

UniSport Australia Guideline

T20 Cricket

Men and Women

UniSport Australia T20 Cricket competitions are conducted under the MCC Laws of Cricket (2017 Code 3rd Edition 2022), except where these differ from UniSport competition guidelines, in which case the latter shall take precedence. Reference should also be made to the UniSport *Breach of Competition Requirements* guideline and the penalties related to breaches.

1. Team/squad size

- Minimum registered players – 13*
- Maximum registered players – 17
- Minimum number of players that can take the field without incurring a forfeit – 9

*Squads of 12 may be considered and allowed at UniSport's discretion

2. Playing conditions

All references under the Laws of Cricket to the 'Governing Body' shall mean UniSport Australia.

LAW 1 (THE PLAYERS) shall apply subject to the following:

1.1. Number of players

- a) A match may not commence if a team does not have nine players present at the scheduled start time for the match.
- b) Each team can name and play 12 players during each match. However, only 11 players are allowed on the field at any time.
- c) At the exchange of team lists, where a team names 12 players the captain must nominate their designated non-batter.
- d) The 12th player is allowed to bowl the maximum individual number of overs, field for the full duration of the innings yet not bat at any point.
- e) Bowlers/fielders can be substituted throughout the innings and be permitted to bowl immediately.

1.2. Nomination and replacement of players

- f) No player may be replaced after the nomination without the consent of the opposing captain, apart from a Concussion Substitute. The captains are not required to nominate a Concussion Substitute(s) at the toss, but if activated they must be part of the team's registered squad.
- g) Any eligible player may act as a substitute, including as a Concussion Substitute provided that is managed in accordance with the Concussion Substitute guideline.

LAW 2 (THE UMPIRES) shall apply subject to the amendment of Law 2.1 (Appointment and attendance) as follows:

2.1 Two appointed umpires present

- a) Where two appointed umpires are present, they shall officiate together for the duration of play.
- b) Subject to Law 2 (The Umpires), those umpires shall be the sole judges of the fitness of the ground, weather and light for play.

2.2 Only one appointed umpire present

- a) Where only one appointed umpire is present that umpire shall officiate at the non-striker's end only.
- b) Subject to Law 2 (The Umpires), that umpire shall be the sole judge of the fitness of the ground, weather and light for play.

- c) Where only one appointed umpire is present at the scheduled match commencement time and the captains are unable to agree on the appointment of another, the appointed umpire present shall appoint an umpire to officiate until another appointed umpire is able to commence duty.

2.3 No appointed umpire present

- a) Where no appointed umpire is present, the captains shall appoint umpires.
- b) Those captains shall be the final judges of the fitness of the ground, weather and light for play.
- c) Where the captains are in disagreement over the fitness of the ground, weather and light for play, the status of the match at the time of the disagreement is to continue until such time as mutual agreement is achieved, or the scheduled finishing time for the match is reached or the minimum quota of overs has been attained, whichever is the latest.

Law 2.7 (Fitness for play) shall apply subject to the following:

- a) Lightning
 - i. Play shall cease immediately, in the event that a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last lightning flash.
 - ii. Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this Playing Condition.
- b) The pitch and ground preparation
 - i. The host club is solely responsible for the preparation of the pitch and ground to the best possible standard prior to the commencement of play on each scheduled playing day.
 - ii. In the event that the pitch or ground is unreasonable or dangerous for play at the scheduled time for commencement of play, the host club shall take all reasonable steps to make the pitch and ground playable as soon as is reasonably practicable. In appropriate circumstances, this Playing Condition may oblige the host club to prepare and make ready a substitute pitch.

c) Rain

After an interval or interruption, subject to the other provisions of Law 2.8, play will resume unless the umpires together agree that conditions are or have become unsuitable or dangerous. It should be noted that the Laws of Cricket do not require rain to stop, prior to umpires resuming play at such times.

d) Responsibilities of umpires

Umpires are the sole judges of the fitness of the pitch, ground, weather and light, for play at any time, but must not abandon a match prior to the scheduled time for commencement of play unless otherwise advised by the Tournament Director.

LAW 3 (THE SCORERS) shall apply.

LAW 4 (THE BALL) shall apply subject to the following:

Law 4.2 (Approval and control of balls)

- a) Each fielding team shall be provided from the governing body with one new white four-piece 156g ball (142g for women's matches), to be used for the duration of each innings.
- b) Where available, black sightscreens shall be provided at each end.

Law 4.5 (Ball lost or becoming unfit for play).

- a) In the event of the ball becoming lost or, in the opinion of the umpires, unfit for play, the ball shall be replaced with a ball that has had a similar amount of wear.
- b) In the event that a suitable ball is unavailable, the umpires shall immediately suspend play until such time as a suitable replacement ball becomes available

- c) Both teams shall assist with the application of this Playing Condition, by providing a minimum of three replacement balls of suitable age, condition and colour, for use if required.

LAW 5 (THE BAT) shall apply.

LAW 6 (THE PITCH) shall apply.

LAW 7 (THE CREASES) shall apply.

LAW 8 (THE WICKETS) shall apply.

LAW 9 (PREPARATION AND MAINTENANCE OF THE PLAYING AREA) shall apply.

LAW 10 (COVERING THE PITCH) shall apply.

LAW 11 (INTERVALS) shall apply subject to the following:

Law 11.2.2 (Duration of intervals)

- a) The interval between innings shall be 20 minutes. If the innings of the team batting first is completed prior to the scheduled or rescheduled time for the interval, the interval shall take place immediately, and the innings of the team batting second will commence earlier, 20 minutes after the conclusion of the first innings.
- b) If the innings of the team batting first continues past the scheduled time for cessation of the innings, or if there has been a reduction of overs due to a loss of playing time (refer Playing Condition 4.17.3), the interval between innings shall be for a minimum of 10 minutes.

Laws 11.3 to 11.9 shall not apply, however in reference to drinks 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.

LAW 12 (START OF PLAY; CESSATION OF PLAY) shall apply subject to the following:

12.1 Playing hours

- a) Scheduled playing time is from 10:00am to 1:00pm for morning matches, and from 2:00pm to 5:00pm for afternoon matches, unless otherwise notified.
- b) There will be two sessions of 1 hour 20 minutes each, separated by a 20-minute interval between innings.

12.2 Playing time lost before, or during, the innings of the team batting first

- a) If the commencement of play is delayed, or there is any interruption(s) to the innings of the team batting first, the number of overs to be received by each team shall be unaffected for the first (aggregate) 32 minutes of playing time lost, and reduced at a rate of one over (for both teams innings) for each 8 minutes of playing time lost in excess of 32 minutes.
- b) Where more than 32 minutes of playing time is lost before or during the innings of the team batting first, the number of overs to be received by each team shall be reduced at the rate of one over for each 8 minutes of playing time lost in excess of 32 minutes.
- c) Where the number of overs to be received by each team is reduced:
 - i. the finishing time for the innings of the team batting first shall be rescheduled; and
 - ii. the field restrictions for each innings shall be reduced in proportion to the time lost.
- d) Incomplete or fractions of overs are ignored.

12.4 Playing time lost after the innings of the team batting first

- a) For any time lost after the completion of the innings of the team batting first, the number of overs to be received by each team shall be unaffected for the first (aggregate) 32 minutes of playing time lost and reduced at a rate of one over for each 4 minutes of playing time lost in excess of 32 minutes.
- b) If it is not possible for the team batting second to have the opportunity to bat for the same number of overs as the team batting first, that number shall be based on a rate of 4 minutes per over in the remaining time available for play.

- c) The field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first.
- d) Incomplete or fractions of overs are ignored.

Law 12.6, Law 12.7 & Law 12.8 (Last hour of match) shall not apply.

LAW 13 (INNINGS) shall apply subject to the following:

13.1 (Number of Innings)

Each team is limited to one innings.

13.2 (Completed Innings)

Law 13.3.3 and Law 13.3.4 shall not apply.

13.3 (The Toss)

The captains shall toss for the choice of innings, on the field of play and in the presence of one or both umpires, 30 minutes before the scheduled or any rescheduled time for the match to start. The captain winning the toss must immediately notify the opposing captain and the umpires of their decision to bat or bowl. Note the provision of Law 1.3 (Captain).

LAW 14 (THE FOLLOW-ON) shall not apply.

LAW 15 (DECLARATION AND FORFEITURE) shall not apply.

LAW 16 (THE RESULT) shall apply subject to the following:

16.1 Match result

- a) A result can only be achieved in a match if each team has had the opportunity to bat for a minimum of five (5) overs, notwithstanding one or both teams had been dismissed in fewer than five (5) overs. A match shall be declared no result if both teams have not had the opportunity to bat for a minimum of five (5) overs.
- b) In any match in which both teams have had the opportunity to bat for the same number of overs:
 - 3. The team scoring the higher number of runs is the winner except where the maximum number of overs to be faced by either team is reduced after a match has commenced. In such a match, the "Duckworth-Lewis Method of Re-calculating the Target Score in an Interrupted Match" (D/L method) shall be applied.
 - 4. In each match, each team must have the means to separately calculate the target score by the above D/L method, which subject to any additional information being provided shall be the PlayHQ electronic scoring application.
 - 5. In the event that the D/L par or target score is not available to both teams at the beginning of the second innings or at the resumption of play following an interruption for ground, weather or light, the umpires shall immediately suspend play and investigate the matter.
 - i. As soon as the D/L par or target score has been agreed by both team captains, the umpires shall then resume play. If conditions permit, play will then continue until the prescribed number of overs has been completed or a result achieved.
 - ii. The number of overs and/or time remaining shall be taken as they were at the originally scheduled or rescheduled time for play and any time lost whilst investigating the par or target score shall be added on to the close of play.

In any match in which both teams have had the opportunity to bat for a minimum of five (5) overs but have not had the opportunity to bat for the same number of overs, the result shall be determined by the D/L method.

- i. For the purposes of calculations, each fair delivery bowled counts as one-sixth of an over.
- ii. Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that number of overs.

In the event that a match results in a tie, the teams shall compete in a Super Over to determine the winner. (Refer to 16.2).

16.2 Super Over

- a) If a match ends in a tie, including by the D/L method, then the teams shall contest a one over per side Super Over.
- b) Subject to the fitness of ground, weather and light, the Super Over shall commence five minutes after the conclusion of the match, at the same ground and using the same pitch.
- c) The umpires shall stand at the same end as they stood during the match.
- d) 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 batters or bowler 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 batter 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 batters are opening, and then the batter can choose ends based on the bowling strategies.
- e) Only nominated players in the match may participate in the Super Over.
- f) Each team's over is played with the same fielding restrictions as apply for the last over in the match.
- g) The team batting second in the match will bat first in the Super Over.
- h) The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over.
- i) Each team shall bat for one over unless all out earlier. The number of batters is not restricted.
- j) In the event of both teams having the same score in the Super Over, the result shall be a tie, regardless of the number of wickets lost, balls faced, or any information from the previously completed innings.
- k) If a Super Over ends in a tie during the pool phase, then the match shall be declared a tie and each team shall be awarded two points.
- l) If a Super Over ends in a tie during a knockout match, then successive Super Overs shall be conducted until such time that a winner is determined. Where the Super Over or subsequent Super Overs are abandoned or unable to be completed in a knock-out or placing match, the team which was ranked higher on the preliminary pool stage ladder based on section 7 of the UniSport T20 cricket competition guidelines shall be declared the winner.
- m) In the event that the Super Over is unable to be completed due to the fitness of ground, weather and light, the result shall be a tie.

LAW 17 (THE OVER) shall apply subject to the following:

17.1 Quota of overs

- a) Each team may bat for a maximum of 20 overs, unless dismissed earlier or a result is achieved earlier, and provided there is no loss of playing time.
- b) A team that is dismissed shall be deemed to have received its maximum quota of overs. Where the team batting first is dismissed the team batting second shall be entitled to bat for its maximum quota of overs.
- c)
 - i. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the innings, play shall continue until the required number of overs has been bowled.
 - (ii) If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the innings, play shall continue until the required number of overs has been bowled or a result achieved.

17.2 Maximum overs per bowler

- a) No bowler shall bowl more than four (4) of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or for the team 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. When an interruption occurs mid-over, and on

resumption the bowler has already exceeded the new maximum over allocation, they will be allowed to complete the over.

- b) If the total overs allowed is not divisible by five, one additional over is allowed to the maximum number per bowler necessary to make up the balance.
- c) In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as each bowler's limit is concerned.

17.3 Loss of playing time

- a) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs.
- b) The finishing time shall be rescheduled by the amount of scheduled playing time lost, up to a maximum of 32 minutes.
- c) The calculation of the number of overs to be bowled shall be based on an average rate of four (4) minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the rescheduled finishing time. That time may be extended to allow for one extra over for both teams to be added if required.
- d) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs.
- e) Incomplete or fractions of overs are ignored.

17.4 Minimum over rates

- a) The bowling team must commence its final over for the innings within 80 minutes of that innings' commencement.
- b) If the fielding team fails to bowl the minimum number of overs set out in 17.4 (a) above, the umpires shall:
 - (i) after taking into account permitted allowances pursuant to clause 17.4 (c), award five (5) penalty runs to the batting side for each over not commenced within 80 minutes of that innings' commencement and inform the captain of the fielding side of the reason for this action.
- c) For the purpose of determining penalties, the following allowances shall be taken into account:
 - (i) Actual time taken for treatment of an injured player on the field.
 - (ii) Actual time taken for a player leaving the field in the event of serious injury.
 - (iii) Actual time taken to dry a wet ball.
 - (iv) Actual time taken to find or replace a lost ball.
 - (iii) Actual time lost due to all other circumstances that are beyond the control of the fielding side, including batters wasting time.
- d) If the innings is completed before the scheduled cessation time for the innings, no over-rate penalty shall apply.
- e) If the innings is interrupted, the over-rate penalty will apply based on the reduced overs remaining for that innings.

17.5 There shall be no allowances given for:

- a) Wickets fallen.
- b) Sight screen changes.

17.6 Time wasting by the batting side.

The umpires shall strictly apply Law 41.10 (Batter wasting time).

LAW 18 (SCORING RUNS) shall apply.

LAW 19 (BOUNDARIES) shall apply subject to the following:

The aim shall be to provide the largest playing area, subject to no boundary exceeding:

- 80 metres from the centre of the pitch to be used in a men's match, and
- 60 metres from the centre of the pitch to be used in a women's match

LAW 20 (DEAD BALL) shall apply.

LAW 21 (NO BALL) shall apply subject to the following:

21.1 Free hit after any No ball

- a) The delivery following any No ball signal (Law 21) shall be a free hit for whichever batter 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 batter 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. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery. The bowler's end umpire shall signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

Law 21.10 (Ball bouncing over head height of striker) shall not apply – Law 22 shall apply and the ball shall be called Wide.

LAW 22 (WIDE BALL) shall apply subject to the following:

- a) Any off-side or leg-side delivery that, in the opinion of the umpire, does not give the batter a reasonable opportunity to score shall be called a Wide Ball.
- b) Any delivery which, after pitching, passes over head height of the striker standing upright at the popping crease shall be called a Wide Ball. This does not negate the fact that the delivery would count as a fast short-pitched delivery as defined in the amendment to Law 41.6 (see below), nor any warnings or sanctions that may result.
- c) As a guide, a delivery that passes outside the leg stump without making any contact with the striker's bat or person shall be called and signalled Wide ball, unless the ball passes between the striker and the stumps.
- d) Strictly as a guide only, on the offside a ball passing the batter more than 750mm wide of the off stump shall be called a Wide Ball. That distance shall be marked by a line drawn from popping crease to bowling crease on each side of the wicket.
- e) Umpires should apply a very strict and consistent interpretation with regards to this Playing Condition in order to prevent negative bowling wide of the wicket.
- f) Under Law 22.4 (Delivery not a Wide) the above provisions do not apply if the striker causes the ball to pass wide of them, or brings the ball sufficiently within their reach by moving to be able to hit it by means of a normal cricket stroke, or the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario, only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

LAW 23 (BYE AND LEG BYE) shall apply.

LAW 24 (FIELDER'S ABSENCE; SUBSTITUTES) shall apply subject to the following:

Law 24.2.2.3 and Laws 24.2.3 onwards shall not apply and be replaced with the following:

- a) If the player is absent from the field for longer than 8 minutes and is substituted by a player not from the list of named 12 players as referenced in the variation to Law 1.1:
 - (i) the player shall not be permitted to bowl in that innings after their return until they have been on the field for at least that length of playing time for which they were absent.

- (ii) the player shall not be permitted to bat unless or until, in the aggregate, they have returned to the field and/or their side's innings has been in progress for at least that length of playing time for which they have been absent or, if earlier, when their side has lost five wickets.
- b) The above restrictions shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).
- c) In the event of a fielder already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, they shall be allowed to count any such stoppage time as playing time, provided that they personally inform the umpires when they are fit enough to take the field had play been in progress.

LAW 25 (BATTER'S INNINGS; RUNNERS) shall apply subject to the following:

25.1 Batter retiring

- a) An injured batter who has temporarily retired and is unable to return after the fall of the ninth wicket shall be recorded in the scorebooks as "Retired – not out" and the innings shall be deemed closed.
- b) Where an injury occurs to a batter involved in a tenth wicket partnership, a maximum of five minutes will be allowed in order for the batter to obtain treatment. If the batter is unable to resume after the five minutes they shall be recorded in the scorebooks as "Retired – not out" as described above.
- c) A team is considered dismissed and deemed to have lost 10 wickets, even if batters are absent, ill or injured.

25.2 Commencement of a batter's innings

25.2.1. The innings of the first two batters, and that of any new batter on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batter's innings shall be considered to have commenced when that batter first steps onto the field of play.

25.2.2. A batter must wear a helmet at all times when batting against fast or medium-paced bowling.

25.2.3. The umpires are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered "fast", "medium-paced" or "slow" within the context of that particular match.

25.2.4. The umpires must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

25.8 Batter's Equipment

25.8.1. A batter may call for a helmet to be brought out to them at any time.

25.8.2. They must then wear or carry it personally all the time while play is in progress, or can have it taken off the field at the fall of a wicket or at the end of an over. In all cases, no actions involving helmets are to waste playing time.

25.8.3. Umpires are not to hold helmets.

25.8.4. A batter may only change other items or protective equipment provided that there is no waste of playing time.

LAW 26 (PRACTICE ON THE FIELD) shall apply.

LAW 27 (THE WICKET-KEEPER) shall apply subject to the following:

27.1.2. At all times when wicket-keeping up to the stumps, the wicket-keeper must wear a helmet.

27.1.3. The umpires must not allow the match to continue during any period in which a wicket-keeper fails to wear a helmet when required by this clause.

LAW 28 (THE FIELDER) shall apply with the following additions:

28.1 Protective equipment

- 28.1.1 At all times when fielding in a position closer than 7 metres (7.66 yards) from the batters position on the popping crease on a middle stump line (for example, short leg or silly point), with the exception of any fielding position behind the popping crease (on both the off and on sides), a fielder must wear a helmet.
- 28.1.2 While it is not mandatory to wear a helmet when fielding in a position closer than 7 metres (7.66 yards) behind the popping crease, it is still strongly recommended for the fielder to wear a helmet.
- 28.1.3 The umpires are responsible for ensuring that a helmet is worn when required by 28.1, and must not allow the match to continue during any period in which a fielder fails to wear a helmet when required by this clause 28.

28.7 Field restrictions

- Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.5 m. The ends of each semi-circle shall be joined to the other by a straight line.
- At the instant of delivery, there may be no more than five fielders on the leg side.
- For the first six overs only of each innings, only two fielders are permitted to be outside the field restriction markings at the instant of delivery.
- For the remaining overs of each innings, no more than five fielders are permitted to be outside the field restriction markings at the instant of delivery.
- In the event of an infringement of (b), (c) or (d) above, either umpire shall call and signal No Ball.
- Where the maximum number of overs available to each team is reduced as a result of a delay in play or interruption to the innings of the team batting first, the field restrictions shall be reduced proportionately as follows:

Total overs in innings	No. of overs for which fielding restrictions will apply
5-6	1
7-9	2
10-13	3
14-16	4
19-19	5
20	6

If on resumption the number of overs for field restrictions has already been exceeded this shall take effect immediately.

- Where the maximum number of overs available to the team batting second only is reduced as a result of an interruption to play, the field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first.
- Fractions of overs are ignored in all calculations re number of overs.

LAW 29 (THE WICKET IS DOWN) shall apply.

LAW 30 (BATTER OUT OF THEIR GROUND) shall apply.

LAW 31 (APPEALS) shall apply.

LAW 32 (BOWLED) shall apply.

LAW 33 (CAUGHT) shall apply.

LAW 34 (HIT THE BALL TWICE) shall apply.

LAW 35 (HIT WICKET) shall apply.

LAW 36 (LEG BEFORE WICKET) shall apply.

LAW 37 (OBSTRUCTING THE FIELD) shall apply.

LAW 38 (RUN OUT) shall apply.

Note: For the avoidance of doubt, a batter can be out Run out where the ball rebounds or ricochets directly onto the stumps off the helmet being worn by a fielder.

LAW 39 (STUMPED) shall apply.

Note: For the avoidance of doubt, a batter can be out Stumped where the ball rebounds or ricochets directly onto the stumps off the helmet being worn by the wicket-keeper.

LAW 40 (TIMED OUT) shall apply subject to the following:

The incoming batter must be in position to take guard or for their partner to receive the next delivery within 1 minute 30 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make their way to the wicket immediately a wicket falls and is expected to jog to the wicket.

LAW 41 (UNFAIR PLAY) shall apply subject to the following:

Law 41.6 (Bowling of dangerous and unfair short pitched balls) shall be replaced by the following:

- a) A bowler shall be allowed to bowl one fast short pitched delivery per over.
- b) A dangerous and unfair short pitched delivery is defined as a ball which, after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease but not clearly above their head.
- c) The umpire at the bowler's end shall advise the bowler and the batter on strike when one fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short pitched ball as defined in (b) above, that prevents them from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above shoulder height for that over.
- e) In the event of the bowler bowling more than one fast short pitched delivery in an over as defined in (b) above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- f) If there is a second instance of the bowler being no balled for bowling more than one fast short pitched delivery in an over, the umpire shall repeat the procedure in (e) above and advise the bowler that this is their final warning.
- g) 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 forthwith. 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.
- h) The umpires will then report the matter to the Governing Body which shall take whatever action is considered appropriate against the captain and bowler concerned.

Law 41.11 (The protected area)

- a) In order to assist in the protection of pitch surfaces, all batters, bowlers and wicketkeepers must wear spiked footwear.
- b) Non-spiked footwear may only be worn during any match where a player provides a certificate from a registered medical practitioner or physiotherapist stating that wearing of spiked footwear would be detrimental to the player's physical well-being.
- c) The umpires shall report any breach of this Playing Condition to the relevant captain at the end of the day's play.

LAW 42 (PLAYER'S CONDUCT) shall apply.

6. Concussion Substitute

6.1. Concussion or Head Trauma Assessment

- a) If a head trauma occurs or the concussion of a player or umpire is suspected by an umpire, team-mate, team support staff or qualified medical personnel (either immediately after a head/neck trauma or at any later time during play), play shall cease immediately and the medical personnel appointed by the governing body, or in their absence the highest qualified medical personnel available, can enter the field of play (in their absolute discretion) to conduct an initial assessment for the presence of concussion symptoms and signs.
- b) If the medical personnel determine that concussion is established or that further assessment is required:
 - i. The medical personnel (in their absolute discretion) may direct the player or umpire to leave the field of play; and
 - ii. Play must not resume until that player or umpire has completely left the field of play.
- c) A maximum of 5 minutes will be allowed for the initial assessment on the field of play.
- d) For clarity:
 - i. A batter instructed to leave the field of play following an assessment is deemed to have retired pursuant to Law 25.4 and can, if no concussion has been diagnosed after a full assessment, return to play pursuant to Law 25.
 - ii. A player on the fielding team instructed to leave the field of play following an assessment can, if no concussion has been diagnosed after further assessment, return to play pursuant to Law 24.
 - iii. Where an umpire is instructed to leave the field of play following an assessment, Playing Condition 2.2 applies.
 - iv. If a player or umpire has been diagnosed with a concussion following any assessment, then their return to play will be strictly in accordance with the Return to Sport Protocol of the Concussion in Sport Australia Position Statement.
 - v. The outcome of any assessment by the relevant medical personnel is final and should not be subject to any influence or interference from any players, umpires, coaches or team support staff.

6.2. Activation of a Concussion Substitute

- a) If the relevant medical personnel formally notify the Tournament Director of a suspected concussion (Concussed Player), then a Concussion Substitute may be activated to take the place of the Concussed Player for the remainder of the match.
- b) Formal notification in accordance with 3.2.1:
 - i. Must be made orally by the relevant medical personnel to the Tournament Director or the umpire/s to be relayed to the Tournament Director (if made on the field of play);
 - ii. Must be followed up in writing from the relevant medical personnel to the Tournament Director as soon as practicable after making the oral notification; and
 - iii. Requires the relevant medical personnel to provide the Tournament Director with a copy of the relevant documentation for that incident as soon as practicable.
- c) A Concussion Substitute:
 - i. Cannot be activated without the formal notification of the suspected concussion to the Tournament Director; and
 - ii. Can be activated in accordance with and at any time during the remainder of the match following the formal notification.
- d) There is no obligation for a team to immediately or subsequently activate a Concussion Substitute following any formal notification/s made in accordance with 3.2.1.
- e) Following the notification at 3.2.1, if the Concussed Player's team wishes to activate the Concussion Substitute, it must have its captain (or coach where the captain cannot practically do so) formally notify the umpire/s of its election to activate a Concussion Substitute for that Concussed Player for the remainder of the match concerned.
- f) The umpire/s shall then as soon as practicable inform the Tournament Director of the activation of the Concussion Substitute.
- g) Once activated, the Concussion Substitute may immediately participate in the match as a complete replacement player for the Concussed Player. To be clear, the Concussion Substitute is able to bat, bowl, keep wicket or field as though they were a member of the originally nominated team.
- h) If, at the time of activation, the Concussion Substitute is replacing a:

- i. Concussed Player that has “retired not out” during their team’s current batting innings, the Concussion Substitute may only bat in that innings (where possible) pursuant to Law 25 as though they were a batter returning to their innings; or
- ii. Concussed Player from the fielding team, the Concussion Substitute may enter play pursuant to Law 24 as though they were a member of the fielding side returning to play and without needing to serve any Penalty Time when entering the match.

NOTE: For the purposes of scoring, the Concussion Substitute during a batting innings will be entered as an additional batter and their innings will be considered separate to the innings of the Concussed Player (who will remain “Retired – Not out”). However, the fielding side still only needs to take 10 wickets to complete the batting innings.

- i) Once replaced by a Concussion Substitute, a Concussed Player may take no further part in the match concerned.
- j) There is no maximum number of Concussion Substitutes available in a particular match.

7. Point score

7.1. Points for each match shall be awarded as follows:

- 5 points - winning team with run rate 2.0 times greater than opposing team
- 4 points - winning team with run rate 1.25 times greater than opposing team
- 3 points - winning team
- 5 points - team winning by forfeit
- 2 points - per team for a no result or after a tied Super Over
- 1 point - losing team
- 0 points - forfeiting team

7.2. In the event of a tied match the teams shall compete in a super over to determine the winner as per super over rules.

8. Net run rate

- 8.1. Where two or more teams have an equal number of competition points at the conclusion of the preliminary rounds, a team with a higher net run rate shall occupy a higher relative position.
- 8.2. 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 scored against that team throughout the competition (runs scored / overs faced – runs conceded / overs bowled).
- 8.3. In the event of a team being dismissed in less than its full quota of overs, the calculation of its run-rate is based on the full quota of overs to which it was entitled.
- 8.4. Where a match is abandoned, but a result is achieved under the D/L method, for net run rate purposes Team 1 will be credited with Team 2’s Par Score on abandonment off the same number of overs faced by Team 2.
- 8.5. Where a match is concluded but with the D/L method having been applied at an earlier point in the match, Team 1 will be credited with one (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.
- 8.6. In a match declared as no result, net run rate is not applicable.
- 8.7. In the event of the net run rate being equal, the team scoring the highest number of runs shall be placed above the other team(s).
- 8.8. In the event that the championship competition finals matches have not been commenced, or in the case of play offs have not been commenced due to interrupted play, then organisers may advance the team with the most competition points followed by the highest net run rate (runs per over for less run per over against) for the benefit of the competition and in order to determine a winning team. In the case of the final, both teams will be awarded the joint championship and further ranking matches will be deemed tied for their respective positions.

9. Forfeit score

- 9.1. A forfeit will be declared 10 minutes after the schedule start of play time where either team is unable to commence play.
- 9.2. The forfeit score is 160 runs to nil (0), with five points awarded to the non-forfeiting team – equivalent of three points for a win plus two bonus points.
- 9.3. Should the commencement of a game be delayed due to no fault of either team (as determined by the competition management or UniSport), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams. If resolution between the teams is not possible then the competition manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.
- 9.4. In the event of a game being abandoned, the UniSport abandonment guideline will be implemented.

10. Uniform requirements

- 10.1 The specific uniform requirements for T20 cricket are as follows:
 - a) Cricket shirt and trousers (not shorts); caps/hats and sweaters are optional
 - b) Numbers are compulsory on the back of the shirt
 - c) Due to the use of white balls, wearing of predominantly white shirts, sweaters and headbands/wristbands are not permitted, however white trousers and caps/hats are allowed
 - d) White pads are not permitted and though teams will be allowed to take the field, they will incur fines as per the UniSport Breach of competition requirements guideline
 - e) Teams should use coloured pads of the predominant non-white colour of their team kit or use pad covers of the predominant non-white colour of their team kit due to the use of white balls. If the predominant non-white colour is not possible, teams should seek a darker shade of colour for this requirement.
 - f) All batters, bowlers and wicketkeepers must wear spiked footwear (PC 41.11)
 - g) A helmet must always be worn when:
 - i) Batting against fast or medium paced bowling (PC 25.2.2);
 - ii) Wicket-keeping up to the stumps (PC 27.1.2); and
 - iii) Fielding in a position closer than seven metres from the batters' position on the popping crease on a middle stump line (such as short leg or silly point), with the exception of any fielding position behind the popping crease on the off and on sides (PC 28.1.1).

11. Team duties

- 11.1. The specific requirement for T20 cricket is:
 - a) One person from each team will be required for the entire match (both innings) for the duty of scoring. This does not need to be the same person for the entire match and can be changed throughout.
 - b) Should two umpires not be available for the match, the batting team will provide a square leg umpire, who may be changed during the innings.
- 11.2. The person fulfilling the team duty requirements can be any competent person associated with the team or university and does not necessarily have to be a player e.g., team manager.

Previous rule amendments

April 2011 | May 2014 | February 2015 | April 2015 | April 2017 | November 2018 | October 2019 | July 2022 | October 2023 | May 2024

*All competitions will be held in accordance with the UniSport competition guidelines.