

DWCA Twenty20 Pairs Rules

1. All games to be played under the MCC Laws with the following exceptions/additions
2. Each team shall comprise of 10 players (minimum of 8 to start the match when fielding). Any team without the required 10 players present have until the start of the 17th over in their innings (the start of the last batting pair) to complement their team numbers.
 - a. If ONE team cannot complete their team numbers and the opposition are in agreement that the game can stand then the game should still be played using RULE 11 below, but if the opposition are not in agreement then the team with the required numbers present will be awarded the match by default and the game should be played using RULE 10.
 - b. If BOTH teams cannot complete their team numbers then the game should still be played using RULE 11 and the winner shall be deemed in the normal manner (the team finishing with more runs).
3. Each game shall consist of 1 innings per side. Each innings shall be of 20 overs duration
4. If it is felt that the duration of the game needs to be reduced due to poor weather/light then the game can be reduced to 15 overs per innings. This must be done prior to the match starting and only in exceptional circumstances. Reductions cannot be made during the match.
5. The batting side shall be divided into pairs. Each pair shall bat for 4 overs. Pairs shall change at the end of the 4th, 8th, 12th and 16th over (3rd, 6th, 9th and 12th in a 15 over match).
6. Each team shall commence its innings with a score of 200 runs
7. Batsman shall have unlimited 'lives', but each life shall result in 5 runs being deducted from the running total. The batsman who has just been dismissed should not be facing the next delivery (ie. Change ends after being dismissed but not the last ball of the over).
8. No bowler shall bowl more than 4 overs.
9. There will be 2 runs for a wide ball and 2 runs for a no-ball with no extra ball bowled except in the final over of the innings where 2 runs will still be awarded but any wides or no-balls must be rebowled
10. If ONE team consists of less than 10 players after the allocated time (see 2a above) and the opposition are awarded the match, then the batting team may 're-use' one or more of their batsman during the last pair. As the match is now awarded to the opposing team by default there is no set rule to decide who bats again but it is advised that the batting team take the following into account when choosing:
 - a. Who would like to bat again
 - b. Who faced the least deliveries
 - c. Which batsman would most likely give an even contest between bat and ball
11. If BOTH teams consist of less than 10 players after the allocated time (see 2b above) or ONE team consists of less than 10 players but the opposition agree to let the game stand (see 2a above) then both teams may 're-use' one or more of their batsman during the last pair. The batsmen to be re-used will be chosen in order of who has faced the least number of balls.

The winner will still be deemed in the usual manner of the team with the highest number of runs.

12. Points shall be awarded as follows:

- a. 2 points for a win (including being awarded the match)
- b. 1 point for a tie/cancellation/abandonment
- c. 0 points for a loss
- d. -2 points for conceding*

*teams will only be deducted points if they do not attend the fixture. If teams complete the fixture but with 8/9 players rather than the required 10 then either rule 2a or 2b shall apply