



HILLS CRICKET ASSOCIATION

BY-LAWS AND PLAYING CONDITIONS

2024/2025 UPDATE

20/20 Rules (All Competitions)

Matches played in 20/20 Competitions shall be played under the Hills Cricket Association Playing Conditions, as varied from the Laws of Cricket (2000 Code, 6th Edition – 2015)

1. Teams shall consist of 11 players, all of whom may be used as per normal HCA by-law
2. The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.
3. It is a requirement that the first and second sessions go for no longer than 1 hour and 15 minutes. An interval between sessions will be no longer than 15 minutes.
 - 3.1 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.
 - 3.2 No drinks breaks are permitted.
4. One new ball shall be used per each inning.
5. Maximum of four overs per bowler.
6. Overs are bowled in five over blocks from one end with a change of ends every five overs. Bowlers are not permitted to bowl consecutive overs.
7. any delivery passing the strike batter's stump on the legside without any contact with the striker shall be a wide unless,
 - The ball passes between the striker and the stumps, The striker moves toward the off side and, in the umpires opinion, the ball would have made contact with the striker in a normal batting position.
 - The striker is attempting to play, or has attempted to play, a reverse sweep or switch hit. In this scenario the normal operation of Law 22 shall stand.
8. The batsman receives a free hit for any ball signalled a no ball as per the HCA By-Laws
9. No more than two fielders are allowed more than halfway to the boundary in the 1st 6 overs
10. Up to five fielders are allowed more than halfway to the boundary from the 7th over onwards
11. Clubs are required to clearly define the halfway distance on the oval (i.e paint, mown or flat cones)
12. Tied matches are decided by a one over bowl-off. Teams nominate three batsmen's and a bowler. The team scoring the most runs off that over wins. Two wickets lost ends the over.

OVER RATE PENALTIES

All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hr 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the rescheduled cessation time for that innings.