

EXPLAINER: INNINGS FINISH TIME IN QSDCA ONE DAYERS

Version 3 25-Sep-2026

Playing Regulation 25 concerns Innings Finish Time in One dayers (limited over games).

This regulation is aimed at making bowling teams to bowl their overs within time.

- This is not unfair since bowling teams have at least 4 minutes to bowl each over in every competition.
- It is unfair to slow the game down to prevent a batting team from receiving all it's overs.

Since 2025/26 season this Regulation applies to **BOTH** first innings and second innings.

- The first innings rule has been in place for Saturday One Dayers since 2023/24 season.
- Also this Regulation now applies for **BOTH** innings of Over 40 and Sunday 50 Over matches.
- In CCC One Dayers, a similar Regulation applies in the first innings only.
- Super 20 matches have a different scheme for over rate penalties.

Innings Finish Times:

Match type	Start time	First innings Finish Time (IFT1)	Break	Second Innings Finish Time (IFT2)
Saturday 35 overs	12.30pm	2.50pm	20 minutes	5.30pm
	1.00pm	3.20pm	20 minutes	6.00pm
Sunday 50 overs	9.30am	12.50pm	30 minutes	4.40pm
Over 40 – 40 Overs	9.30am	12.15pm	30 minutes	3.30pm

Innings Finish Times can varied by the umpire due to interruptions or delays.

See Playing Regulation 26.

What's meant to happen.

If a team bowling **first** does not start the last over before the **First Innings Finish Time:**

- The team bowling **first** keeps bowling until 35 (or 40 or 50) overs are completed (or 10 wickets fall.)
- The team bowling **first** loses the number of overs not started by the First Innings Finish Time when they bat.

If a team bowling **second** does not start the last over before the **Second Innings Finish Time:**

- The team bowling **second** keeps bowling until 35 (or 40 or 50) overs are completed (or 10 wickets fall or the match ends for another reason e.g. bad light.)
- The team batting second receives penalty runs (calculated according to a formula.)
- Penalty runs will be worked out and applied by the **umpire(s)** with the scorers at the end of play.
- The formula to calculate Second Innings Finish Time penalty runs is in **Playing Regulation 25.17**
- **Only** the umpires may award penalty runs.

IMPORTANT: Umpires will need to make note of overs not bowled at each innings finish time and **inform** the fielding captain immediately (and the scorers later.)

Calculation (Playing Regulation 25.17)

Penalty runs will equal:

- the average run rate scored in the first innings (rounded up to the next whole number) multiplied by
- the number of whole overs not started.

Exceptions

There are exceptions for cases where (after **Innings Finish Time**) a team goes all out or where play is stopped due to rain or bad light.

- Teams bowling first can reclaim some or all of their batting overs by taking all 10 wickets.
- Teams batting second DO NOT get penalty runs for whole overs they do not face.
- See these examples below.

INNINGS FINISH TIME

For Saturday One Day 35 Over Matches

EXAMPLE First innings Finish Time:

- Team A (bowling first) is part way through over 33 at First Innings Finish Time (IFT1)
- Umpire informs fielding captain, innings continues with overs 34 and 35.
- Following a standard length innings break, Team A (batting second) will face up to 33 overs.

EXAMPLE First Innings Finish Time (when a team is all out before IFT1)

- Team A (batting first) is all out at 30.2 overs before First Innings Finish Time (IFT1)
- Following a standard length innings break, Team B (batting second) will face up to 35 overs.

EXAMPLE First Innings Finish Time (when a team is all out after IFT1)

- Team B (bowling first) is part way through over 32 when First Innings Finish Time is reached.
- Umpire informs fielding captain, innings continues until 35 overs are bowled or 10 wickets fall.
- Team A (batting first) is all out on last ball of over 34, 10 minutes after the First Innings Finish Time.
- Following a standard length innings break, Team B (batting second) will face up to 32 overs.

EXAMPLE Second Innings Finish Time:

- In a 35 over match starting at 1pm, the first innings average run rate is 4.2 runs per over.
- Team B (bowling second) is part way through over 33 of 35 overs when 6pm (IFT2) is reached.
- Umpire informs fielding captain (maximum 2 overs of penalty runs), innings continues until all overs bowled or all wickets fall.
- Team A (batting second) will be credited (2 overs x 5 runs per over) = 10 penalty runs at the end of the innings.
- Team with most runs wins.

EXAMPLE Second Innings Finish Time (when a team is all out after IFT2)

- In a 35 over match starting at 1pm, the first innings ends at 3.20pm (IFT1).
- Average run rate is $140 \text{ runs} \div 35 \text{ overs} = 4 \text{ runs per over}$.
- Second innings is 8 for 130 in over 33 when 6.00pm (IFT2) is reached.
- Umpire informs fielding captain (maximum 2 overs of penalty runs), innings continues.
- Team A (batting second) ends at all out 130 on 1st ball of over 34 at 6.02pm.
- Penalty runs added is 4 for over 34 and 0 for over 35.
- Second Innings is adjusted to all out 134.
- Team B (bowling second) wins by 6 runs.

EXAMPLE Second Innings Finish Time (when the match ends due to bad light/rain/any other reason to stop the game after IFT2)

- In a 35 over match starting at 1pm, the First Innings ends at 3.20pm.
- Average Run Rate is $140 \text{ runs} \div 35 \text{ overs} = 4.00 \text{ runs per over}$.
- Team B (batting second) has scored 5 for 130 in over 33 of 35 overs when 6.00pm (IFT2) is reached.
- Umpire informs fielding captain (maximum 2 overs of penalty runs).
- A bad light call ends the game after 1 ball of over 34 at 6.02pm.
- Team B (batting second) ends at 6 for 130 not all out.
- Penalty runs added is 4 runs for over 34 and 0 for over 35.
- Second innings score is adjusted to 6 for 134.
- Average run rate result will apply. (**See Playing Regulation 33.4**)
- Average run rate is $134 \div 33.16 = 4.04 \text{ runs per over}$ (Divide using correct fraction. **See Playing Regulation 33.7**)
- Team B (batting second) wins on Average Run Rate.

EXAMPLE First Innings Finish Time overruns and a stoppage due to bad light happens after Second Innings Finish Time.

- In a 35 over match starting at 1pm, Team A (bowling first) is part way through over 33 at First Innings Finish Time (IFT1)
- Umpire informs fielding captain, innings continues with overs 34 and 35.
- Team B (batting first) has scored 133 in 35 overs.
- Average run rate is $135 \text{ runs} \div 35 \text{ overs} = 3.80 \text{ runs per over}$. Rounds up to 4 runs per over.
- Following a standard length innings break, Team A (batting second) will face up to 33 overs.
- Team A (batting second) has a target run rate of $135 \text{ runs} \div 33 \text{ overs} = 4.09 \text{ runs per over}$.
- Team A (batting second) has scored 3 for 125 in over 29 of 33 overs when 6.00pm (IFT2) is reached.
- Umpire informs fielding captain (maximum 4 overs of penalty runs), innings continues.
- A bad light call ends the game after 1 ball of over 31 at 6.05pm.
- Team B (batting second) has scored 6 for 130 not all out.
- Penalty runs added is 4 runs for each of over 30 and 31, 0 runs for over 32 and 33 (which were not faced).
- Second innings score is adjusted to 6 for 138.
- Team B (batting second) has an average run rate of $138 \div 30.16 = 4.57 \text{ runs per over}$ (Divide using correct fraction. **See Playing Regulation 33.7**)
- Team B (batting second) wins on Average Run Rate.

In all cases it is important to note scores and how many overs have been bowled at innings finish times and end of innings totals.

Any questions can be directed at cricketops@gsdca.com.au or secretary@gsdca.com.au after the match.

FAQ

What if batters waste time?

- That's unfair play.
- **Law 41.10** applies (Team warning first then 5 penalty runs to fielding side second (also a report))
- **Law 40 (Timed Out)** also applies.

What if fielders/bowlers waste time?

- Either they lose batting overs or penalty runs.
- **Law 41.9 (Time wasting by the fielding side)** also applies.

What if time is lost for reasons that can't be avoided?

- Umpires can extend **Innings Finish Times** for lost balls, injuries, other interruptions (if they're short... under 5 minutes)
- For longer interruptions (eg. rain, bad light or lightning) use a calculation sheet and work out a **New Innings Finish Time** (along with other match conditions.) **See Playing Regulations 26 and 27.**

What happens if an umpire allows 5 minutes for a change of ball in the first innings?

- If the light is good enough add the delay to the **Innings Finish Time** but beware of the trouble this might cause.
- If a few of these delays happen be ready to use **Law 41.9 (Time wasting by the fielding side)**.

What happens if there's a bad light call off at 6.05pm with 2.2 overs to bowl and the game ends (no further play possible)?

- Penalty runs do not apply for whole overs not faced. **See Playing Regulation 25.22**
- **Result** is worked out the same as any other called off game. **See Playing Regulation 33.4**

With 10 mins and 3 overs to go a batter takes 5 minutes to face up after the fall of a wicket. What will happen?

- Apply **Law 40 (Timed out)**

If a First Innings Finish Time penalty is applied, how are the penalty runs in the second innings worked out?

- The batting overs in the second innings are fewer but the innings time is the same.
- Use the reduced overs to figure any Second Innings Finish Time penalties.
- **For example:**
- On Saturdays, 2nd innings has been reduced to 33 overs in 140 minutes.
- If team bowling second goes slow then penalty runs are worked out on the reduced overs total.
- If over 31 of 33 is being bowled at 6pm then penalty runs are calculated on 2 overs, not 5.

Where are the Playing Regulations?

- At this website <https://qsdca.com.au/05-playing-regulations/>