

## APPENDIX 6

### Bonus Point System

1 bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.

A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs.balls faced.

Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.

Where matches are shortened and targets revised through the Duckworth/Lewis system, bonus run rates and bonus defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

Whenever a target, or revised target, is set, the exact number of overs.balls within which the side batting second must achieve this target in order to gain the bonus point should be announced. Once these overs.balls have been bowled, if the target has not then been achieved the bonus point can not be gained by any subsequent event, eg a multiple scoring shot, or extras.

#### a) Examples of criteria for the award of bonus points

TEAM BATTING FIRST		TEAM BATTING SECOND		TEAM BOWLING SECOND	
SCORE	RUN RATE	REQUIRED RUN RATE	BALLS TO WIN (OVERS)	REQUIRED RUN RATE	TARGET SCORE
300	6	7.5	40.0	4.8	240
275	5.5	6.875	40.0	4.4	220
250	5	6.25	40.0	4	200
225	4.5	5.625	40.1	3.6	180
200	4	5	40.1	3.2	160
175	3.5	4.375	40.1	2.8	140
150	3	3.75	40.1	2.4	120
125	2.5	3.125	40.1	2	100
100	2	2.5	40.2	1.6	80
75	1.5	1.875	40.3	1.2	60

**Note:** the 'target score' shown in the last column is the maximum total that the team batting second can make for the team batting first to qualify for the bonus point.