1. SCCA APPENDIX A – CALCULATIONS FOR DELYAED OR INTERRUPTED MATCHES

The specifics of one-day games for the purposes of calculating time and over are summarized in the table below:

SCCA Division	Net playing time available at start of match (in minutes)	Inning Interval (in minutes)	Max time allotted per innings (in minutes)	Estimated minutes per over
DIV I	480	30	240	4.8
DIV II	440	30	220	4.4
DIV III	400	30	200	4.0
DIV IV	400	30	200	4.0

The specifics of T20 games for the purposes of calculating of time and over are summarized in the table below.

SCCA Division	Net playing time available at start of match (in minutes)	Inning Interval (in minutes)	Max time allotted per innings (in minutes)	Estimated minutes per over
DIV I	180	10	90	4.5
DIV II	180	10	90	4.5
DIV III	180	10	90	4.5
DIV IV	180	10	90	4.5

1.1. Delay or Interruption to the Innings of the Team Batting First

1.1.1.   When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of estimated minutes per over, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

1.1.2.   The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 20 overs in one-day game and 5 overs in T-20 game have to be bowled to the side batting second, subject to a result not being achieved earlier.

1.1.3.   A fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of estimated minutes per over. When calculating the length of playing time available for the match, or the length of either inning, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required, the original time shall be extended to allow for one extra over for each team.

1.1.4.   Refer to "APPENDIX A - CALCULATION" table 1 and table 2 for calculating number of overs to be reduced and revised time.

1.2.   Delay or Interruption to the innings of the Team Batting Second

1.2.1.   When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of estimated minutes per over, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

1.2.2.   In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

1.2.3.   To constitute a match, a minimum of 20 overs in one-day game and 5 overs in T-20 game have to be bowled to the side batting second, subject to a result not being achieved earlier.

1.2.4.   The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

1.2.5.   A fixed time will be specified for the close of play by applying a rate of estimated minutes per over. Except for drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.

1.2.6.   Refer to "APPENDIX A - CALCULATION" table 3 and table 4 for calculating number of overs to be reduced and revised time.

1.3.   Calculation of Target Score

1.3.1.   Interrupted Matches

1.3.1.1.   If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using DLS (Duckworth/Lewis/Stern method for determining the target score for the team batting second in an interrupted match, details of which are set out on the ICC website). The target set will always be a whole number and one run less will constitute a Tie (refer to the Duckworth/Lewis/Stern Regulations).

1.3.2.   Prematurely Terminated Matches

1.3.2.1.   If the innings of the side batting second is suspended (with at least 20 overs bowled in one-day game and 5 overs bowled in T20 game) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension using DLS. If the score is equal to the par score, the match is a Tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

1.4. Example Scenarios
1.4.1. Scenario 1: Interruption occurred during first inning (First inning is not terminated)

Example #1: Team "A" Vs Team "B" in DIV 1 game:

Situation:

Team "A" is batting first, and Team "B" is bowling. Game started at 10 AM. Game is interrupted because of rain when Team "A" Score is 62/2 in 12.0 overs. Playing time until interruption is 50 minutes. Interruption interval is 60 minutes. Team "A"'s batting is resumed at 11.50 AM. Umpires and captain agreed to shorten lunch break by 10 minutes and skip one 10 mins drink break. Extra time available is 3 minutes (when Team "A" batting was in progress before interruption, game was stopped for 3 minutes because of an injury to a player)

Inputs:

Inputs	Value
First Team's score	62/2, 12 overs
Playing time	50 minutes
Interruption time	60 minutes
Net playing time available at start of the match	480 minutes
Estimated minutes per over	4.8
Adjusted lunch break	20 minutes
Time made up from reduced interval	10 minutes
Extra time	3 minutes

Calculation:

Use Table 1 in "Appendix A – CALCULATIONS" to calculate number of overs to be reduced and revised time. Refer to sample screenshot below on how to end enter inputs.

Table 1: Calculation sheet for use when a delay or interruptions occur in the First Innings			
Time			
Net playing time available at start of the match	A (in minutes)	480	User Input
Time innings in progress	B (in minutes)	50	User Input
Playing time lost	C (in minutes)	60	User Input
Extra time available	D (in minutes)	3	User Input
Time made up from reduced interval	E (in minutes)	10	User Input
Effective playing time lost [C – (D + E)]	F (in minutes)	47	
Remaining playing time available (A - F)	G (in minutes)	433	
G divided by 4.8 (to 2 decimal places)	H	90.21	
Max overs per team [H/2] (round up fractions)	I	45	
Maximum overs per bowler [I / 5]		9	
Duration of Powerplay Overs (initial, batting side)			
Rescheduled Playing Hours			
First session to commence or recommence	J	11:50 AM	User Input
Length of innings [I x 4.8] (round up fractions)	K	216	
Rescheduled first innings cessation time [J + (K – B)]	L	2:36 PM	
Length of interval	M	20	User Input
Second innings commencement time [L + M]	N	2:56 PM	
Rescheduled second innings cessation time [N + K]	O*	6:32 PM	

Outputs:

Outputs	Value
Maximum overs per team	45 overs
Maximum overs per bowler	9 overs
Revised length of innings	216 minutes
Number of overs left in first innings	33 (45 – 12)
Revised second innings start time	2:36 PM
Revised second innings target	Check DLS chart**
Revised second innings end time	6:32 PM

Refer to "APPENDIX B – INNINGS DURATION AND POWERPLAY" for revised powerplay overs
**Revised second innings target is based on the number of runs scored in first innings, check DLS chart in CricClubs app.*

Note: In case of further interruption in first inning, you can apply the same calculation for deriving overs to be reduced and revised time.

1.4.2.   Scenario 2: Interruption occurred during second inning

Example #1: Team "A" Vs Team "B" in DIV 1 game:

Situation:
Team "A" is batted first, and Team "B" is batting. Game started at 10 AM. Team "A" scored 210/8 in 50.0 overs. Team "B"'s batting started at 2.30 PM. Game is interrupted because of rain when Team "B" Score is 35/2 in 10.0 overs at 3.15 PM. Interruption interval is 120 minutes. Team "B" inning started again at 5.15 PM. When Team "B" batting was in progress (before interruption) game was stopped for 3 minutes because of an injury to player.

Inputs:

Inputs	Value
Team A score	210/8, 50 overs
Team B score	35/2, 10 overs
Team B innings start time	2:30 PM
Interruption time	3:15 PM
Team B innings restart time	5:15 PM
Maximum overs available at start of Team B batting	50
Estimated minutes per over	4.8
Extra time	3 minutes

Calculation:
Use Table 4 in "Appendix A – CALCULATIONS" to calculate number of overs to be reduced and revised time. Refer to sample screenshot below on how to end enter inputs.

Table 4: Calculation sheet for use when interruption occurs after the start of the Second Innings

Time			
Time at start of innings	A	2:30 PM	User Input
Time at start of interruption	B	3:15 PM	User Input
Time innings in progress	C	45	
Restart time	D	5:15 PM	User Input
Length of interruption [D – B]	E	120	
Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)	F	3	User Input
Total playing time lost [E – F]	G	117	
Overs			
Maximum overs at start of innings	H	50	User Input
Overs lost [G / H4] (rounded down)	I	24	
Adjusted maximum length of innings [H – I]	J	26	
Rescheduled length of innings [J x H4 rounded up]	K	125	
Amended cessation time of innings [D + (K – C)]	L	6:35 PM	
Overs per bowler and Fielding Restrictions			
Maximum overs per bowler [J / 5]		5.2	
Duration of Powerplay overs (initial, batting side)			

Outputs:

Outputs	Value
Number of overs left in Team B innings	16 (50 – 10 - 24)
Maximum overs per bowler	5 overs
Revised length of innings	125 minutes
Revised second innings target	Check DLS chart**
Revised second innings end time	6:35 PM

*Refer to "APPENDIX B – INNINGS DURATION AND POWERPLAY" for revised powerplay overs
**Revised second innings target is based on the number of runs scored in first innings completed and second innings in progress, check DLS chart in CricClubs app.*

Note: In case of further interruption in second inning, you can apply the same calculation for deriving overs to be reduced and revised time as per SCCA playing conditions.

1.4.3. Scenario 3: Interruption occurred during first inning (terminate first inning or continue?)

Example #1: Team "A" Vs Team "B" in DIV 1 game:

Situation:
Team "A" is batting first, and Team "B" is bowling. Game started at 10 AM. Game is interrupted because of rain when Team "A" Score is 170/4 in 35.0 overs. Playing time until interruption is 170 minutes. Interruption interval is 120 minutes. Umpires decided to restart game at 2.50 PM. And rescheduled cut-off time for game is 6.30 PM.

Inputs:

Inputs	Value
Team A score (before interruption)	170/4, 35 overs
Game restart time (after interruption)	2:50 PM
Rescheduled cut-off time allowing for full use of any extra time provision	6:30 PM
Estimated minutes per over	4.8

Calculation:

Use Table 2 in "Appendix A – CALCULATIONS" to decide whether to terminate first inning or continue first inning. Refer to sample screenshot below on how to end enter inputs.

Table 2: Calculation sheet to check whether an interruption during the First Innings should terminate the innings			
Proposed re-start time	2:50 PM	P	User Input
Rescheduled cut-off time allowing for full use of any extra time provision	6:30 PM	Q	User Input
Minutes between P and Q	220	R	
Potential overs to be bowled [R / I4] (round up fractions)	46	S	
Number of complete overs faced to date in first innings	35	T	
If S is greater than T then revert to Table 1			
If S is less than or equal to T then the first innings is terminated - go to Table 3			

Outputs:

As showed in screenshot above, (S is greater T) first inning will continue.

Team A will bat for another 11 overs.

And then refer to table 1 in "Appendix A – CALCULATIONS" to do further calculation (Scenario 1) as example.

1.4.4. Scenario 4: Interruption occurred during first inning (terminate first inning or continue?)

Example #1 : Team "A" Vs Team "B" in DIV 1 game:

Situation:

Team "A" is batting first, and Team "B" is bowling. Game started at 10 AM. Game is interrupted because of rain when Team "A" Score is 170/4 in 35.0 overs. Playing time until interruption is 170 minutes. Interruption interval is 180 minutes. Umpires decided to restart game at 3.50 PM. And rescheduled cut-off time for game is 6.30 PM.

Inputs:

Inputs	Value
Team A score (before interruption)	170/4, 35 overs
Game restart time (after interruption)	3:50 PM

Rescheduled cut-off time allowing for full use of any extra time provision	6:30 PM
Estimated minutes per over	4.8

Calculation:

Use Table 2 in "Appendix A – CALCULATIONS" to decide whether to terminate first inning or continue first inning. If first inning is terminated, then use Table 3 in "Appendix A – CALCULATIONS" to calculate number of overs to be reduced and revised time for second inning. Refer to sample screenshot below on how to end enter inputs.

Table 2: Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time	3:50 PM	P	User Input
Rescheduled cut-off time allowing for full use of any extra time provision	6:30 PM	Q	User Input
Minutes between P and Q	160	R	
Potential overs to be bowled [R / I4] (round up fractions)	33	S	
Number of complete overs faced to date in first innings	35	T	
If S is greater than T then revert to Table 1			
If S is less than or equal to T then the first innings is terminated - go to Table 3			

Table 3: Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Table 2)	33	A	User Input
Scheduled length of innings: [A x I4] (round up fractions)	158.4	B	
Start time	3:50 PM	C	User Input
Scheduled cessation time [C + B]	6:28 PM	D	

Overs per bowler and fielding restrictions

Maximum overs per bowler [A / 5]			
Duration of 1st, 2nd. 3rd Powerplay			

Outputs:

As showed in screenshot above, (S is less T) in table 2 Team A inning will terminate.

Team B will start batting at 3.50 PM and bat for 33 overs.

For revised target, refer to DLS chart in CricClubs app.

1. APPENDIX A – CALCULATIONS

Notes:-

Before doing any calculation refer to game specifics mentioned section 1.1 and 1.2 ~~of~~ in this document.

Table 1: Calculation sheet for use when a delay or interruptions occur in the First Innings

Time

Net playing time available at start of the match	_____	(A)
Time innings in progress	_____	(B)
Playing time lost	_____	(C)
Extra time available	_____	(D)
Time made up from reduced interval	_____	(E)
Effective playing time lost [C – (D + E)]	_____	(F)
Remaining playing time available (A - F)	_____	(G)
G divided by [Estimated minutes per over] (to 2 decimal places)	_____	(H)
Max overs per team [H/2] (round up fractions)	_____	(I)
Maximum overs per bowler [I / 5]	_____	
Duration of Powerplay Overs (initial, batting side)	_____ + ____	

Rescheduled Playing Hours

First session to commence or recommence	_____	(J)
Length of innings [I x Estimated minutes per over] (round up fractions)	_____	(K)
Rescheduled first innings cessation time [J + (K – B)]	_____	(L)
Length of interval	_____	(M)
Second innings commencement time [L + M]	_____	(N)
Rescheduled second innings cessation time [N + K]	_____	(O)*

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

Table 2: Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time	_____	(P)
Rescheduled cut-off time allowing for full use of any extra time provision	_____	(Q)
Minutes between P and Q	_____	(R)
Potential overs to be bowled [R / Estimated minutes per over] (round up fractions)	_____	(S)
Number of complete overs faced to date in first innings	_____	(T)

If S is greater than T, then revert to Table 1
If S is less than or equal to T, then the first innings is terminated - go to Table 3

Table 3: Calculation sheet for the start of Second Innings
Maximum overs to be bowled

(If first innings was terminated, S from Table 2)	_____	(A)
Scheduled length of innings: [A x Estimated minutes per over] (round up fractions)	_____	(B)
Start time	_____	(C)
Scheduled cessation time [C + B]	_____	(D)
Overs per bowler and fielding restrictions		
Maximum overs per bowler [A / 5]	_____	overs
Duration of 1st, 2nd. 3rd Powerplay	_____ + _____ +_____	overs

Table 4: Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

Time at start of innings	_____	(A)
Time at start of interruption	_____	(B)
Time innings in progress	_____	(C)
Restart time	_____	(D)
Length of interruption [D – B]	_____	(E)
Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)	_____	(F)
Total playing time lost [E – F]	_____	(G)

Overs

Maximum overs at start of innings	_____	(H)
Overs lost [G / Estimated minutes per over] (rounded down)	_____	(I)
Adjusted maximum length of innings [H – I]	_____	(J)
Rescheduled length of innings [J x Estimated minutes per over rounded up]	_____	(K)
Amended cessation time of innings [D + (K – C)]	_____	(L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5]	_____	overs
Duration of Powerplay overs (initial, batting side)	_____ + ____	overs

2. APPENDIX B – INNINGS DURATION AND POWERPLAY

For one-day game, innings duration and powerplay overs are summarized on table below.

Innings duration (number of overs)	Powerplay 1 (number of overs)	Powerplay 2 (number of overs)	Powerplay 3 (number of overs)
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

For T20 game, innings duration and powerplay overs are summarized on table below.

Innings duration (number of overs)	Powerplay 1 (number of overs)	Powerplay 2 (number of overs)
5	2	3
6	2	4
7	2	5
8	2	6
9	3	6
10	3	7
11	3	8
12	4	8
13	4	9
14	4	10
15	5	10
16	5	11
17	5	12
18	5	13
19	6	13
20	6	14