

# BIFF AND BASH!

## How to Play 20/20 Cricket by Duncan Robinson

With cricket's popularity seemingly on the decline, the hopes of the sport are being pinned on a new form of cricket: 20/20. This has been introduced at every level of cricket, so is now a huge part of the life of clubs such as Augustinians.



To the traditionalists it's simply not cricket. Some fans are in favour of it, others are not so sure. Leicestershire's most devoted supporter is Louis Springette, who goes to every game and has been a fan since he arrived from the West Indies in 1957. He is supportive of the new game, saying, "They've got to go for it. I just love seeing my boys hitting fours and sixes."

Tim Lamb, Chief Executive of the English Cricket Board, also enthuses about this new form of cricket. "I have no doubt that the Twenty/20 Cup will make a significant impact. With generous prize money on offer, the players have every incentive to go flat out to achieve success on the pitch. This is one of the most revolutionary and exciting initiatives undertaken by the ECB and the first-class counties for many years."

But will Twenty/20 cricket destroy the game as we know it? Some critics argue that there must be other solutions to dwindling gates. Plans for 'golden over' cricket, where runs count double, are also under discussion.

This year's rules for 20/20 cricket are listed below as follows:

1. All matches are 20 overs per side, with the teams divided into three groups - North, Mid/West/Wales and South.
2. Most matches start at 5.30pm, with a 15-minute interval before the start of the second innings, but some may begin at 7.30pm to allow play under lights.
3. Each innings should last no longer than 75 minutes, equating to an average of three minutes 45 seconds per over.
4. Teams will incur a six-run penalty if they fail to bowl the full 20 overs within the 75 minutes.
5. Batsmen must be ready to take guard or be in position at the bowler's end within 90 seconds of a wicket falling.

6. Only two fielders are allowed outside an inner circle for the first six overs of a team's innings.

7. Individual bowlers are permitted a maximum of a fifth of the total overs in a completed innings i.e. four overs if there is no delay or interruption caused by rain.

8. Umpires can impose a five-run penalty for time-wasting by batsmen. They are expected to be ready as soon as the bowler is ready.

9. No-balls will be penalised by a free-hit next ball - a batsman cannot be out from a free-hit delivery unless they are run out.

10. Each side must face a minimum of five overs to constitute a match. The Duckworth-Lewis method will be used to calculate run targets in rain-affected games.

11. The three group winners, three second-placed teams and best two third-placed teams will go through to the quarter-finals on 24 July. The winners of those games progress to semi-finals/final day at Trent Bridge on 12 August.