

EXPLANATORY NOTES 2014-15

BY-LAW 15.7 – CLOSE OF PLAY



WASTCA

1. PURPOSE

This document is intended to explain the current interpretation of the By-Law as applied by the Board.

2. THE BY-LAW

15.7 Close of Play

15.7.1 Play shall cease on either day when either:

- (1) The target overs have been completed and the time for the scheduled close of play has been reached. An over in progress should be completed.
- (2) There is an interruption to play after or in progress at the scheduled close of play.
- (3) The time for the latest close of play has been reached. An over in progress should be completed.

15.7.2 Play shall also cease on the first day when either:

- (1) A wicket falls in any innings except the first innings of the team batting first and the time for the scheduled close of play has been reached.
- (2) The first innings of the team batting first is compulsorily closed.

W.A. SUBURBAN TURF LEAGUE - BYLAWS



West Australian Suburban Turf Cricket Association By-Laws

- (3) The first innings of the team batting second is in progress and the total number of overs bowled that day is equal to the team batting first's overs quota, less 3 overs if the change of innings did not occur during the tea break.

3. APPLICATION

The target overs calculations are always done for the current innings - at the beginning of each day they are set, at the beginning of each innings they are calculated on time remaining, on an interruption they are reduced based on time lost.

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On change of innings we calculate based on time remaining because we do not penalise the team now starting to bowl if the other side bowled slowly whilst they were batting.

Whenever calculating time it is important to be specific when documenting what time players leave the ground and when play is expected to resume, to the minute is essential.

Change of Innings – 1st Day

If there is a change of innings on day 1 then there are two calculations that are required to be performed. One is to assess how many overs are possible to bowl in the time remaining and the second is to ensure we do not exceed our daily quota.

The first calculation is simply based on time remaining, once the final wicket falls and there is a change of innings then after allowing 10 minutes for the change over, the time remaining is divided by 3.5 minutes per over. So in a Two day game if side A is dismissed at 5.20pm then after the change over there will be 30 minutes remaining. Therefore 30 divided by 3.5 8.57 which is then rounded up to 9 overs (as per by-law 15.3.3).

The second step of this calculation it to calculate how many overs have already been bowled for the day. So if at 5.20pm side B had completed 57.1 overs (4th grade game) then you would round that up to 58 and also add on 3 overs for the change of innings. Given our daily quota is 72 overs there can be no more than 11 overs in the remaining time.

Therefore in this situation there is a minimum of 8 overs however if the team bowling 2nd is quick with their overs then it is possible they could bowl up to (and no more than) 11.

Taking a step further once we reach 6pm there are a few options:

1 – continue bowling until 9 overs have been completed (play is extended) as this is our minimum. Play CAN NOT extend beyond 6.30pm.

2 – if we have started the 9th over then the over is completed and stumps are called.

3- if an interruption due to ground, weather or light or a wicket falls and it is after 6pm then stumps are called.

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Change of Innings – 2nd Day

If there is a change of innings on day 2 (ie Team A is starting a 2nd innings) then the only calculation that is required to be performed is based on time and to assess how many overs are possible to bowl in the time remaining (as per by-law 15.3.3)

Once the final wicket falls and there is a change of innings then after allowing 10 minutes for the change over, the time remaining is divided by 3.5 minutes per over. So in a Two day game if side B is dismissed at 4.06pm then after the change over there will be 104 minutes remaining. Therefore 104 divided by 3.5 29.71 which is then rounded up to 30 overs.

Taking a step further once we reach 6pm there are a few options:

1 – continue bowling until 30 overs have been completed (play is extended) as this is our minimum. Play CAN NOT extend beyond 6.30pm.

2 – if we have started the 30th over then the over is completed and stumps are called.

3- if an interruption due to ground, weather or light or a wicket falls and it is after 6pm then stumps are called.

In this scenario play can be called off if both captains agree 60 minutes early however you need to calculate based the scheduled finish time.