



Action on Over Rates in non-panel-umpired matches

Usable over rate data was received from clubs for the equivalent of 137 45-over matches (or 12,342 completed overs). The reporting was manual and it is considered impractical to continue to collect data at this level of detail for two reasons:

- 1) Not enough teams are reporting and
- 2) It is too time-consuming for leagues officials to collate and report in the course of a busy season.

Our target overrate is set at 16 overs per hour, and only 42% of the reported games achieved this.

It is suggested that in the light of the above we have two options:

- a) Accept that the widespread reluctance of teams to provide data in the past season means that we should do no more other than to encourage all captains and players to strive for the 16 over target.
- b) Encourage the achievement of the 16 over target, but penalize all clubs who fail to achieve an average innings overrate of at least 14 overs per hour assuming more than 10 overs have been completed in the innings. Time data to be collected on all games and either side can produce this data in the form of a report when they believe the penalty should be applied and both sides agree the accuracy of the data.

The target figure may be considered too low and can be debated. If the sample we have from 2017 is representative it would mean that we would be targeting the worst overrates in 7.3% of all games. However it should ensure that captains, umpires and scorers are able to manage the situation and, irrespective of issues such as looking for lost balls etc, there can be little valid excuse for achieving this level.

