

## BHRDCA Split Innings Rules

Two of the BHRDCA's neighbouring Associations (RDCA – 4 Grades & FTGDCA – 1 Grade) have reported that the introduction of this format has met with success and good feedback in their respective introductions over the past few seasons.

If the BHRDCA Delegates at the September Meeting wish to convert one of the current 'hybrid' grades to a SPLIT INNINGS Format then some basic rules will need to be adopted prior to the season commencing.

I propose that instead of reinventing the wheel, if the participating Member Clubs (it would only effect them) vote for the introduction of this format, that the BHRDCA COM look at introducing a set of Rules (as laid out below) which have formed the body of both Association's Rules of Administration supporting this format

### PLAYING CONDITIONS

- Division/Grade XX SPLIT INNINGS games will be over two days (other than one day fixtures) with each team receiving a maximum of 64 overs per innings unless dismissed.
- The game will be divided into 4 periods with the first team batting for 32 overs, when tea will be taken.
- TEAM 1 will bat for 32 overs unless dismissed
- Playing times will be 1:30 until 5:30 with the normal break for Afternoon Tea (3:20 until 3:40)
- TEAM 2 will then bat for 32 overs unless dismissed
- On the second day, TEAM 2 will bat again, with both overnight Not Out batsmen resuming (as if their innings continued) for the first 32 overs, unless dismissed, when tea will be taken. After tea TEAM 1 will bat for 32 overs unless dismissed or a result is obtained.
- At the end of each session, a notation must be made in the Scorebook confirming the score at end of 32 overs e.g. 4/156, the Not out batsman and their individual scores e.g. Smith 23\* Jones 12\*.
- A notation should also be made to identify which end the last over was bowled from and which batsman was on strike. This ensures the Day 2 bowling commences from the correct end with the correct batsman on strike
- Effectively, the first innings of each team (64 Overs) is SPLIT across 2 Days. If a team is dismissed prior to using its allocated 64 overs, the other team will be able to bat these overs. For example, if TEAM 1 is dismissed in 60 overs, TEAM 2 can bat for 68 overs (64 overs + 4 overs). Follow on rules apply per current Two Day rules.
- Each day both sides will bat and bowl, with 2 match points awarded to the team ahead on Day 1 and a further 4 match points for the team ahead, after Day 1 and 2 are combined **(NOTE: Subject to checking the CV MyCricket update which should include this as possible)**
- Maximum outright points will be awarded should an outright result be achieved, while other points awarded for a 1st Innings win, Outright win etc will be awarded according to the current BHRDCA Match Point system.
- Team sheets – 13 players can be named on a Team sheet which must be completed and exchanged by the Captains prior to the commencement of play on Week 1. All 13 named players should be recorded in both Scorebooks and on My Cricket
- 11 players are permitted to bat in each innings, while all 13 players, in any combination of 11, are permitted to bat, bowl and field over both weeks
- In the event of rain existing BHRDCA rules apply. The team batting last must be given the opportunity to face 64 overs over two uninterrupted days play. If the team batting last does not face 64 overs because of interrupted play, is not dismissed or don't make the required runs for victory, the game will be declared a Draw
- Semi Final and Grand Final matches are played to the same conditions

## **BATTING CONDITIONS**

- Batting restrictions – batsman must retire immediately upon scoring their 100th run (**NOTE: Not at the end of the over in which he scores his 100<sup>th</sup> run**)
- For the purposes of Scoring and MyCricket they are considered RETIRED NOT OUT
- Scorers should record details when a player retires, such as the Team score (as would normally be done at the fall of a wicket) at that point and number of overs bowled e.g.15.3. This will assist in determining Batting Partnerships and Averages for Club/Association records
- Any Batsman not available to resume his first innings on Day 2 will be deemed RETIRED OUT and MAY NOT resume his innings later in his Team's first innings. He may of course bat in his team's second innings

## **BOWLING CONDITIONS**

- Bowling restrictions – a minimum of 6 bowlers must be used by each team on each day
- Each bowler must bowl at least 2 overs and up to a maximum of 6 overs per Day. Any CV Junior age bowling restrictions still apply (**NOTE: Check to see if this still impacts**)
- 8 Overs shall be bowled at each end prior to changing ends, with Batsmen changing ends at the end of each over except every 8<sup>th</sup> over, when bowling will commence from the opposite end to the previous 8 overs. (Umpires should also change accordingly at 8 over intervals)
- If a bowler commences an over that exceeds the limit of overs bowled as specified in these guidelines the delivery/deliveries is/are to be declared null and void and a replacement bowler will re-bowl the entire over, with any runs or wickets lost also declared null and void.