

# Cherwell Cricket League

## Win/Lose Match Rules (2025 until further notice)

MCC Laws of Cricket 2017 Code (3<sup>rd</sup> Edition 2022) & General CCL playing rules shall apply unless overridden below.

### 1. HOURS AND DURATION OF PLAY

#### 1.1) Duration of Play

Tier	Start time	Total Match Overs	Max Overs per innings	Time to start last over	Minimum overs available per innings
1 - 4	12:30 PM*	100	50	3 hours 10 mins	20
5 - 7	1:00 PM*	90	45	3 hours	20
8 - 9	1:00 PM*	80	40	2 hours 45 mins	20

\* Start times will move forward 30 minutes in weeks 17 & 18 of the season

1.2) There will be two sessions of play separated by a tea interval of up to 30 minutes.

1.3) The Match shall consist of a minimum of 20 overs available per innings for there to be a result. Once a Match has been started, should the loss of time result in fewer than 20 complete overs being available to either Team, the game shall be declared as abandoned.

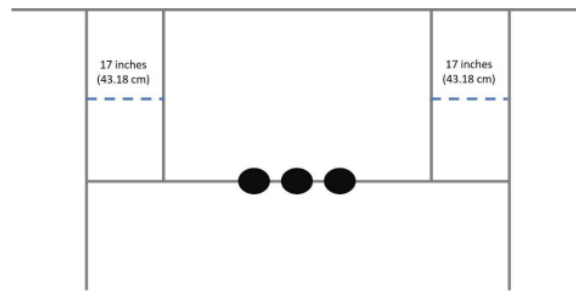
1.4) Declarations are permitted in the first innings. If a captain declares the innings closed, the bowling team will be awarded maximum bowling points and for the purposes of Duckworth Lewis, the batting team will be deemed to have batted their full allocation of overs available at the point of the declaration for the score achieved at the point of declaration and all out.

1.5) Should the Team batting first be dismissed before the overs to which it is entitled have been completed, the Team batting second shall still be entitled to its full allocation of overs (or such reduced allocation of overs to which it may be entitled following adjustment due to interruption).

### 2. ADDITIONAL PITCH MARKINGS

2.1) A 'Fielding Ring' should be marked out using white plastic discs. This will be an area bounded by two semi-circles (each with a radius of 30 yards) centred on each middle stump and joined by a parallel line on each side of the pitch.

2.2) Additional Crease Marking. An additional crease marking shall be made 17" inside and parallel to each Return Crease, joining the Popping and Bowling creases as shown below. (Please note that the crease is the inside edges of both these new markings.)



### 3. RESTRICTION ON BOWLERS & FIELDSERS

#### Bowling Restrictions

3.1 At the start of the Match no bowler may bowl more than one fifth of the total overs available.

3.2 Following a reduction of overs, where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

For example, in a match reduced to 37 overs per side, 2 bowlers may bowl 8 overs, and no others more than 7 overs each. **(See APPENDIX 1 for further information)**

3.3 In the event of a reduction in overs after the commencement of an Innings, any bowler who has already bowled more than the revised limit per bowler as calculated in 3.2 above, shall no longer be able to bowl in that Innings. However, a bowler may complete an over in progress.

For example: after 16 overs, rain interrupts play, and the Innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. The revised calculation allows for 2 bowlers to bowl a maximum of 7 overs and 3 bowlers to bowl a maximum of 6 overs. Bowlers 1 and 2 have therefore already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs maximum.

3.4) In the event of a bowler being incapacitated or suspended and being unable to complete an over, the remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part thereof. The replacement bowler(s) may not bowl the over following. Such part of an over shall count as a full over for the bowler who started the over and any further bowlers required to finish the over insofar as each bowler's limit is concerned. A bowler who has already bowled their maximum allocation of overs may not complete an over in this situation.

3.5) In the event that a bowler exceeds his limit of overs (except in the circumstances outlined in 3.3 above), the penalties as written in the w/l/d rules will apply i.e. 10 penalty runs added to the score of the batting team and 3 match points deducted from the offending team for each additional over (or part thereof) bowled over the limit. If a bowler exceeds his/her limit by 3 overs, the offending team will have been deemed to have forfeited the match.

**This rule shall also apply if the restrictions of the ECB Fast Bowling Regulations for young players are breached. If this is only discovered after the game only the points deduction will apply.**

If in the opinion of the League Management Committee a team has knowingly over bowled a bowler in an attempt to gain an advantage, or the over bowling of a bowler, whether intended or accidental, has materially and significantly affected the result of a game, the LMC may at its sole discretion, award the match to the opposition. In this instance, the offending team will receive no match points.

There is no right of appeal to any decision made based on the above.

The responsibility for observing the limits and overs allocation for bowlers lies solely with the captain of the bowling team although they may request information from umpires or scorers.

#### Fielding Restrictions/Power Plays

3.6) The following fielding restrictions shall apply during the Match. Any infringement of these fielding restrictions shall be called and signalled “No Ball” by the striker’s end Umpire at the instant of delivery.

3.6.1) If the striker’s end umpire is in any doubt about whether or not a moving fielder was in the circle at the point of delivery, then he shall call and signal No Ball.

3.6.2) The signal should be repeated to scorers by Bowler’s end umpire

3.6.3) In the event of the Striker’s End (square leg) Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached, or when Law 28.4 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side) Immediately the ball becomes dead the batsmen may draw the matter to the Umpires’ attention. This must be done before the bowler starts his run up for the next delivery.

If the Umpires are able to verify the breach they shall call and signal No Ball retrospectively. If the Umpires are unable to verify the breach, then they shall confirm that the events of the delivery shall be unchanged.

#### 3.7) Tiers 1 to 4

At the instant of delivery, there may not be more than five fielders on the leg side.

In addition, further restrictions apply, at the instant of delivery, during each of the Powerplays as follows:

Powerplay 1(Overs 1 to 10): NOT be more than **two** fielders outside the 30 Yard Ring.

Powerplay 2 (Overs 11 to 40): NOT be more than **four** fielders outside the 30 Yard Ring.

Powerplay 3: (Overs 41 to 50) NOT be more than **five** fielders outside the 30 Yard Ring.

In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay shall be reduced in accordance with the table at **APPENDIX 1**.

Upon resumption, the Powerplay phase in progress is determined with immediate effect as to the number of overs bowled, even if the interruption was mid-over.

#### 3.8) Tiers 5 to 9

At all times during the innings:

At the instant of delivery, there may not be more than five fielders on the leg side.

At the instant of delivery, there must be no more than 5 fielders outside the 30-yard ring.

#### 4. STRICTER LAWS

##### No Ball

4.1) A bowler shall be limited to one fast, short-pitched delivery (“Bouncer”) per over, which is defined as one that passes or would have passed over shoulder height of the batsman standing upright at the popping crease. This ruling shall apply even though the striker may have made contact with the ball with their bat, person or equipment. The Umpire at the bowler’s end will make it clear to both bowler and batsmen at the wicket when such a delivery is bowled.

It is unfair if this limit is exceeded in the same over and the Umpire shall call and signal No Ball on each such occasion and instigate the warning process as in Law 41.6 if this limit is exceeded.

(4.1 above shall apply in addition to all the provisions of Law 41.6)

4.2 Dangerous and unfair non-pitching deliveries (“Beamers”) – the full provisions of MCC Law 41.7 will apply.

4.3) The delivery following any kind of No Ball shall be signalled as 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 a Wide Ball) then the next delivery will also become a Free Hit for whichever batsman is facing it.

4.4) The Umpire will signal a Free Hit (after the normal No Ball signal) by announcing “Free Hit” and then extending one arm straight upwards and moving it in a small circular motion.

4.5) The Free Hit delivery counts as a regular ball in the over - unless it in turn is a Wide Ball or any form of No Ball.

4.6) For any Free Hit, the striker can only be dismissed under the circumstances that apply for a No Ball, even if the delivery for a Free Hit is called a Wide Ball.

4.7) Field changes are NOT permitted for the Free Hit delivery, except to cater for a change of striker, or if the No Ball was a result of a fielding restriction breach, in which case the field may be changed by the minimum amount necessary to correct the breach.

However, in all circumstances any fielder within 15 yards of the striker, other than those in a slip or gully position, may retreat to a position on the same line no more than 15 yards from the striker, having first notified the umpire of such movement. A wicket keeper may also move backwards from a standing up position.

(For clarity fielders may NOT retreat to the edge of the 30-yard circle from any previous fielding position)

##### Wide Ball

4.8) Law 25 shall apply with the following addition:

4.9) Umpires are instructed to apply a strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any delivery passing wide of the inner crease marking on the off side (see 2.2) should be called wide unless the striker has very clearly brought the delivery within reach with a significant sideways movement across his crease.

4.10 a) Tiers 1 – 4 only: A leg side Wide Ball shall be called if, irrespective of where the ball pitches, it passes outside the line of the striker and the leg stump, despite any movement by the striker.

4.10 b) Tiers 5 – 9 only: A leg side Wide Ball shall be called if, the ball passes on the legside of the stumps and outside the line of the pads of where the batter is standing or has stood at any point

after the ball came into play for that delivery and, in the umpire's opinion, did not give the striker a fair opportunity to play a shot.

(Note: a ball that passes between the batsman and the leg stump shall not be considered a Wide Ball. Additionally, if a ball hits the batsman or any part of their equipment, it shall not be called a Wide Ball irrespective of where it pitched or where it would have passed the stumps.)

4.11 Switch Hits/Reverse Shots: If the striker plays a switch hit or reverse sweep or gets into a position to play such a shot, they shall be deemed to bring the ball equally within their reach on the leg side as on the off-side. Consequently 4.10a and 4.10b will not apply and a wide will be judged according to the criteria of 4.9 on both sides of the wicket.

A penalty of one run for a Wide Ball shall be scored. This penalty shall stand in addition to any other runs that are scored or awarded.

## 5. OVER RATE & PENALTY

5.1 It is the responsibility of both captains, whether batting or bowling, to maintain the over rate (not the Umpires). Umpires may assist the captains with monitoring.

### **Time allowed.**

5.2) Teams are expected to be in position to start the last of their allotted overs within the times noted in 1.1 above, or as reduced by delay or interruption (see Appendices 1, 2, 3 below as appropriate by tier).

**5.3) The time allowed to each team to bowl its overs may be extended by the umpires in exceptional circumstances, providing any individual stoppage lasts LONGER THAN TWO MINUTES. Any such allowance must be agreed by the umpire(s) and notified to the teams and scorers, at the time of the occurrence. This shall not be subject to retrospective negotiations. (For clarity stoppages will not be considered to be cumulative).**

**Exceptional Circumstances would include on field injuries, protective equipment requests, or prolonged ball searches.**

5.4) In no circumstances can the scheduled number of overs for the second innings be higher than the scheduled number of overs in the first.

5.5) In either Innings, if the fielding team fails to complete the penultimate over of the entitled overs by the cut-off time **it will continue to bowl the remaining overs but will:**

**Tiers 1 – 4: - lose one match point for each full over not started by the cut off time.**

**Tiers 5 – 9: - the umpires, or in the absence of neutral umpires, the captains, will inform the League Management Committee. The LMC will decide if a penalty imposition is appropriate.**

**All penalties in this regard will be imposed immediately the ball first becomes dead after the cut-off time has passed for the innings. The Umpires shall notify the captain of the fielding team, the Batsmen and Scorers of the penalty before the innings continues.**

**This shall not be subject to retrospective negotiations**

## 6. DELAYED OR INTERRUPTED MATCHES

Note – there is no reserve time in this format. – overs are lost after the first period of 7 minutes delay to or interruption in the first innings, 3.5 minutes in the second innings. (NB 6.7 below)

6.1) In all cases the Match shall only start or continue if the Umpires, or in the absence of nonplaying umpires, BOTH captains, decide that the conditions are fit for play in accordance with the Laws of Cricket.

In a Match in which an ECB ACO Umpire (whose membership is current and is also qualified to minimum level 1) is standing with an Umpire who is not, then the ECB ACO Umpire will have the final decision on all aspects of safety including Ground, Weather and Light.

### Reduction of Overs Before the First Innings

6.2) Should a delay occur prior to the start of the Match, then the Match shall proceed simply based on a reduction in the number of overs available. The Umpires shall reduce the number of overs in the Match by two overs (one per innings) for every complete 7 minutes of time lost.

### Reduction of Overs in the First Innings

6.3) After the commencement of the Match, the Umpires shall reduce the number of overs in the Match by two overs (one per innings) for every completed 7 minutes of subsequent time AND – at the end of the 1st Innings a Revised Target Score will be calculated using the Duckworth Lewis Stern (DLS)/Duckworth Lewis (D/L) method as explained in Section 7. In this case the cut off time for the first innings is recalculated on resumption by adding half the stoppage time to the original cut off time.

The taking of the tea interval during the interruption which would effectively “stop the clock” but this can be for no more than 20 minutes to allow for the 10 minutes change of innings break

### Reduction of Overs in the Second Innings

6.4) If following the completion of the first innings, owing to a delayed start to the second innings or a suspension of play during the second innings the umpires shall reduce the number of overs in the second innings by one over for every completed 3.5 minutes of subsequent time lost – down to the minimum of 20 overs to constitute a Match. (But see 6.7 below)

(Refer to Appendices 1, 2, 3 as appropriate by Tier for 6.2, 6.3 and 6.4 above)

6.5) On every occasion where there is a reduction of overs during the second innings, then a new Revised Target Score will be required, which will be calculated by the DLS/DL method.

6.6) In the event of a suspension occurring in the middle of an over, the number of full overs remaining to be bowled will be calculated, and any balls remaining to be bowled in the over during which play was suspended, will be added.

6.7) Note that the calculation of number of overs lost in the second innings must take into account any time “gained” in the first innings. i.e. should the first innings be completed before the scheduled finish time (either from the start of the game or as adjusted due to previous delay on interruption) no overs shall be lost from the second innings until the amount of time the first innings finished early has been lost from the second innings.

For clarity the scheduled finish time of the first innings is the Time to Start Last Over from Appendix 1/2/3 plus 5 minutes

6.8) Before taking the field to resume play after any delay or interruption, the Umpires will confirm with the Scorers and inform the captains accordingly of the number of overs to be bowled, the bowler's allocation of overs, any Power Play limitations, time limits to complete the overs and, if necessary, any newly Revised Target Score. (See APPENDIX 1/2/3 for differences between Tiers)

## 7. DUCKWORTH LEWIS STERN

**\*For clarity the CCL will use Duckworth Lewis Stern v5 for the 2025 season – this is the default DLS on PCS Pro and is also available on the phone and tablet app (See separate DLS instructions)**

7.1) In all tiers the Home Team shall have a person present at the game that has access to and knowledge of the workings of the relevant DL system for their game.

7.2 a) In Tiers 1 – 4 the 'relevant system' is a computer configured with the Play Cricket Scorer DL Professional version software (as provided by CCL) with a printer capable of producing the Par Score table for the second innings.

7.2 b) The Away team is required to bring their computer to act as back up in case of a malfunction of the home team's computer. In the event that both computers and/or printer should malfunction, then the Home Team (DL Manager) must be competent to carry out the necessary calculations manually using the DL Standard Edition methodology and tables. The Umpires and Captains must be immediately notified of any such computer malfunction.

7.2 c) Should the Match be interrupted after the commencement of the Match (as per 6.3 or 6.4), and both computers have malfunctioned to prevent the use of the DL Professional version, and the DL Standard Edition manual calculation is unable to be performed by the Home Team – then the match shall be deemed completed with one of two outcomes:

- i. If the away team failed to bring their computer, then the match is abandoned.
- ii. Otherwise the Match shall be awarded to the Away Team. In this case the home team shall be eligible for any bonus points already gained.

7.3 a) In Tiers 5 – 9 Wherever possible teams in these tiers should follow the regulations as above but this is not mandatory. Where no laptop system is available the following shall apply for the whole match:

7.3 b) All teams should have at least one player with access to and knowledge of a DL App approved by the League.

7.3 c) Where use of DL is required, the umpires, or if there are no non-playing umpires present, the captains, must agree the DL score or target.

7.3 d) The home team scorer, or if there are no non-playing scorers, a member of the batting side will be responsible for displaying the par score at the end of each over and at the fall of each wicket. If it is not possible to display these figures, they should be available upon request from either the batsmen or the fielding captain at these times.

NB Where DL is required to be used, the calculations from the laptop software will always take precedence over the DL App.

## 8. MATCH RESULTS AND POINTS

### 8.1) CCL Limited Over Match Result definitions:

Win. The Team that scores more runs in their innings (as may be adjusted by DLS/DL app or Penalty Runs) than the other Team.

Tie. When the scores are level (by runs or at the DLS/DL par score) at the completion of the match regardless of how many wickets have been lost by the team batting second.

Loss. Should the other Team achieve a Win.

Abandoned. When play had started, however little, and where neither Team were able to achieve a Win or a Tie due to the scheduled overs not being able to be completed due to adverse playing conditions.

Cancelled. Should there have been no play whatsoever.

### 8.2) Match Points

The table below refers to the awarding of Match Points available:

Match Result	Match Points	Bonus Points Available
Win	25	No
Tie	18 each	No
Loss	0	Yes
Abandoned	7 each*	Yes*
Cancelled (GWL conditions)	7 each	No
Cancelled (Forfeited)	25 (for the opposing team) #	No

\* For Abandoned Matches, each Team shall be awarded a minimum of 7 Match Points. However, should a Team have achieved more than 7 Bonus Points, then that Team shall be awarded that number of Bonus Points only and zero Match Points.

# For Cancelled (Forfeited) CCL Matches, the opposing Team shall only receive the 25 Match Points providing that 40% or more of the fixtures due to be played on that day within the same Division are completed. If fewer than 40% are completed due to adverse playing conditions, then only 7 Match Points will be awarded as per a Cancelled (Washout) result. Matches cancelled due to Forfeit (or General Match Rule 3.3) shall, for the purpose of this calculation, be regarded as 'completed'.

### 8.3) Bonus Points: The below table refers to the awarding of batting and bowling Bonus Points

Batting Points	Runs Scored Tiers 1 - 4	Runs Scored Tiers 5 - 7	Runs Scored Tiers 8- 9	Bowling points	Wickets Taken (all Tiers)
1	100	80	80	1	4
2	125	100	100	2	5
3	150	125	120	3	6
4	175	150	140	4	7
5	200	175	160	5	8
6	225	200	180	6	9



7	250	225	200	7	10 or all out
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Note: Maximum Bowling Bonus Points shall be awarded to the bowling team, when a batting Team is "All Out" even if the batting Team has fewer than eleven players or if the team batting first declares the innings closed.

**Appendix 1****OVERS AVAILABLE AFTER DELAY OR INTERRUPTION FOR 50 OVER MATCHES  
(Tiers 1 - 4)**

Note - There is no "reserve time " in this format but time may be saved if tea is taken during an interruption (Maximum 20 minutes) or a first innings finishes early

Time lost 1st Innings	Overs per innings	Total time lost for 2nd Innings*	Overs 2nd innings	Time to start last over	Max overs per bowler	Power play 1	Power play 2	Power play 3
0	50	0	50	03:10	10	1 to 10	11 to 40	41 to 50
7	49	3.5	49	03:07	4 x 10, 1 x 9	1 to 10	11 to 39	40 to 49
14	48	7	48	03:03	3 x 10, 2 x 9	1 to 10	11 to 39	40 to 48
21	47	10.5	47	02:59	2 x 10, 3 x 9	1 to 10	11 to 38	39 to 47
28	46	14	46	02:55	1 x 10, 4 x 9	1 to 9	10 to 37	38 to 46
35	45	17.5	45	02:51	9	1 to 9	10 to 36	37 to 45
42	44	21	44	02:48	4 x 9, 1 x 8	1 to 9	10 to 35	36 to 44
49	43	24.5	43	02:44	3 x 9, 2 x 8	1 to 9	10 to 35	36 to 43
56	42	28	42	02:40	2 x 9, 3 x 8	1 to 9	10 to 34	35 to 42
01:03	41	31.5	41	02:36	1 x 9, 4 x 8	1 to 8	9 to 33	34 to 41
01:10	40	35	40	02:32	8	1 to 8	9 to 32	33 to 40
01:17	39	38.5	39	02:29	4 x 8, 1 x 7	1 to 8	9 to 31	32 to 39
01:24	38	42	38	02:25	3 x 8, 2 x 7	1 to 8	9 to 31	32 to 38
01:31	37	45.5	37	02:21	2 x 8, 3 x 7	1 to 8	9 to 30	31 to 37
01:38	36	49	36	02:17	1 x 8, 4 x 7	1 to 7	8 to 29	30 to 36
01:45	35	52.5	35	02:13	7	1 to 7	8 to 28	29 to 35
01:52	34	56	34	02:10	4 x 7, 1 x 6	1 to 7	8 to 27	28 to 34
01:59	33	59.5	33	02:06	3 x 7, 2 x 6	1 to 7	8 to 27	28 to 33
02:06	32	01:03	32	02:02	2 x 7, 3 x 6	1 to 7	8 to 26	27 to 32
02:13	31	01:06	31	01:58	1 x 7, 4 x 6	1 to 6	7 to 25	26 to 31
02:20	30	01:10	30	01:54	6	1 to 6	7 to 24	25 to 30
02:27	29	01:13	29	01:51	4 x 6, 1 x 5	1 to 6	7 to 23	24 to 29
02:34	28	01:17	28	01:47	3 x 6, 2 x 5	1 to 6	7 to 23	24 to 28
02:41	27	01:20	27	01:43	2 x 6, 3 x 5	1 to 6	7 to 22	23 to 27
02:48	26	01:24	26	01:39	1 x 6, 4 x 5	1 to 5	6 to 21	22 to 26
02:55	25	01:27	25	01:35	5	1 to 5	6 to 20	21 to 25
03:02	24	01:31	24	01:32	4 x 5, 1 x 4	1 to 5	6 to 19	20 to 24
03:09	23	01:34	23	01:28	3 x 5, 2 x 4	1 to 5	6 to 19	20 to 23
03:16	22	01:38	22	01:24	2 x 5, 3 x 4	1 to 5	6 to 18	19 to 22
03:23	21	01:41	21	01:20	1 x 5, 4 x 4	1 to 4	5 to 17	18 to 21
03:30	20	01:45	20	01:16	4	1 to 4	5 to 16	17 to 20

\* Equals time lost first innings divided by 2 plus minutes lost in second innings but subtract any time gained by any early finish to the first innings

**Appendix 2****OVERS AVAILABLE AFTER DELAY OR INTERRUPTION  
FOR 45 OVER MATCHES (Tiers 5 - 7)**

time may be saved if tea is taken during an interruption (Maximum 20 minutes) or a first innings finishes early

Time lost 1st Innings	Overs per innings	Total time lost for 2nd Innings*	Overs 2nd innings	Time to start last over	Max overs per bowler
0	45	0m	45	03:00	9
7	44	3.5	44	02:57	4 x 9, 1 x 8
14	43	7	43	02:53	3 x 9, 2 x 8
21	42	10.5	42	02:50	2 x 9, 3 x 8
28	41	14	41	02:46	1 x 9, 4 x 8
35	40	17.5	40	02:43	8
42	39	21	39	02:39	4 x 8, 1 x 7
49	38	24.5	38	02:36	3 x 8, 2 x 7
56	37	28	37	02:32	2 x 8, 3 x 7
01:03	36	31.5	36	02:29	1 x 8, 4 x 7
01:10	35	35	35	02:25	7
01:17	34	38.5	34	02:22	4 x 7, 1 x 6
01:24	33	42	33	02:18	3 x 7, 2 x 6
01:31	32	45.5	32	02:15	2 x 7, 3 x 6
01:38	31	49	31	02:11	1 x 7, 4 x 6
01:45	30	52.5	30	02:08	6
01:52	29	56	29	02:04	4 x 6, 1 x 5
01:59	28	59.5	28	02:01	3 x 6, 2 x 5
02:06	27	01:03	27	01:57	2 x 6, 3 x 5
02:13	26	01:06	26	01:54	1 x 6, 4 x 5
02:20	25	01:10	25	01:50	5
02:27	24	01:13	24	01:47	4 x 5, 1 x 4
02:34	23	01:17	23	01:43	3 x 5, 2 x 4
02:41	22	01:20	22	01:40	2 x 5, 3 x 4
02:48	21	01:24	21	01:36	1 x 5, 4 x 4
02:55	20	01:27	20	01:33	4

\* Equals time lost first innings divided by 2 plus minutes lost in second innings but subtract any time gained by any early finish to the first innings

<b>Appendix 3</b>					
<b>OVERS AVAILABLE AFTER DELAY OR INTERRUPTION FOR 40 OVER MATCHES (Tier 8/9)</b>					
This table shows the effect of interruptions or delays on the various aspects of the game.					
Time lost 1st Innings	Overs per innings	Total time lost for 2nd Innings*	Overs 2nd innings	Time to start last over	Max overs per bowler
0	40	0m	40	02:45	8
7	39	3.5	39	02:42	4 x 8, 1 x 7
14	38	7	38	02:38	3 x 8, 2 x 7
21	37	10.5	37	02:35	2 x 8, 3 x 7
28	36	14	36	02:31	1 x 8, 4 x 7
35	35	17.5	35	02:28	7
42	34	21	34	02:24	4 x 7, 1 x 6
49	33	24.5	33	02:21	3 x 7, 2 x 6
56	32	28	32	02:17	2 x 7, 3 x 6
01:03	31	31.5	31	02:14	1 x 7, 4 x 6
01:10	30	35	30	02:10	6
01:17	29	38.5	29	02:07	4 x 6, 1 x 5
01:24	28	42	28	02:03	3 x 6, 2 x 5
01:31	27	45.5	27	02:00	2 x 6, 3 x 5
01:38	26	49	26	01:56	1 x 6, 4 x 5
01:45	25	52.5	25	01:53	5
01:52	24	56	24	01:49	4 x 5, 1 x 4
01:59	23	59.5	23	01:46	3 x 5, 2 x 4
02:06	22	01:03	22	01:42	2 x 5, 3 x 4
02:13	21	01:06	21	01:39	1 x 5, 4 x 4
02:20	20	01:10	20	01:35	4
* Equals time lost first innings divided by 2 plus minutes lost in second innings					