



TWILIGHT CRICKET

Playing Conditions

Normal rules of cricket apply with the following exceptions:

- i) The maximum number of overs in any innings shall be 14.
- ii) The maximum number of players in a team shall be 8. The minimum number of players required in order for a game to commence shall be 6.
- iii) All games shall commence at 6.00pm.
- iv) Teams should have no more than four fielders on, or within 10 metres of, the boundary at any point. There are no other fielding restrictions.
- v) No balls are not to be re-bowled except for those delivered in the 14th or final over of the maximum of any innings. 2 runs (plus any runs scored from the bat or from byes or leg byes) will be awarded to the batting side for each no ball.
- vi) Wides are not to be re-bowled except for those delivered in the 14th or final over of the maximum of any innings. 2 runs (plus any runs scored from byes or leg byes) will be awarded to the batting side for each wide.
- vii) There is no reduction of overs rule for delays in play due to poor weather. If rain interferes in a match and play is unable to be continued without reducing the overs, then the match shall be drawn and points shall be shared.
- viii) No bowler may bowl more than 2 overs in any 14 over innings.
- ix) A bowler's run-up shall be restricted to 5 metres.
- x) Batsmen to retire immediately when they reach a score of 30. They may resume their innings only if the remaining batsmen in their side have been dismissed. If more than one player has retired, they can return in any order, not simply the order in which they originally came to the crease.
- xi) The last batsmen at the crease (when a side loses their seventh wicket) may bat on until dismissed with the previous batsmen remaining to act as a runner.
- xii)

Points: Win	3
Draw/tie/rain-off	1.5
Loss	0