

NoSCA Playing Conditions – Appendix 4: Bowl Outs

In the very unlikely event that a winner of a three team T20 group cannot be found by the conditions outlined in the Playing Conditions, the three teams will take part in a **bowl out** to be conducted as follows.

- 1) Each team Captain will advise the umpires and his fellow captains of the 5 bowlers to take part in the **bowl out**.
- 2) Bowlers will bowl from one end (to be decided by the umpires or captains) to a set of three stumps with bails.
- 3) Any delivery which is deemed by an umpire to be unfair under the MCC Laws of Cricket will be called 'no ball' and thus cannot count as a successful 'hit' but will count as the attempt by the bowler.
- 4) Each team may use their own player to keep wicket and collect the ball, but they must stand at least 2m back from the stumps.
- 5) There must be an umpire at the bowler's end and, if available, an umpire should also stand at the striker's end to help reset the wicket after a successful 'hit'.
- 6) Players from each team will bowl alternately, the starting team to be decided by the toss of a coin.
- 7) The teams will take it in turns until all five players from each team have bowled (unless there is a winner sooner).
- 8) The winners will be the team which hits the stumps most times in their five attempts.
- 9) In the event of a tie after five deliveries, the tied teams will continue in turn until there is a winner under 'sudden death'.
- 10) In the event of a T20 day being washed-out, the team captains and umpires have the option of agreeing to a **bowl out** to determine a winner, should the ground conditions be deemed safe to do so.