



BCF Rain Regulations



Key Concepts

Calculation of First Innings Run Rate (RR1)

When to make this calculation

At conclusion of the first innings – and at minimum to at least 4 DP (Decimal Places) but even better to use all the DP available on the calculator for improper fractions (see answers to examples). **NB this will never change after conclusion of the first innings – it is a constant.**

If the side batting first is dismissed in less than the overs made available to them the RR1 will be calculated based on the fact that they batted for their full allocation of overs.

Victory Target (VT) needs to be calculated

How is this done?

RR1 will be known at the end of the first innings
Total overs for second innings needs to be defined (O2)

Please be aware that a delayed start or later unscheduled interval in either innings does not always result in a reduction in the number of overs available for that innings (eg if there is an early finish to the first innings or faster than expected over rates early in the match). You must check the provisions of the current Playing Regulations before deciding to reduce overs in the match. Where O2 does not have to be reduced, the VT stays as if the match had not been interrupted at all.

Step 1

Multiply first innings run rate by total overs for second innings, or in mathematical parlance $RR1 \times O2$.

Step 2

From the above calculation, establish VT. VT must always be a whole number.

Where $RR1 \times O2$ is not a whole number, then VT will be rounded up to the next higher whole number. Where $RR1 \times O2$ is a whole number, then add 1 run to this to establish VT.

NB

Scores Level (SL) is always one less than Victory Target (ie $VT = SL + 1$).

SL always means a tie. So where $RR1 \times O2$ is not a whole number, SL will be a tie even though this might be a whole number smaller than $RR1 \times O2$. SL is never a loss in these circumstances.



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Unscheduled intervals result in reductions of overs or result in a premature conclusion to a match

In order to constitute a match (see 3.3 b)), both sides must have the opportunity to face 20 at least overs, otherwise the game will be abandoned as a No Result and replayed at a later date.

Same overs for both sides

When there is no unscheduled interval after play has commenced and/or when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

The result will be declared a tie when both teams score the same number of runs in their completed innings, regardless of wickets lost. In the event of a tie, the result will stand as such and no further steps to define a winner will be taken.

Second innings curtailed – but play can recommence

If, due to suspension of play before the start of or during the second innings, the number of overs in that innings has to be revised (because of the time available) to a lesser number than that originally allotted for the first innings, then a revised Victory Target (VT) score for the side batting second will be calculated multiplying the run rate achieved by the side batting first (RR1) – based on ORR see below - by the number of overs to be batted by the side batting second (O2). If necessary, this must take into account partly completed overs if play is suspended between overs.

VT and O2 have to be whole numbers and both must be communicated to both captains before play recommences and neither may be subsequently changed unless there is a further unscheduled interval.

The match will be declared a tie if the side batting second makes exactly one run less than the revised VT.

Over Run Rate (ORR) - this is the average number of runs scored per over during a side's innings **except where a side is all out** when ORR is calculated by dividing the runs scored by the number of overs made available. It thus follows that if the side batting first is dismissed in less than the overs that were available to them then the ORR will be calculated based on the fact that they batted for their full available allocation of overs.



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Premature conclusion – second innings curtailed and play abandoned

Where time is lost due to unscheduled interruption(s) and the side batting second is prevented from batting for their full allotted or recalculated number of overs because of this then their ORR will be (re)calculated using the actual number of overs they are able to bat.

When the second innings of the match is abandoned before it has been played to a natural conclusion (ie a result has not been reached nor have the requisite number of overs been bowled), and the team batting second has received its minimum number of allotted overs (as laid down in 3.3 b) above), the result shall be decided by ORR following the principles described below.

A VT for the side batting second will be calculated at the conclusion of the match by multiplying RR1 for the side batting first by the number of overs actually received by the side batting second. If necessary, this must take into account partly completed overs if play is suspended between overs. If the side batting second has equalled or exceeded the VT, then it will be declared the winner. The match will be declared a tie if the side batting second makes exactly one run less than the revised VT (Scores Level SL). If SL exceeds the score made by the side batting second, then the side batting first shall be declared the winner.

Terms Used

- RR1: Run Rate first innings
- RR2: Run Rate second innings
- VT: Victory Target
- SL: Scores level
- O1: First innings Overs
- O2: Second innings Overs
- ORR: Over Run Rate