

(f) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible the captain of the batting side.

146. Wide Bowling – Judging a Wide

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

(a) Any ball passing the batsman on the off side more than 75cm wide of the off stump at the popping crease shall be called a Wide. Lines shall be drawn from the popping crease to the bowling crease parallel with the return crease measured 43.18cm from the return creases on both sides of the wicket.

(b) For the leg side, any delivery that passes outside the leg 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.

(c) A penalty of one (1) run for a Wide shall be scored. This penalty shall stand in additional to any other runs, which are scored or awarded. All runs which result from a Wide ball which is not a No Ball shall be scored as Wides.

(d) A ball passing between leg stump and the striker shall not be called a Wide.

(e) The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.