

**CGL PLAYING CONDITIONS FOR ALL SATURDAY COMPETITIONS**  
**2018/2019**

**1. GENERAL**

Subject to the provisions of these Playing Conditions, the Laws of Cricket Code 2017 and the By-Laws and General Regulations of the Board shall apply to this competition. Team sheets are to be completed no later than 15 minutes before the start of the match and the toss may only take place once they have been exchanged.

**2. HOURS OF PLAY**

**2.1 The hours of play will be :**

13:00 to 15:20
15:40 to 18:00

**2.2 Watches may not be adjusted**

When the start of a match is delayed, watches may not be adjusted to allow for the time lost. The number of overs to be received by each side shall be calculated according to 8.2.1. This provision must be strictly adhered to.

**2.3 Drinks**

Drinks shall be taken *on the field of play* midway through each innings. The drinks break shall not exceed 5 minutes. No allowance will be made in respect of the drinks break for calculating the total time of an innings.

**3. UMPIRES**

**3.1 Captains to appoint unofficial umpires**

In the absence of official umpire(s), the captains shall appoint the umpire(s). The umpires so appointed by the captains shall not have the same authority as granted to umpires appointed by GCUA.

**3.2 Unofficial umpires to be team members**

Umpires appointed by the captains in terms of 3.1 must be members of the competing teams, or holders of a Level 1 certificate issued by the GCUA or an equivalent association. The term "team member" shall include the 12th man and team manager. The umpires appointed in terms hereof are under the control of the captains insofar as the changing of umpires during an innings is concerned. GCUA attesting to their eligibility to be a club umpire may also officiate at a match. Umpires are expected to maintain the highest level of integrity, the GCUA have the power to revoke an umpire's accreditation should the umpire's integrity be questioned and proved unworthy.

### 3.3 Fitness of ground

In the absence of official umpire(s) the captains, not the umpires appointed by them, shall be the sole judges of the fitness of the ground, weather and light conditions for play. In the event of a disagreement between the captains, the *status quo* rule shall apply.

## 4. THE PITCH

Except for rolling and sweeping provided for in Law 10 of the Laws of Cricket and the remarking of creases, the pitch shall be left untouched once the game has started.

## 5. THE BALL

### 5.1 Saturday One

Only a new 4-piece IGNITE ball can be used.

### 5.2 Saturday Two to Saturday Seven

Only a new 2-piece Blaster can be used.

### 5.3 Variation of match ball

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.

## 6. NUMBER OF PLAYERS PRESENT

Before a match may commence, **at least 7 players from each team must be present**. Play may be delayed one (1) hour beyond the scheduled start of play, i.e. until 14:00 for teams to fill the minimum complement of players. If at 14:00 the minimum number of players is not present and play has not started, the match will be abandoned and awarded to the non-defaulting team. The nomination of players, however, may not be delayed beyond 15 minutes before the **rescheduled** start. **The team arriving late will forfeit the toss.**

The captains must notify the umpires and the opposing captain of the age group of all players participating in an adult match who are in the under 19 age group or younger, even if the player is not a fast bowler. This requirement also covers any young player taking the field as a substitute fielder. The captains must also make sure that they are aware of all the restrictions and safety measures relating to these junior players as reflected in the By-Laws and General Regulations.

## **7. FIELDERS ABSENSE; SUBSTITUTES**

Law 24 – Substitutes or fielder leaving the field,  
Law 24 shall apply subject to the following:

- 7.1** Law 24.1 shall be amended as follows –  
The umpires shall have the discretion to allow for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.

Law 24.2.2 – Fielder absent or leaving the field.

Law 24.2.2 shall be replaced by the following:

- 7.1.1** If a fielder fails to take the field with his team at the start of the match or at any later time or leaves the field during a session of play, the umpire shall be informed for the reason of his absence and he shall not thereafter come to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as is practicable.

The player shall not be permitted to bowl in that innings after his arrival or return until he has been on the field for at least that length of playing time for which he was absent.

The penalty time for such a player returning to the field of play shall not exceed 60 minutes.

### **7.2 PENALTY TIME CARRIED FORWARD INTO BATTING INNINGS**

The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent (the penalty time for such a player returning to the field of play shall not exceed 60 minutes) or, if earlier, when his side has lost five wickets.

### **7.3 PENALTY TIME NOT INCURRED**

- 7.3.1** The restriction in clauses 7.1. and 7.2. above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reason.

- 7.3.2** In the event of the fielder already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided he personally informs the umpires when he is fit enough to take the field had play been in progress.

- 7.3.3** In the absence of official umpire(s) the captains, not the umpires appointed by them, should be personally informed.

**7.3.4** Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to account any such stopping time as playing time.

## **8. LENGTH OF INNINGS**

### **8.1 Uninterrupted match**

#### **8.1.1 Maximum number of overs**

Any innings shall be limited to a maximum of 35 overs, which are to be bowled by the fielding side in not more than 140 minutes.

#### **8.1.2 Close of innings of team batting first**

If the team fielding first fails to bowl 35 overs in 140 minutes, the over in progress shall be completed and this shall end the innings. In these circumstances, the team batting second shall be entitled to bat for the full 35 overs or 140 minutes.

#### **8.1.3 Start of innings of team batting second**

The start of the innings of the team batting second may not be delayed beyond 15:40, unless the number of overs per innings is reduced, by agreement, between the umpires and captains. In such an instance, the length of each innings shall be adjusted by the same number of minutes to allow each side to have an equal amount of overs and to allow for the rescheduled interval between innings.

#### **8.1.4 Close of innings of team batting second**

Play shall not continue after 18:00 except for the sole purpose of completing an over in progress.

#### **8.1.5 Penalties for failing to bowl overs**

For every over of the 35 or agreed number of overs (an interrupted match) not bowled by the fielding side in 140 minutes, 10 runs shall be added to the total of the batting side. These are to be known as penalty runs. An over in progress when time is reached at the end of an innings shall be completed and no penalty runs shall apply to that over.

### **8.2 Interrupted matches**

#### **8.2.1 Number of overs – Innings of team batting first interrupted**

In matches where the start is delayed for any reason, or play is suspended because of ground, weather or light conditions, the object shall always be to rearrange the number of overs so that both teams shall have the opportunity to bat for the same number of overs. The calculation of the number of overs to be

bowled in the time remaining before the close of play at 18:00 (agreed number of overs) shall be done by reference to the table in 8.4.

### **8.2.2 Number of overs – Innings of team batting second interrupted**

If it is not possible for the team batting second to bat for the same number of overs as the team batting first because of a suspension of play during its innings, it shall bat for the number of overs to be calculated.

The result of the match shall be determined in terms of 16.4.

### **8.2.3 Penalties for failing to bowl overs**

Refer 8.1.5

### **8.2.4 Innings of team batting second not longer than team batting first**

The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first is all out before the agreed number of overs has been bowled.

## **8.3 Examples of calculating overs to be bowled**

8.3.1 The start of play is delayed for 56 minutes.

From the table (8.4), 14 overs are lost, i.e. 7 from each innings. Now each team shall bat for  $35 - 7 = 28$  overs, which are to be bowled in 112 minutes. Where the overs to be deducted are uneven, the figure obtained shall be rounded up to the next even number, e.g. where 36 minutes are lost, this is equivalent to 9 overs to be rounded to 10 overs.

8.3.2 Conditions as in 8.3.1, but a further 48 minutes are lost during the innings of the team batting first. From the table (8.4), an additional 12 overs are lost, i.e. 6 overs from each innings. Each team shall now bat for  $28 - 6 = 22$  overs, to be bowled in 88 minutes.

8.3.3 Conditions as in example 8.3.2 but during the innings of the team batting second, 12 minutes are lost. From the table (8.4), this is equivalent to 3 overs. The team batting second shall now bat for  $22 - 3 = 19$  overs to be bowled in 76 minutes. The result shall be decided on the average run rate in terms of condition 16.4.

8.3.4 Conditions as in 8.3.3, but instead of 12 minutes, 36 minutes are lost during the innings of the team batting second. From the table (8.4), this is equivalent to 9 overs. The team batting second can receive  $22 - 9 = 13$  overs only. The match is a draw because the innings is now reduced to fewer than 15 overs.

8.3.5 No time is lost during the innings of the team batting first, but 48 minutes are lost through rain during the innings of the team batting second. From the table (8.4), this is equivalent to 12 overs. The team batting second shall now bat for  $35 - 12 = 23$  overs to be bowled in 92 minutes. The result shall be decided on the average run rate in terms of 16.4. This is a calculated result.

**Note:** The only time a “calculated” result can take place is when the team batting second is prevented by ground, weather or light conditions from receiving the same number of overs as the team batting first.

#### 8.4 Table of time and overs

Overs shall be bowled at the rate of 35 overs in 140 minutes according to the following table.

4 mins	1 over	44 mins	11 overs	84 mins	21 overs	124 mins	31 overs
8 mins	2 overs	48 mins	12 overs	88 mins	22 overs	128 mins	32 overs
12 mins	3 overs	52 mins	13 overs	92 mins	23 overs	132 mins	33 overs
16 mins	4 overs	56 mins	14 overs	96 mins	24 overs	136 mins	34 overs
20 mins	5 overs	60 mins	15 overs	100 mins	25 overs	140 mins	35 overs
24 mins	6 overs	64 mins	16 overs	104 mins	26 overs		
28 mins	7 overs	68 mins	17 overs	108 mins	27 overs		
32 mins	8 overs	72 mins	18 overs	112 mins	28 overs		
36 mins	9 overs	76 mins	19 overs	116 mins	29 overs		
40 mins	10 overs	80 mins	20 overs	120 mins	30 overs		

### 9 NUMBER OF OVERS PER BOWLER

9.2 No bowler shall bowl more than 7 overs in an innings.

9.3 Should the number of overs be reduced because of a delayed start or a suspension in play, there shall be no reduction in this maximum number of overs per bowler. If a bowler breaks down and is unable to complete an over **for any reason**, the remaining balls shall be bowled by another bowler, provided that the bowler who completes the over shall not –

- Be the bowler who bowled the previous over;
- Bowl the following over;
- Be a bowler who has already completed his quota of 7 overs;
- Be a bowler under suspension.

The over so completed shall count as one of the 7 overs of the bowler who completes it.

## **10 PRACTICE ON THE FIELD**

Refer to the Laws of Cricket Code 2017.

### **10.1 PRACTICE ON THE SQUARE**

**10.1.1** There shall be no practice of any kind, at any time on any day of the match, on the pitch or on either of the two strips parallel and immediately adjacent to the pitch, one on either side of it, each of the same dimensions as the pitch.

**10.1.2** There shall be no bowling or batting practice on any part of the square on any day of the match, except before the start of play or after the close of play on that day. Practice before the start of play on the rest of the square must not continue later than 30 minutes before the scheduled time or any rescheduled time for play to start on that day, and shall not be allowed if the umpires consider that, in prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

### **10.2 PRACTICE ON THE OUTFIELD**

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 on the field of play 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 Laws 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side).

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 Laws 41.9 (Time wasting by the fielding side) or 41.12 (Fielder damaging the pitch).

Punitive measures will be in the form of penalty runs. Refer to the Laws of Cricket for this.

## **11 TIMED OUT**

An incoming batsman shall, on appeal, be timed out if he takes more than 3 minutes to come in, timed from the moment the wicket falls until the new batsman arrives at the wicket to take guard, or if not the striker, the striker is ready to receive the next delivery.

## **12 LAW 21 : NO BALL**

**Free Hits in this Competition shall NOT apply.**

Law 21 of the Laws of Cricket shall apply with the following additions:

**12.1** If a bowler breaks the stumps at the bowlers end in his delivery stride the Umpire shall call and signal NO BALL

## 12.2 High full tosses

Either umpire shall call and signal “no ball” if **any** full toss passes, or would have passed, above the waist of the batsman standing in an upright position.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler’s end shall, in addition to calling and signalling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

Should there be any further instance where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman by the same bowler in that innings, the umpire shall in addition to calling and signalling no ball, when the ball is dead, direct the captain to take the bowler off forthwith.

The over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

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

The umpire(s) / captains(s) will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side and the governing authority, i.e. GCB.

## 12.3 Short pitched deliveries

One short pitch delivery shall be allowed per over, adjudged as having passed over the batsman’s shoulder standing upright at the crease.

In the event of a second short pitched delivery in the over, the umpire, after the call and signal of “no ball” and when the ball is dead, shall caution the bowler and advise the relevant parties. This caution shall remain in force for the duration of the innings.

If there is a further infringement by the same bowler, the umpire shall, after the call and signal of “no ball” and when the ball is dead, instruct the captain to take the bowler off. He shall not bowl again in the innings. The over shall be completed by another bowler who is eligible to bowl.

**Any short pitched delivery above head height where the batsman is unable to play a normal cricket stroke shall be called a “wide” and count as the one short pitched delivery allowed in the over.**

## 12.4 **BALL PITCHING MORE THAN ONCE, ROLLING ALONG THE GROUND OR PITCHING OFF THE PITCH**

The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

- bounces more than once
- or rolls along the ground before it reaches the popping crease.
- or pitches wholly or partially off the pitch as defined in Law 6.1 before it reaches the line



of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

#### **12.4 Penalty runs**

The penalty run for a no ball shall be scored in addition to any runs otherwise scored.

### **13 LAW 22 : WIDE BALL**

**13.4** Umpires are instructed to apply a consistent interpretation of this Law in order to prevent negative bowling wide of the wicket.

**13.5** Any delivery not having been struck by the batsman nor having struck his person and not passing within 0.80m of the outer stumps shall be called "wide ball".  
Pitches shall be marked in accordance with the provisions of the By-laws and General Regulations.

**13.6 Persistent bowling** down the leg side within the 0.80m tolerance or bowling down the leg side that is considered by the umpire as a **negative** tactic, will after an initial warning to the bowler, be called a wide.

**13.7** A penalty of one run for a wide ball 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 as wides.

### **14 FIELDERS**

#### **14.1 Limitation of on-side fieldsmen**

The number of on-side fieldsmen at the instant of the bowler's delivery shall not exceed 5k, not more than 2 of whom shall be behind the line of the popping crease. If this playing condition is infringed, either umpire shall call and signal "No Ball" at the instant of delivery or as soon as possible thereafter.

#### **14.2 Movement by fielders**

Law 28.6 - Movement by fielders shall be replaced by the following:

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:

- i. minor adjustments to stance or position in relation to the striker's wicket.
- ii. movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position.
- iii. movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

Notwithstanding (iii) above, in all circumstances Law 28.4 (Limitation of on side fielders) shall apply.

In the event of such unfair movement, either umpire shall call and signal Dead ball as soon as possible after the delivery of the ball.

Note also the provisions of

Law 41.4 (Deliberate attempt to distract the striker) and

Law 27.4 (Movement by the wicket-keeper).

### **14.3 The Wicket-keeper**

Law 27.4 shall be replaced by the following:

After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:

- (i) movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket.
- (ii) lateral movement in response to the direction in which the ball has been delivered.
- (iii) movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however the provisions of Law 27.3 (Position of the wicket-keeper) shall apply.

In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

## **15 RESULT OF MATCH**

### **15.1 Each side to receive 15 overs**

A result can only be obtained if both teams have batted for a minimum of 15 overs, unless one team is all out in fewer than 15 overs, or unless the team batting second scores enough runs to win in fewer than 15 overs. The result of a match in which either team does not have the opportunity to bat for a minimum of 15 overs shall be a draw.

### **15.2 Higher number of runs winner**

In any match in whom both teams had the opportunity to bat for the agreed number of overs, subject to a minimum of 15 overs per team, the team scoring the higher number of runs shall be the winner.

### 15.3 Scores equal

If the scores are equal, the result shall be a tie. No account shall be taken of the number of wickets lost by each team.

### 15.4 Side batting second does not receive agreed overs

If, provided they have received the minimum of 15 overs (unless they are all out in fewer than 15 overs), the team batting second has not had the opportunity of receiving the agreed number of overs and has not been all out, or has not passed the score of the opposing team when the match is abandoned, the result shall be decided on the average run rate throughout the innings of each team. If the team batting first is all out in fewer than its full quota of overs, the calculation of its average run rate shall be based on the full number of overs to which it was entitled and **not** on the number of overs in which it was dismissed. Run rates shall be calculated by dividing the team's total runs, including any penalty runs, by the number of overs received.

For an incomplete over, the number of overs shall be rounded down for 3 balls or less delivered and rounded up for 4 balls or more delivered. For example, 25 overs and 3 balls shall count as 25 overs for calculation purposes.

## 16 LAW 42: PLAYERS CONDUCT

Law 42 to be amended as follows:

The disciplinary committee of the GCB will determine the different levels of misconduct and all disciplinary processes. No player will be suspended during a match.

## 17 POINTS SCORING

- The winning side shall be awarded 4 points.
- The winning side shall be awarded 5 points if they won with a bonus point
- Each side shall be awarded 3 points for a tie.
- Each side shall be awarded 2 points for a draw.
- No points shall be awarded to the losing side.
- The non-defaulting side in a match not played because of a default shall be awarded 4 points
- The defaulting side in a match not played because of a default shall be penalised 4 points.
- The team with the most points will be considered as winners of the league.
- In the event of two teams having the same points for a play-off –
  - The GCB will first look at the team that has the most wins;
  - If this is still equal, the GCB will look at the number of draws of the two teams;
  - If this is still equal, the number of ties and wins by default will also be under scrutiny.
  - If still equal, the team with the highest net run rate.

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

**Examples of criteria for the award of bonus points.**

Team Batting First		Team Batting Second		Team Bowling Second	
Score	Run Rate	Required Run Rate	Overs to Win	Required Run Rate	Target Score
300	6,67	8,333	36	5,336	240
275	6,11	7,639	36	4,888	220
250	5,56	6,944	36	4,448	200
225	5,00	6,250	36	4,000	180
200	4,44	5,555	36	3,552	160
175	3,89	4,861	36	3,112	140
150	3,33	4,167	36	2,664	120
125	2,78	3,472	36	2,224	100
100	2,22	2,778	36	1,776	80
75	1,67	2,083	36	1,336	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.

**18. PENALTY POINTS**

**18.1 Late start**

For a late start, the offending team(s) will be penalised 1 point. Repeated offences may incur an additional penalty which shall be applied at the discretion of the Board.

**18.2 Incompletely filled in result cards**

For an incompletely filled in result card, both teams will be penalised 1 point.

**18.3 Defaulting from a fixture**

For defaulting from a fixture the offending team will be penalised 4 points and will be considered to have played the match. A team defaulting 3 times in a season will be expelled from the league and its matches expunged from the league records.

**18.4 Incomplete filled in umpires' evaluation**

Where official umpires are present, for an umpires' evaluation report not being completed the offending team will be penalised 2 points.

## **19 RESULT CARDS**

### **19.1 Responsibility of the scorers**

Scorers shall complete the result card and ensure that all the required information is filled in.

### **19.2 Duty of the captains**

It is the duty of the captains to ensure that the information on both the result cards is correct.

### **19.3 Duty of the umpires**

It is the duty of both umpires to ensure that the result cards are correctly completed. Result cards are to be signed by both umpires. Failure to sign the result card may result in the umpire forfeiting his match fee.

### **19.4 Result cards to be completed**

Scorers, umpires and captains are to ensure that result cards are filled out and signed, even if no play was possible. The card must be submitted to the GCB offices within 7 days of the match. Failure to do so will result in a fine of R50 as well as a deduction of 2 match points.

### **19.5 UMPIRES' EVALUATION REPORT CARDS**

It will be the responsibility of each club to complete an official Umpires' Evaluation Form as prescribed. The form must be submitted to the GCB offices within 5 days of the match. **Failure to do so will result in a deduction of 2 match points.**