Calculation sheet for use when a delay or interruptions occur in the 1st Innings

Net playing time available at start of the match 420 minutes [A]

Length of time of innings in progress \_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_[B]

Length of delay(s) or interruption(s) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[C]

Extra time available \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[D]

Time made up for reduced interval \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[E]

Effective playing time lost [C – (D + E)] \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[F]

Remaining playing time available [A – F] \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[G]

G divided by 4.20 (to 2 decimal places) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[H]

Max overs per team [H/2] (round up fractions)\_\_\_\_\_\_\_\_\_\_\_\_[I]

Rescheduled Playing Hours

1st innings to commence or recommence\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[J]

Total length of 1st innings [I x 4.20]\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[K]

Rescheduled 1st innings cessation time [J + (K-B)]\_\_\_\_\_\_\_\_\_\_\_[L]

Length of Interval\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[M]

2nd innings commencement time [L + M]\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[N]

Rescheduled 2nd innings cessation time [N + K]\_\_\_\_\_\_\_\_\_\_\_\_\_[O] \*

\*Ensure that the match is not ending earlier than the original cessation time. If it is, add at least one over per team and recalculate [I] to [O] to prevent this from happening. Ensure that you don’t finish more than 9 minutes later than the original cessation time.

Maximum overs per bowler [I / 5]\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Power play overs\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_