

7.5.1 In the event of rain, bad light or other conditions delaying the start of the match, the following shall apply:

15 minutes is allowed for stoppages for rain or bad light before any overs are lost. After 15 minutes has elapsed one over is deducted for each side for every 7 minutes lost. If after a maximum of 2½ hours after the designated start time the game has not started then the game shall be declared a 1 point draw.

7.5.2 In the event of rain, bad light or other conditions interrupting the first innings, the following shall apply:

15 minutes is allowed for stoppages for rain or bad light in each innings before any overs are lost. After 15 minutes has elapsed in the 1st innings, one over is deducted for each side for every 7 minutes lost. If after 4 hours 30minutes of the start time, a minimum of 20 overs of the first innings has not being reached (or cannot be reached based on over rate of three and a half minutes per over) then the game will be abandoned as a 1 point draw.

7.5.3 In the event of rain, bad light or other conditions interrupting the second innings, the following shall apply:

15 minutes is allowed for stoppages for rain or bad light in each innings before any overs are lost.

The team batting second will have their innings reduced by one over for every three and a half minutes of suspension, with a minimum innings of 20 overs. If the 21st over of the second innings is not reached the game will be abandoned as a 1 point draw.

The revised target score for the team batting second shall be calculated by multiplying the reduced number of overs, (without taking in to account any additional overs gained by the side batting first not using their full quota for any reason) by the average number of runs per over scored by the team batting first. The calculation applies only when play is resumed after the suspension. Scores always based on rounding up to the next whole run. The number of wickets lost by any team is not a factor in calculating the run rates.

7.5.4 Bonus points for 75% or 7 wickets still remain available in a rain affected game.

7.5.5 The 15 minutes grace before losing over can only be used once, if one or more interruption happens in a game then at the second occurrence time is lost straight away.

- Scenario 1 – rained off after 25 over of the second innings
- First innings 45 overs scored 210 therefore a run rate of 4.6667
- If after 25 overs of the second innings the team batting second were over a score of 117 the team batting second would win, if it were 116 or under the team batting first would win.

Scenario 2 – rain for only 10 overs (50 minutes) of the second innings

- First innings 45 overs scored 210 therefore a run rate of 4.6667
- If the second innings is interrupted at any point for rain for 10 overs then the revised chase would be 164 from 35 overs

Scenario 3 – rain for 85 minutes in the first innings and again a further 6 overs (21 minutes) in the second innings

- Both teams have their innings reduced to 35 overs each.
- First innings team score 170 from 35 over at a rate of 4.857
- The second innings becomes further reduced to 29 over due to the second rain delay therefore the target is 141 to win the game.

7.6 For the purpose of Rule 7.2, a match is not considered as interfered with by weather or light if the full 90 overs, or the reduced overs originally agreed, are bowled.

7.7 Any time lost at the commencement or after the interval shall be made up if this is not due to interference by weather or light.

7.10 Reduced bowling restrictions will only be applied in games affected by rain before the game.

No bowler shall be permitted to bowl more than:

- 12 overs in a 90 over match;
- 11 overs in an 80-89 over match;
- 10 overs in a 70-79 over match;
- 9 overs in a 60-69 over match;
- 8 overs in a 50-59 over match.