

CGL Clubs Playing Conditions 50 Overs

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50 Over Playing Conditions

Playing Conditions

(incorporating the 2017 Code of the MCC Laws of Cricket)

Preamble - The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

1 THE PLAYERS

1.1 Number of players

A match is played between two sides, each of eleven players, one of whom shall be captain.

1.2 Nomination and replacement of players

- 1.2.1 Each captain shall nominate 11 players plus a maximum of 2 substitute fielders in writing to the Umpires before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.
- 1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the Umpires, in exceptional circumstances, allows subsequent additions.
- 1.2.3 All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.
- 1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable Association Regulations Code of Conduct. A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:
 - 1.2.4.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or
 - 1.2.4.2 Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that

the players' dressing room (or any part thereof) for the match is not within the playing area described in clause 1.2.4.2 above (for example, the player is not permitted to enter the on-field 'dug-out').

1.2.5 Captain

If at any time the captain is not available, a deputy shall act for him.

If a captain is not available to nominate the players, then any person associated with that team may act as his deputy to do so. See clause 1.2.

At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Playing Conditions, including at the toss. See clause 13.4 (The toss).

1.3 Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within The Spirit of Cricket as well as within these Playing Conditions.

2 THE UMPIRES

2.1 Appointment and attendance

The following rules for the selection and appointment of umpires shall be followed as far as it is practicable to do so:

2.1.1 The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least two hours before the scheduled start of the first day's play, and at least 45 minutes before the scheduled start of play.

2.1.2 The Associations shall appoint all umpires.

2.2 Change of umpire

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he/she is injured or ill.

2.3 Fitness for play

2.3.1 It is solely for the umpires together to decide whether either, conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

2.3.2 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

2.3.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

2.3.4 If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

2.4 Suspension of play in dangerous or unreasonable circumstances

2.4.1 All references to ground include the pitch. See clause 6.1 (Area of pitch).

2.4.2 If at any time the umpires together agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, following consultation with the Umpires.

- 2.4.3 If circumstances are warranted, the umpires shall stop play and instruct the Ground Authority to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.
- 2.4.4 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- 2.4.5 Light Meters
- 2.4.5.1.1 Shall not apply.
- 2.4.6 Use of artificial lights
- 2.4.6.1 Shall not apply
- 2.4.7 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.
- 2.4.8 The safety of all persons within the ground is of paramount importance. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the Umpires, should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, the Umpires, the head of the relevant Ground Authority, the head of ground security and/or the police as the circumstances may require.
- 2.4.9 Where play is suspended under clause 2.4.8 above the decision to abandon or resume play shall be the responsibility of the Umpires who shall act only after consultation with the head of ground security and the police.

2.5 Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

2.6 Correctness of scores

Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.

The umpires shall ensure that they are able to contact the scorers at any time during the match and at its conclusion to address any issues relating to the correctness of scores.

3 THE SCORERS

3.1 Appointment of scorers

Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

3.2 Correctness of scores

The scorers shall frequently check to ensure that their records agree and consult with the umpires if necessary. See clause 2.6 (Correctness of scores).

3.3 Acknowledging signals

The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.

4 THE BALL

4.1 Weight and size

The ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

4.2 Approval and control of balls

- 4.2.1 Each Team shall provide their own balls as per Club Regulations, balls and spare used balls for changing during a match (minimum of 6), which shall be of the same brand.

The ball to be used as per approval of GCB

Premier League	4 piece Kookaburra 4 piece Duke Special Match
CGL T20 ,Presidents , Sunday One- and Saturday One	4 piece 156 gsm Blaster Ignite
Sunday Two to Sunday Six Saturday Two to Saturday Six	2 piece 156 gsm Blaster Gold

Any variation from the prescribed ball will not stop the match from taking place. The umpires will record the ball used on the result card and the office will take appropriate action at a later time.

- 4.2.2 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.
- 4.2.3 During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

4.3 New ball

- 4.3.1 Each fielding team shall have one new ball for its innings A match reduced to 25 overs or less per side before the first innings commences, each team shall have one new ball for its Innings.

4.4 Ball lost or becoming unfit for play

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batsmen and the fielding captain.

5 THE BAT

Law shall apply.

6 THE PITCH

6.1 Area of pitch

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. If the pitch is next to an artificial pitch which is closer than 5 ft/1.52 m from the middle stumps, the pitch on that side will extend only to the junction of the two surfaces. See clauses **Error! Reference source not found.** (Description, width and pitching) and **Error! Reference source not found.** (The bowling crease).

6.2 Fitness of pitch for play

The umpires shall be the sole judges of the fitness of the pitch for play. See clauses 3 (Fitness for play) and 2.4 (Suspension of play in dangerous or unreasonable conditions).

6.3 Selection and preparation

Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

- 6.3.1 The Ground Authority shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorised access. (The pitch area shall include an area at least 2 metres beyond the rectangle made by the crease markings at both ends of the pitch).
- 6.3.2 The reserve umpire shall ensure that, prior to the start of play and during any intervals, only authorised staff, the CSA match officials, players, team head coaches and authorised television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:
 - 6.3.2.1 Only captains and team head coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
 - 6.3.2.2 Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).
 - 6.3.2.3 No spiked footwear shall be permitted.
 - 6.3.2.4 No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
 - 6.3.2.5 Access shall not interfere with pitch preparation.
- 6.3.3 In the event of any dispute, the Umpires will rule and his ruling will be final.

6.4 Changing the pitch

- 6.4.1 If the on-field umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise their Cricket Services Manager/CEO/Club Administrator.
- 6.4.2 The on-field umpires shall then consult with both captains.
- 6.4.3 If the captains agree to continue, play shall resume.
- 6.4.4 If the decision is not to resume play, the on-field umpires together with the Umpires shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the Umpires must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
- 6.4.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:
 - 6.4.5.1 In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 16.4.2.
 - 6.4.5.2 In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.
- 6.4.6 If the decision is to abandon the match, the Umpires shall advise the Cricket Services Manager/CEO /Club Administrator immediately following such decision. Where a match has been abandoned as a result of dangerous or unfit ground conditions, the Umpires, the umpires jointly, and both captains shall submit a report to the Cricket Services Manager/CEO/club Administrator within 24 hours detailing the reasons for the abandonment of the match.
- 6.4.7 Shall not apply.

- 6.4.8 Throughout the above decision-making processes, the Umpires shall keep informed both captains and the head of the Ground Authority. The head of the Ground Authority shall ensure that suitable and prompt public announcements are made.

7 THE CREASES

Law shall apply

7.1 Additional Crease Markings

As a guideline to the umpires for the calling of wides on the offside, the crease markings detailed in paragraph 1 of Appendix C shall be marked in white at each end of the pitch.

8 THE WICKETS

Law shall apply.

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

9.1 Rolling

The pitch shall not be rolled during the match except as permitted in clauses 9.1.1 and 9.1.2.

9.1.1 Frequency and duration of rolling

During the match, the pitch may be rolled at the request of the captain of the side batting second, for a period of not more than 7 minutes, before the start of the second innings.

9.1.2 Rolling after a delayed start

In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

9.1.3 Choice of rollers

If there is more than one roller available the captain of the batting side shall choose which one is to be used.

The following shall apply in addition to clause 9.1:

- 9.1.4 Prior to the scheduled time for the toss, the artificial drying of the pitch and outfield shall be at the discretion of the Ground Authority. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Ground Authority, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

- 9.1.5 The umpires may instruct the Ground Authority to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

- 9.1.6 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

9.2 Clearing debris from the pitch

- 9.2.1 The pitch shall be cleared of any debris

9.2.1.1 between innings. This shall precede rolling if any is to take place.

9.2.1.2 at all intervals for meals.

9.2.2 The clearance of debris in clause 9.2.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.

9.2.3 In addition to 9.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

9.3 Mowing

9.3.1 Responsibility for mowing

9.3.1.1 All mowings which are carried out before the match shall be the sole responsibility of the Ground Authority.

9.4 Watering the pitch

The pitch shall not be watered during the match.

9.5 Re-marking creases

Creases shall be re-marked whenever either umpire considers it necessary.

9.6 Maintenance of footholes

The umpires shall ensure that the holes made by the bowlers and batsmen are cleaned out and dried whenever necessary to facilitate play.

The umpires shall allow, if necessary, the re-turfing of footholes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

In addition, the umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's footholes.

9.7 Securing of footholds and maintenance of pitch

During play, umpires shall allow the players to secure their footholds by the use of sawdust provided that no damage to the pitch is caused and that clause 40 (Unfair play) is not contravened.

9.8 Protection and preparation of adjacent pitches during matches

The protection (by way of an appropriate cover) and preparation of pitches which are adjacent to the match pitch will be permitted during the match subject to the following:

9.8.1 Such measures will only be possible if requested by the Ground Authority and approved by the umpires before the start of the match.

9.8.2 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

9.8.3 The preparation work shall be carried out under the supervision of the fourth umpire.

9.8.4 The consent of the captains is not required but the umpires shall advise both captains and the Umpires before the start of the match on what has been agreed.

10 COVERING THE PITCH

10.1 Before the match

The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required.

The pitch shall be entirely protected against rain up to the commencement of play.

However, the Ground Authority shall grant suitable facility to the captains to inspect the pitch before the nomination of their players and to the umpires to discharge their duties as laid down in clauses 2 (The umpires), 6 (The pitch), 7 (The creases), 8 (The wickets), and 9 (Preparation and maintenance of the playing area).

10.2 During the match

The pitch shall be entirely protected against rain up to the commencement of play, and for the duration of the period of the match.

10.3 Removal of covers

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2 ½ hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

11 INTERVALS

11.1 An interval Law shall apply

11.2 Duration of interval

11.2.1 There shall be a 30-minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.3 Allowance for interval between innings

Law 11.3 shall not apply.

11.4 Changing agreed times of intervals

11.4.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

11.4.2 Shall not apply.

11.4.3 Where the innings of the side batting first is delayed or interrupted, regardless of the length of the interruption, the break between innings will not be shorter than 20 minutes.

11.4.4 Shall not apply.

11.4.5 **Note:** In addition to clauses **Error! Reference source not found.** the length of the Interval may be reduced by the Umpires should exceptional circumstances arise.

11.5 Intervals for drinks

11.5.1 One drinks breaks per session shall be permitted, after 25 overs or halfway in an interrupted match.

11.5.2 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs)

11.6 Scorers to be informed

The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this clause.

12 START OF PLAY; CESSATION OF PLAY

12.1.1 Law shall apply

12.2 Hours of Play; Minimum Overs Requirement

12.7.1 Hours of play shall be as follows:

Day Matches

1 st . Session	09h45 – 13h00
Interval	13h00 – 13h30
2 nd . Session	13h30 – 16h45

Note: there will always be a minimum of a 20-minute interval break.

12.3 Minimum Over Rates

12.3.1 The minimum over rate to be achieved shall be 16 overs per hour.

12.3.2 The actual over rate shall be calculated at the end of each innings by the umpires.

12.3.3 In calculating the actual over rate for the match, allowances will be given as follows:

12.3.3.1 The time lost as a result of treatment given to a player by an authorised medical personnel on the field of play;

12.3.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;

12.3.3.3 The time taken for all third umpire referrals and consultations;

12.3.3.4 The time lost as a result of time wasting by the batting side; and

12.3.3.5 The time lost due to all other circumstances that are beyond the control of the fielding side.

12.3.4 In the event of any time allowances being granted to the fielding team under clause 12.3.3.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

12.3.5 If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

12.8.7 If the over rate is calculated as being under the minimum over rate of 16 overs to the hour, the following shall apply:

- (a) As soon as reasonably practicable the Umpires shall inform the team captain of the relevant fielding team that the Playing Regulations have been breached and that the prescribed sanction in accordance with Clause 12.8.8 shall be applied.
- (b) If, after consultation with the captains, the Umpires is of the opinion that the minimum over rate was not achieved by the fielding team by reason of events beyond its control, including (but not limited to) time wasting by the batting team, the Umpires shall be entitled to amend the over rate calculation as he deems appropriate.
- (c) In the event of the Umpires being of the opinion that the conduct of the batting team has prevented the fielding team from bowling the minimum over rate, the Umpire Manager is entitled to impose a sanction on the batting team, the maximum sanction being that which can be imposed in accordance with Clause 12.8.8

12.8.8 Sanction

No sanction may be imposed in respect of minimum over rates in the event of the batting team being bowled out, or a result is achieved, within the time determined for that innings under these conditions.

In the event of the Umpire Manager having determined the over rate being below that required, the Umpire Manager shall impose the following sanctions at the end of the match:

12.8.8.1 Preliminary Round

- (a) For each over short of the minimum overs required – one-point forfeiture.
- (b) If the over rate is more than 2 overs short of the minimum overs required, the captain will in addition to the sanctions imposed in Clause 16.4 above, be charged under the Rules and Code of Conduct, conduct contrary to the spirit of the game, on the basis of time wasting.
- (c) On a point of clarity:

Any sanctions meted out to a captain of a team in 12.8.8.1 and 12.8.8.2 below shall be regarded as being cumulative to the team. A captain cited in a match shall be cited at the appropriate level that any such previously cumulative sanctions would require i.e. as if he himself had been captain in the previous matches where slow over rate sanctions had been imposed.

12.8.8.2 Qualifier for Final and Final

In the event of the over rate being below that specified under Clause 12.8, the Captain will be charged under the Code of Conduct, conduct contrary to the spirit of the game, on the basis of time wasting.

13 INNINGS

13.1 Number of innings

13.1.1 A match shall be one innings for each side.

13.2 Alternate innings

Each side shall take their innings alternately.

13.3 Completed innings

A side's innings is to be considered as completed if any of the following applies

- 13.3.1 the side is all out.
- 13.3.2 at the fall of a wicket or the retirement of a batsman, further balls remain to be bowled but no further batsman is available to come in.
- 13.3.3 the prescribed number of overs have been bowled to the batting side.

13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the Umpires, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 0 (Captain).

13.5 Decision to be notified

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed.

13.6 Duration of Match

- 13.6.1 All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs. All matches shall be of one day's scheduled duration, except the play-off and final, where a reserve day is scheduled.
- 13.6.2 Shall not apply

13.6.3 Shall not apply.

13.7 Length of Innings

13.7.1 Uninterrupted Matches.

13.7.1.1 Each team shall bat for 50 overs unless all out earlier.

13.7.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 20 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

13.7.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

13.7.1.4 If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

13.7.1.5 Penalties shall apply for slow over rates (refer clause 12.8.8 and the Member Code of Conduct).

13.7.2 Delayed or Interrupted Matches

13.7.2.1 Delay or Interruption to the Innings of the Team Batting First.

13.7.2.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 16 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

13.7.2.1.2 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

13.7.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 3.75, then the first innings is terminated and the provisions of 13.7.2.2 below take effect.

13.7.2.1.4 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 16 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.

13.7.2.1.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

13.7.2.1.6 Penalties shall apply for slow over rates (refer clause 12.8.8 and the Member Code of Conduct).

13.7.2.2 Delay or Interruption to the innings of the Team Batting Second (see paragraph 2 of Appendix E)

13.7.2.2.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised

allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 16 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

- 13.7.2.2.2 In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- 13.7.2.2.3 To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- 13.7.2.2.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- 13.7.2.2.5 A fixed time will be specified for the close of play by applying a rate of 16 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- 13.7.2.2.6 If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
- 13.7.2.2.7 Penalties shall apply for slow over rates (refer clause 12.8.8 and the Member Code of Conduct)

13.8 Extra Time

No extra time will be allocated.

13.9 Number of Overs per Bowler

- 13.9.1 No bowler shall bowl more than 10 overs in an innings.
- 13.9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 13.9.3 Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 13.9.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- 13.9.5 The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

14 THE FOLLOW-ON

Shall not apply.

15 DECLARATION AND FORFEITURE

Shall not apply.

16 THE RESULT

16.1 A Win – one-innings match

- 16.1.1 The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See Law 13.3 (Completed innings). Note also 16.4 (Winning hit or extras).
- 16.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), a result can be achieved only if both teams have had the opportunity of batting

for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

- 16.1.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared a No Result.

16.2 Umpires awarding a match

- 16.2.1 A match shall be lost by a side which either

16.2.1.1 concedes defeat or

16.2.1.2 in the opinion of the Umpires refuses to play shall award the match to the other side.

- 16.2.2 If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the Captains of this fact. The Umpires shall together ascertain the cause of the action. If the Umpires, after due consultation, then decides that this action does constitute a refusal to play by one side, he/she shall so inform the captain of that side. If the captain persists in the action the Umpires shall award the match in accordance with clause 16.2.1.2 above.

- 16.2.3 If action as in clause 16.2.2 above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 13.7.2 (Delayed and Interrupted Matches) and 11.4 (Changing agreed times for intervals) above.

Note: In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the Code of Conduct.

16.3 All other matches – A Tie or No Result

- 16.3.1 A Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal.

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

- 16.3.2 No Result

See 16.1.3 above.

16.4 Prematurely Terminated Matches - Calculation of the Target Score

- 16.4.1 Interrupted Matches - Calculation of the Target Score

16.4.1.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations)

- 16.4.2 Prematurely Terminated Matches

16.4.2.1 If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.5 Winning hit or extras

- 16.5.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 40.18.2 (Penalty runs), shall be regarded as part of it. Note also clause **Error! Reference source not found.**
- 16.5.2 The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the batsmen before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.
- 16.5.3 If a boundary is scored before the batsmen have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

16.6 Points

16.6.1 Preliminary Matches

Win, with bonus point	5
Win, without bonus point	4
Tie	3
No Result	2
Loss	0

In the event of teams finishing on equal points, the right to play in the play-off or final match will be determined as follows:

1. The team with the most number of wins
2. If still equal, the team with the most number of wins over the other team(s) who are equal on points and have the same number of wins
3. If still equal, the team with the highest number of bonus points
4. If still equal, the team with the highest net run rate
5. If still equal the Cricket Council will decide on the outcome

In a match declared as a No Result, run rate is not applicable.

16.6.2 Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis/Stern, for net run rate purposes Team 1 will be credited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded with Duckworth/Lewis/Stern having been applied at an earlier point in the match, Team 1 will be credited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

16.6.3 Bonus Points

The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Refer to Appendix F.

17 THE OVER

17.1 Number of balls

The ball shall be bowled from each end alternately in overs of 6 balls.

18 SCORING RUNS

18.1 Law shall apply.

19 BOUNDARIES

19.1 Determining the boundary of the field of play

- 19.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See clause **Error! Reference source not found.** (Consultation with Home Board).
- 19.1.2 The boundary shall be determined such that no part of any sight-screen, will, at any stage of the match, be within the field of play.
- 19.1.3 The aim shall be to maximize the size of the playing area at each venue. With respect to the size of the boundaries, no boundary shall be longer than 90 yards (82.29 meters), and no boundary should be shorter than 65 yards (59.43 meters) from the centre of the pitch to be used.

20 DEAD BALL

Law shall apply

21 NO BALL Law shall apply

21.1 Free Hit

- 21.1.1 In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
- 21.1.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 21.1.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
 - 21.1.3.1 There is a change of striker (the provisions of clause 40.2 shall apply), or
 - 21.1.3.2 The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- 21.1.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances clause **Error! Reference source not found.** shall apply.
- 21.1.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

22 WIDE BALL

Law 22.1 – Judging a Wide

Law 22 shall apply with the following addition to Law 22.1:

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls

23 BYE AND LEG BYE

Law shall apply

24 FIELDER'S ABSENCE; SUBSTITUTES

24.1 Substitute fielders

24.1.1 The umpires shall allow a substitute fielder

24.1.1.1 if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or

24.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, clause **Error! Reference source not found.**

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him, subject to 24.2 and 24.3.

24.1.4 Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

24.1.5 Subject to the provisions of Clause 1.2.6, the player replacing the player selected to the Provincial team shall by right be entitled to bat, bowl or keep wicket. If the promoted player is batting at the time and he is required to leave the match, he shall retire "not out" and his substitute will be permitted to bat later in the innings at the fall of a wicket, unless nine wickets have already fallen, in which case he shall be allowed to bat immediately if available.

24.2 Fielder absent or leaving the field of play

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.

24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,

24.2.2.1 an umpire shall be informed of the reason for this absence.

24.2.2.2 he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.

24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 120 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

- 24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.
- 24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 120 minutes, and that player shall not bowl until all of his Penalty time has been served.
- 24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals, intervals between innings and official drinks intervals. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.
- 24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,
- 24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.
- 24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.
- 24.2.8 Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

24.3 Penalty time not incurred

A nominated player's absence will not incur Penalty time if,

- 24.3.1 he has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.
- 24.3.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.
- 24.3.3 the player is absent from the field for a period of 8 minutes or less.

24.4 Player returning without permission

If a player comes on to the field of play in contravention of clause 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.

- The umpire shall award 5 Penalty runs to the batting side.
- Runs completed by the batsmen shall be scored together with the run-in progress if they had already crossed at the instant of the offence.
- The ball shall not count as one of the over.
- The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.

25 BATSMAN'S INNINGS

Law shall apply

26 PRACTICE ON THE FIELD

26.1 Practice on the pitch or the rest of the square

- 26.1.1 There shall not be any practice on the pitch at any time.
- 26.1.2 There shall not be any practice on the rest of the square at any time except with the approval of the umpires.
- 26.1.2.1 If approved by the umpires, the use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.

26.1.2.2 Bowling practice on the bowling strips referred to above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

26.2 Practice on the outfield

26.2.1 On any day of the match, all forms of practice are permitted on the outfield

- before the start of play
- after the close of play, and
- during the interval or between innings

providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

26.2.2 Between the call of Play and the call of Time, practice shall be permitted on the outfield, providing that all of the following conditions are met:

- only the fielders as defined in Law participate in such practice.
- no ball other than the match ball is used for this practice.
- no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
- the umpires are satisfied that it will not contravene either of clauses 40.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side).

Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the other conditions in this clause.

26.3 Trial run-up

A bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of clauses 40.9 (Time wasting by the fielding side) or 40.12 (Fielder damaging the pitch).

26.4 Penalties for contravention

All forms of practice are subject to the provisions of clauses 40.3 (The match ball – changing its condition), 40.9 (Time wasting by the fielding side) and 40.12 (Fielder damaging the pitch).

26.4.1 If there is a contravention of any of the provisions of clause 26.1 or 26.2, the umpire shall

- warn the player that the practice is not permitted;
- inform the other umpire and, as soon as practicable, both captains of the reason for this action.

26.4.1.1 If the contravention is by a batsman at the wicket, the umpire shall inform the other batsman and each incoming batsman that the warning has been issued. The warning shall apply to the team of that player throughout the match.

26.4.2 If during the match there is any further contravention by any player of that team, the umpire shall

- award 5 Penalty runs to the opposing side;
- inform the other umpire, the scorers and, as soon as practicable, both captains, and, if the contravention is during play, the batsmen at the wicket.

27 THE WICKET-KEEPER

Law shall apply

28 THE FIELDER

Law shall apply.

28.1 Limitation of on side fielders

- 28.1.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 28.1.2 At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.
- 28.1.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.2 Fielders not to encroach on pitch

While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder, other than the bowler, may have any part of his person grounded on or extended over the pitch.

In the event of infringement of this clause by any fielder other than the wicket-keeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, clause **Error! Reference source not found.** (Position of wicket-keeper).

28.3 Movement by any fielder other than the wicket-keeper

- 28.3.1 Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:
- 28.3.1.1 minor adjustments to stance or position in relation to the striker's wicket.
 - 28.3.1.2 movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.
 - 28.3.1.3 movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.
- 28.3.2 In all circumstances clause 28.1 (Limitation of on side fielders) shall apply.
- 28.3.3 In the event of such unfair movement, either umpire shall call and signal Dead ball.
- 28.3.4 Note also the provisions of clause 40.4 (Deliberate attempt to distract striker). See also clause **Error! Reference source not found.** (Movement by wicket-keeper).

28.4 Restrictions on the placement of fieldsmen

- 28.4.1 In addition to the restrictions contained in clause 28.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.
- 28.4.2 The following fielding restrictions shall apply:
- 28.4.2.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to paragraph 2 of Appendix C). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 meters) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
 - 28.4.2.2 At the instant of delivery:

- 28.4.2.2.1 Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- 28.4.2.2.2 Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
- 28.4.2.2.3 Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

28.4.2.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

28.4.2.4 If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations:

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

28.4.2.5 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

28.4.2.6 The scoreboard shall indicate the current Powerplay in progress.

28.4.2.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

29 THE WICKET IS DOWN

Law shall apply

30 BATSMAN OUT OF HIS GROUND

Law shall apply

31 BOWLED

Law shall apply

32 CAUGHT

Law shall apply

33 HIT THE BALL TWICE

Law shall apply

34 HIT WICKET

Law shall apply

35 LEG BEFORE WICKET

Law shall apply

36 OBSTRUCTING THE FIELD

36.1 Out Obstructing the field

36.1.1 Law shall apply.

36.1.2 For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batsman crossing the pitch, clause 40.14 shall also apply.

See also paragraph **Error! Reference source not found.** of Appendix D.

37 RUN OUT

Law shall apply

38 STUMPED

Law shall apply

39 TIMED OUT

Law shall apply

40 UNFAIR PLAY

40.1 Fair and unfair play – responsibility of captains

The captains are responsible for ensuring that play is conducted within the Spirit of Cricket, as well as within these Playing Conditions.

40.2 Fair and unfair play – responsibility of umpires

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by these Playing Conditions, to be unfair he shall intervene without appeal and, if the ball is in play, call and signal Dead ball

and implement the procedure as set out in clause 40.19. Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by these Playing Conditions.

40.3 The match ball – changing its condition

40.3.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in clause 40.3.2.

40.3.2 It is an offence for any player to take any action which changes the condition of the ball.

Except in carrying out his normal duties, a batsman is not allowed to willfully damage the ball other than, when the ball is in play, in striking it with the bat. See also clause **Error! Reference source not found.** (Damage to the ball).

A fielder may, however:

40.3.2.1 polish the ball on his clothing provided that no artificial substance is used and that such polishing wastes no time.

40.3.2.2 remove mud from the ball under the supervision of an umpire.

40.3.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.

40.3.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in clause 40.3.2.

40.3.4 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this clause and decide together whether they can identify the player(s) responsible for such conduct.

40.3.5 If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;

40.3.5.1 Change the ball forthwith.

40.3.5.1.1 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, the batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

40.3.5.1.2 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

40.3.5.2 Additionally, the bowler's end umpire shall

- award 5 Penalty runs to the opposing side.

- if appropriate, inform the batsmen at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.

- inform the captain of the batting side as soon as practicable of what has occurred.

The umpires shall then report the matter to the Umpires who shall take such action as is considered appropriate against the player(s) concerned.

40.3.6 If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;

40.3.6.1 Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.

40.3.6.2 The bowler's end umpire shall issue the captain with a first and final warning, and

40.3.6.3 Advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the series, clause 40.3.5.2 above will be adopted, with the captain deemed to be the player responsible for the contravention.

40.4 Deliberate attempt to distract striker

- 40.4.1 It is unfair for any fielder deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.
- 40.4.2 If either umpire considers that any action by a fielder is such an attempt, he shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The bowler's end umpire shall
- award 5 Penalty runs to the batting side.
 - inform the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for the action.

Neither batsman shall be dismissed from that delivery and the ball shall not count as one of the over.

The umpires may then report the matter to the Umpires who shall take such action as is considered appropriate against the fielder concerned.

40.5 Deliberate distraction, deception or obstruction of batsman

- 40.5.1 In addition to clause 40.4, it is unfair for any fielder willfully to attempt, by word or action, to distract, deceive or obstruct either batsman after the striker has received the ball.
- 40.5.2 It is for either one of the umpires to decide whether any distraction, deception or obstruction is willful or not.
- 40.5.3 If either umpire considers that a fielder has caused or attempted to cause such a distraction, deception or obstruction, he shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.
- 40.5.4 Neither batsman shall be dismissed from that delivery.
- 40.5.5 If an obstruction involves physical contact, the umpires together shall decide whether or not an offence under clause 41 (Players' conduct) has been committed.
- 40.5.5.1 If an offence under clause 41 (Players' conduct) has been committed, they shall apply the relevant procedures in clause 41 and shall also apply each of clauses 40.5.7 to 40.5.9.
- 40.5.5.2 If they consider that there has been no offence under clause 41 (Players' conduct), they shall apply each of clauses 40.5.6 to 40.5.10.
- 40.5.6 The bowler's end umpire shall;
- award 5 Penalty runs to the batting side.
 - inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.
- 40.5.7 The ball shall not count as one of the over.
- 40.5.8 Any runs completed by the batsmen before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally, the run-in progress shall be scored whether or not the batsmen had already crossed at the instant of the offence.
- 40.5.9 The batsmen at the wicket shall decide which of them is to face the next delivery.
- 40.5.10 The umpires may then report the matter to the Umpires who shall take such action as is considered appropriate against the fielder concerned.

40.6 Bowling of dangerous and unfair short pitched deliveries

40.6.1 Notwithstanding clause 40.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.

In the first instance, the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1

40.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

40.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

40.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall

- call and signal No ball

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling

- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the Umpires who shall take such action as is considered appropriate against the bowler concerned.

40.6.1.4 A bowler shall be limited to two fast short-pitched deliveries per over.

40.6.1.5 A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

40.6.1.6 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast-short pitched delivery has been bowled.

40.6.1.7 In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide. See also clause **Error! Reference source not found.**

40.6.1.7.1 For the avoidance of doubt any fast-short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

40.6.1.8 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in clause 40.6.1.5 above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast-short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.

40.6.1.9 If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

40.6.1.10 If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.

40.6.1.11 Should there be any further instance by the same bowler in that innings, the umpire shall

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the Umpires who shall take such action as is considered appropriate against the bowler concerned.

- 40.6.2 Should the umpires initiate the caution and warning procedures set out in clauses 40.6.1.3 and 40.7 such cautions and warnings are not to be cumulative.

40.7 Bowling of dangerous and unfair non-pitching deliveries

- 40.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

- 40.7.2 Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally, the umpire shall

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the Umpires who shall take such action as is considered appropriate against the bowler concerned.

- 40.7.3 The warning sequence in clauses 40.7.1 and 40.7.2 is independent of the warning and action sequence in clause 40.6.

- 40.7.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 40.7.1, then the caution and warning in clause 40.7.1 shall be dispensed with. The umpire shall

- immediately call and signal No ball.

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the Umpires who shall take such action as is considered appropriate against the bowler concerned.

40.8 Bowling of deliberate front-foot No ball

If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he shall

- immediately call and signal No ball.
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the Umpires who shall take such action as is considered appropriate against the bowler concerned.

40.9 Time wasting by the fielding side

40.9.1 It is unfair for any fielder to waste time.

40.9.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then

- warn the captain of the fielding side, indicating that this is a first and final warning.
- inform the batsmen of what has occurred.

40.9.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.

Additionally, the umpire shall inform the batsmen and, as soon as is practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deliberate or repetitive, they may lodge a report under the Code of Conduct. In such circumstances, the Captain and/or any individual members of the fielding team responsible for the time wasting will be charged.

40.10 Batsman wasting time

40.10.1 It is unfair for a batsman to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run-up.

In addition, an incoming batsman should be in position to take guard or his partner ready to receive the next ball within 2 minutes of the fall of the previous wicket.

40.10.2 Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run-up or when the ball becomes dead, as appropriate, the umpire shall

- warn both batsmen and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.

- inform the other umpire of what has occurred.

- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

40.10.3 If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead

- award 5 Penalty runs to the fielding side.

- inform the other umpire of the reason for this action.

- inform the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the Code of Conduct. In such circumstances, the batsman concerned will be charged.

40.11 The protected area

The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centers of the two middle stumps, each parallel to it and 1 ft./30.48 cm from it.

40.12 Fielder damaging the pitch

40.12.1 It is unfair to cause deliberate or avoidable damage to the pitch. A fielder will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

40.12.2 If a fielder causes avoidable damage to the pitch, other than as in clause 40.13.1, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.

- inform the batsmen of what has occurred.

40.12.3 If, in that innings, there is any further instance of avoidable damage to the pitch, by any fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- award 5 Penalty runs to the batting side.

Additionally, the umpire shall

- inform the fielding captain of the reason for this action.
- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence to the Umpires who shall take such action as is considered appropriate against the fielder concerned.

40.13 Bowler running on protected area

40.13.1 It is unfair for a bowler to enter the protected area in his follow-through without reasonable cause, whether or not the ball is delivered.

40.13.2 If a bowler contravenes this clause, at the first instance and when the ball is dead, the umpire shall

- caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.
- inform the captain of the fielding side and the batsmen of what has occurred.

40.13.3 If, in that innings, the same bowler again contravenes this clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.

40.13.4 If, in that innings, the same bowler contravenes this clause a third time, when the ball is dead, the umpire shall,

- direct the captain of the fielding side to suspend the bowler immediately from bowling. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The bowler taken off shall not be allowed to bowl again in that innings.
- inform the other umpire of the reason for this action.

- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires may then report the matter to the Umpires who shall take such action as is considered appropriate against the bowler concerned.

40.14 Batsman damaging the pitch

40.14.1 It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, he must move from it immediately thereafter. A batsman will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

40.14.2 If either batsman causes deliberate or avoidable damage to the pitch, other than as in clause 40.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then

- warn both batsmen that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

40.14.3 If there is any further instance of avoidable damage to the pitch by any batsman in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batsman to his original end

- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause **Error! Reference source not found.** (Protective helmets belonging to the fielding side).
- Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

The umpires together shall report the occurrence to the Umpires who shall take such action as is considered appropriate against the batsman concerned.

40.15 Striker in protected area

- 40.15.1 The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable.

The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

- 40.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause 40.15.1, if the bowler has not entered the delivery stride, he shall immediately call Dead ball, otherwise, wait until the ball is dead; he shall then inform the other umpire of the occurrence.

The bowler's end umpire shall then

- warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batsman.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

- 40.15.3 If there is any further breach of any of the conditions in clause 40.15.1 by any batsman in that innings, the umpire seeing the contravention shall, if the bowler has not entered his delivery stride, immediately call and signal Dead ball, otherwise, he shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause **Error! Reference source not found.** (Protective helmets belonging to the fielding side).
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

The umpires together shall report the occurrence to the Umpires who shall take such action as is considered appropriate against the batsman concerned.

40.16 Non-striker leaving his ground early

If the non-striker is out of his ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one in the over.

If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

40.17 Batsmen stealing a run

40.17.1 It is unfair for the batsmen to attempt to steal a run during the bowler's run-up.

Unless the bowler attempts to run out either batsman – see clauses 40.16 and **Error! Reference source not found.** (Bowler throwing towards striker's end before delivery) – the umpire shall

- call and signal Dead ball as soon as the batsmen cross in such an attempt.
- inform the other umpire of the reason for this action.

The bowler's end umpire shall then

- return the batsmen to their original ends.
- award 5 Penalty runs to the fielding side.
- inform the batsmen, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.

The umpires may then report the matter to the Umpires who shall take such action as is considered appropriate against the batsman concerned.

40.18 Penalty runs

40.18.1 When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. See clause **Error! Reference source not found.** (Signals).

40.18.2 Penalty runs shall be awarded in each case where these Playing Conditions require the award, even if a result has already been achieved. See clause **Error! Reference source not found.** (Winning hit or extras).

Note, however, that the restrictions on awarding Penalty runs, in clauses **Error! Reference source not found.** (Leg byes not to be awarded), 34.4 (Runs scored from ball lawfully struck more than once) and **Error! Reference source not found.** (Protective helmets belonging to the fielding side), will apply.

40.18.3 When 5 Penalty runs are awarded to the batting side under any of clauses 24.4 (Player returning without permission), **Error! Reference source not found.** (Fielding the ball), **Error! Reference source not found.** (Protective helmets belonging to the fielding side) or under 40.3, 40.4, 40.5, 40.9 or 40.12, then

- they shall be scored as Penalty extras and shall be in addition to any other penalties.
- they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries.
- the batsmen shall not change ends solely by reason of the 5 run penalty.

40.18.4 When 5 Penalty runs are awarded to the fielding side, under clause **Error! Reference source not found.** (Deliberate short runs), or under 41.10, 41.14, 41.15 or 41.17, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

40.19 Unfair actions

40.19.1 If an umpire considers that any action by a player, not covered in these Playing Conditions, is unfair, he shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire.

The bowler's end umpire shall

40.19.1.1 If this is a first offence by that side

- summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.

- warn the offending player's captain that any further such offence by any member of his team shall result in the award of 5 Penalty runs to the opposing team.

40.19.1.2 If this is a second or subsequent offence by that side

- award 5 Penalty runs to the opposing side

40.19.1.3 The umpires may then report the matter to the Umpires who shall take such action as is considered appropriate against the player concerned.

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