

**CENTRAL GAUTENG LIONS  
PLAYING CONDITIONS: 2019/2020  
LIMITED OVERS (50) COMPETITION**

Subject to the provisions of these conditions, the Laws of Cricket Code 2017 and the By-laws and General Regulations of the Board shall apply.

**1. PLAYERS**

Each captain shall nominate 11 players in writing prior to the toss taking place. No player that is a member of the playing eleven may be changed after the nomination without the consent of the opposing captain.

**2. UMPIRES**

**2.1 Appointments vested in GCUA**

The appointment of official umpires to fixtures in the CGL competitions is delegated to the GCUA.

**2.2 Captains to appoint unofficial umpires**

In the absence of official umpire(s) the captains shall appoint the umpire(s). If an official club umpire is present, he shall have full authority as granted to umpires appointed by GCUA.

**2.3 Unofficial umpires to be team members**

Umpires appointed by the captains in terms of 2.2 must be members of the competing teams or holders of a Level 1 certificate issued by GCUA or an equivalent association. The term "team member" shall include the 12<sup>th</sup> 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.

Umpires are expected to maintain the highest level of integrity. The GCUA has the power to revoke an umpire's accreditation should the umpire's integrity be questioned and proven unworthy.

**2.4 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 shall remain.

Laws 2.7 and 2.8 shall be replaced with:

- 2.5** If at any time the umpires, together, agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to

whether conditions are so bad as to warrant such action is one for the umpires alone to make.

Umpires to take existing policies regarding ground weather and light of the CGL and GCUA into consideration when making such decisions.

- 2.5.1** Play will also be suspended if at least one of the officially appointed umpires is of the opinion that play should be suspended due to the conditions of ground weather or light.
- 2.6** The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. 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 unreasonable for play to take place.
- 2.7** The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- 2.8** When there is a suspension of play, it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play, they shall call upon the players to resume play.
- 2.9** If play is in progress up to the start of an agreed interval, then it will resume after the interval, unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire so that it would be unreasonable or dangerous for play to take place.

### **3. SCORERS**

Shall be appointed where possible by the GCSA. If not, clubs are responsible to supply the scorers for the fixture.

The scoreboard shall indicate the current Power play in progress.

### **4. TOSS AND PLAYER NOMINATION**

The normal laws of cricket shall apply.

- 4.1** The nomination of players must be in writing on a team sheet and be given to the umpires before the toss.
  - 4.2.1** 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
  - 4.2.2** 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.

4.3 Before the toss may occur, at least 9 of the nominated players from each team must be present.

4.3.1 The toss must be done not later than 15 minutes prior to the scheduled start of the match.

4.3.2 Forfeiture of the toss and possible awarding of the match:

The team defaulting in regards to the number of nominated players present, at the latest time for the toss to happen, will forfeit the toss.

After the forfeiture of the toss the defaulting team will be allowed a period not exceeding 30 minutes to have the minimum number of players present before play will be allowed to commence.

If this requirement is not met the match will be awarded to the non defaulting team.

Example:

ACTIVITY	TIME
Scheduled start of match.	09:45
Latest time the toss is to take place with minimum of nine (9) players present. (Not later than 15 minutes before the scheduled start of play)	09:30
After forfeiting the toss the defaulting team has a maximum of 30 minutes to have at least 9 players present at the match venue for the match to commence.	10:00
Awarding of the match to the non defaulting team.	10:00
Reporting of the matter to CGL	10:00

Failure to comply with the point above (4.3) will result in the match being awarded to the non-defaulting team.

4.3.2 If both team default in regards with the minimum player requirements, the match will be abandoned and a full report submitted by the umpires to the chairperson of the Umpires' Association and the captain of both teams shall submit a full report to the CGL League Administrator.

## 5. THE BALL

### CGL BALL SPECIFICATION FOR 2019/20 SEASON

	Type of Ball		Specification
Premier A	4 piece		Kookaburra
Premier B	4 piece		Duke Special Match
Presidents	4 piece		Blaster Ignite
SU1	4 piece		Blaster Ignite
SU2		2 piece	Blaster Ignite
SU3		2 piece	Blaster Gold
SU4		2 piece	Blaster Gold
SU5		2 piece	Blaster Gold
SU6		2 piece	Blaster Gold
SU7		2 piece	Blaster Gold
T20	4 piece		Blaster Ignite
SA1	4 piece		Blaster Ignite
SA2-SA7		2 piece	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.

## 6. INNINGS

Law 13 shall apply, subject to the following (see also clause 16 below).

### 6.1 NUMBER OF INNINGS

Law 13.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs.

### 6.2 LENGTH OF INNINGS

#### 6.2.1 Uninterrupted matches

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

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 rescheduled time, subject to there being a minimum interval of 20 minutes. The team atting

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.

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

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.

Penalties shall apply for slow over rates.

## **6.2.2 Delayed or interrupted matches**

A minimum of 20 overs per side is required for a result to be achieved.

### **Prematurely Terminated Matches - Calculation of the Target Score**

6.2.2.1 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)

## **6.2. Prematurely Terminated Matches**

6.2.2.1 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.

## **6.2.3 Delay or interruption to the innings of the team batting first**

When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, which is inclusive of the provision for the drinks interval(s), in the total remaining time available for play.

The revision of the number of overs should ensure, where 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 allocated to the side batting second, subject to a result not being achieved earlier.

As soon as the total minutes of playing time remaining is less than the completed overs faced by team 1 multiplied by 4, then the first innings is terminated and the provisions of 6.2.4 below take effect.

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 14.28 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, including those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over for each team.

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. The interval shall be reduced to enable the second innings to commence at the rescheduled time, subject to there being a minimum interval of 20 minutes.

Penalties shall apply for slow over rates.

#### **6.2.4 Delay or interruption to the innings of the team batting second**

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 14.28 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.

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.

To constitute a match, a minimum of 20 over has to be bowled to the team batting second subject to a result not being achieved earlier.

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.

A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour. With the inclusion 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.

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.

Penalties shall apply for slow over rates.

### **6.3 LENGTH OF INNINGS (continued)**

If the first innings runs into the scheduled time for lunch, the lunch break shall be shortened to allow the second innings to commence as per scheduled, provided that the lunch break is **not less than 20 minutes**.

In the event of the side bowling first not completing its required number of overs by the scheduled or re-scheduled interval, they shall complete the allocated number of overs and the interval will then be taken. The second innings will commence at the scheduled time, provided that the interval is not less than 20 minutes.

If the umpires are of the opinion that either team has wasted time, they will, in addition to Law 41.9 and 41.10, report the incident to the chairperson of the Umpires' Association who will then take the necessary action.

### **6.4 EXTRA TIME**

No extra time is permitted where the start of play is delayed or play is suspended.

### **6.5 NUMBER OF OVERS PER BOWLER**

No bowler shall bowl more than 10 overs in an innings.

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.

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.

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 insofar as each bowler's limit is concerned.

#### **6.5.1 MINIMUM NUMBER OF OVERS REQUIRED TO BE BOWLED**

The minimum of overs to be bowled for the required over rate to be achieved by the fielding team shall be 14.28 overs per hour. This is inclusive of drinks breaks.

In calculating the minimum number of overs required to be bowled, the following time allowances shall be made –

The actual time taken where treatment is given by authorised medical personnel to a player on the field of play;

The actual time taken for a player to leave the field of play in the event of a serious injury;

The actual time lost due to any other circumstances beyond the control of the players.

The minimum number of overs required to be bowled will be calculated at the end of the match by the umpires. If the overs are calculated as being under the minimum number of overs required to be bowled the hour, the following shall apply:

As soon as reasonably practicable, the umpires shall inform the team captain and/or team manager of the relevant fielding team that the regulations have been breached and that the prescribed sanction in accordance with clause 20 shall be applied.

If the umpires are of the opinion that the minimum number of overs required 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 they deem appropriate.

In the event of any time allowances being granted to the fielding team under 15.2 (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.

## 6.6 HOURS OF PLAY AND INTERVALS

There will be two sessions of 3 hours and 30 minutes, each separated by a 30 minute interval between innings. The hours of play shall be:

09:45	10:55	Play	13:45	14:55	Play
10:55	11:00	Drinks	14:55	15:00	Drinks
11:00	12:10	Play	15:00	16:10	Play
12:10	12:15	Drinks	16:10	16:15	Drinks
12:15	13:15	Play	16:15	17:15	Finish
13:15	13:45	Lunch			

## 6.7 LUNCHEON INTERVAL

The luncheon interval shall be taken between innings and the duration shall be based on the scheduled duration of the match at the time play commences as per table below.

Overs per side	Interval duration
Between 41 and 50	30 minutes
Between 20 and 40	25 minutes



The luncheon interval **cannot be** shortened and will be of the duration as set out in 6.7 above.

#### **6.7.1 INNINGS CHANGE INTERVAL**

In the event of the innings of the side batting first finishing 30 minutes or earlier than the scheduled time for lunch, the second innings shall commence after a 10 minute change of innings and shall continue until the scheduled time for lunch.

In the event of the innings of the side batting first finishing within 30 minutes of the scheduled time for lunch, lunch will be taken immediately and will be of the duration as determined by 6.7 above. The second innings shall commence after the lunch interval.

In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the innings will be continued and completed. The duration of the lunch interval will be determined as per 6.7 above. The umpires will take the necessary action for any innings that exceeded its allocated time for completion.

If no play is possible from the scheduled start of play until 12:00, lunch, subject to availability, may be taken from 12:00 onwards if the consent of both captains and umpires is obtained. If not, then it shall be taken at 12:45.

#### **6.8. DRINKS BREAK**

In the event of a reduced innings, the umpires shall use their discretion as to the timing of the drinks interval, if any.

The drinks break shall not exceed 5 minutes and must be taken on the field of play.

An allowance will be made in respect of the drinks break for calculating the over rate of an innings.

#### **6.9 ADDITIONAL TIME TO OBTAIN A RESULT**

The umpires may decide to play 30 minutes (a minimum of eight overs) extra time at the scheduled luncheon interval

- a. if requested by either captain, and
- b. if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

## **7. NO BALL**

In addition to Law 21 please note the following

Free hit after a No Ball – Only applies where official CGL umpires are present.

7.1 The delivery following a no ball (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.

7.1.1 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.

7.1.2 Field changes are not permitted for free hit deliveries unless there is a change of striker (the provision of clause 13 shall apply).  
Except if the No Ball was the result of a fielding restriction breach. The field may then be changed but only to the extent of correcting the breach.

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.

## **7.2 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.

## **8. WIDE DELIVERIES**

A line shall be drawn, 17 ins/43.18cms, in from the return crease and shall extend from the popping crease to the bowling crease. This line must be used to adjudge off-side wides only.

Umpires are instructed to apply very strict and consistent interpretation in this regard in order to prevent negative bowling wide of the wicket. Any leg side delivery while the batsman is in his normal stance shall be called a wide.

A penalty of one run for a wide shall be scored. The 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 wide balls.

A fast short pitched delivery which passes above the head of the striker standing in an upright position at the popping crease shall be called wide. However, the procedure as set out in clause 14.2 (short pitched deliveries) shall apply, i.e. warning related to short pitched deliveries.

## **9. FIELDERS ABSENCE; SUBSTITUTES**

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

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.

### **9.1 Law 24.2.2 – Fielder absent or leaving the field for a period of longer than 8 minutes.**

Law 24.2.2 shall be replaced by the following:

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 for a period of longer than 8 minutes, 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.

Such a 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 90 minutes.

### **9.2 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 90 minutes) or, if earlier, when his side has lost five wickets.

### **9.3. PENALTY TIME NOT INCURRED**

**9.3.1** The restriction in clauses 9.1. and 9.2. 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.

**9.3.2** In the event of the fieldsman 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.

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

**9.3.4** 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.

**10. BATSMAN'S INNINGS; RUNNERS**

Law 25 will be replaced by the following:

No runners will be allowed

**11. PRACTICE ON THE FIELD OF PLAY**

Refer to the Laws of Cricket Code 2017.

**11.1 PRACTICE ON THE SQUARE**

**11.1.1** 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.

**11.1.2** 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.

**11.2 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.

## 12. THE WICKET-KEEPER

Law 27.4.1 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:

movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket.

lateral movement in response to the direction in which the ball has been delivered.

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) and 27.4 (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.

## 13. THE FIELDER

In addition to Law 28 please note the following

### **RESTRICTION ON PLACEMENT OF FIELDERS AND POWERPLAY**

Restrictions on the placement of fielders

**13.1.** At the instant of delivery, there may not be more than 5 fielders on the leg side.

**13.2** In addition to the restriction contained in clause 13.1. 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 below:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or dots at 5 yard (4.57 metres) intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

Fielding restrictions at the instant of delivery:

50 Over match

POWERPLAY NUMBER	OVERS NUMBERS INVOLVED	FIELDING RESTRICTIONS
1	1 to 10	Maximum 2 fielders allowed outside 30yard/27,43m circle
2	11 to 40	Maximum 4 fielders allowed outside 30yard/27,43m circle
3	41 to 50	Maximum 5 fielders allowed outside 30yard/27,43m circle

**13.2.1** 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.

<b>Innings duration</b>	<b>Power play 1</b>	<b>Power play 2</b>	<b>Power play 3</b>
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

If play is interrupted during an innings and the table in 13.2.1. applies, the Power play take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

### **Illustrations of 13.2.1.**

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.

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.

The scoreboard shall indicate the current Power play in progress.

In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal no ball.

When there is no demarcation of the restricted areas mentioned above, the umpires shall be the sole judges of these imaginary areas.

## **13.3 MOVEMENT BY FIELDERS**

Law 28.6.1 till 28.6.4 - Movement by fielders and significant movement 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:

minor adjustments to stance or position in relation to the striker's wicket.

movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position.

movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

Notwithstanding the 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**     **LAW 41: UNFAIR PLAY**

### **14.1**    **CHANGING CONDITION OF THE MATCH BALL**

Law 41.3 shall apply subject to the following:

If the umpires together agree that the deterioration in the condition of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this law. They shall then together decide if they can identify the player(s) responsible for such conduct, irrespective of the player or players concerned.

The opposing side will be asked if they want the match ball replaced. If so requested the umpires will select the replacement ball.

#### **14.1.1** Furthermore, If it is possible to identify the player(s) responsible, Additionally the bowlers end umpire shall:

Award five (5) penalty runs to the batting side  
Inform the captain of the fielding side of the reason for the action taken  
Inform the captain of the batting side as soon as practicable of what has occurred  
Together with the other umpire report the incident to the GCB who shall take the necessary action against the player(s) responsible.

#### **14.1.2** If it is not possible to identify the player(s) responsible

- (a) The Bowler's end umpire shall issue the captain with a first and final warning
- (c) Advise the captain that should there be any further incident by his team during the remainder of the match where the player(s) responsible cannot be identified, the captain will be deemed to be the player responsible and the steps as per 14.1.1. will be followed.

### **14.2**    **SHORT PITCHED DELIVERIES**

Law 41.6: The bowling of fast short pitched balls

Law 41.6 shall be replaced by the following:

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

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.

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.

In addition, for the purpose of this regulation and subject to clause 8, a ball that passes above head height of the batsman that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.



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.

In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in clause 8 above, the umpire at the bowler's end shall call and signal no ball on each occasion. A different 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.

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.

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.

Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, 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 will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as possible, to the captain of the batting side.

The umpires will then report the matter to the GCB Tournament Administrator who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 41.1: Fair and Unfair Play – Responsibility of the captains).

The above is not a substitute for law 41.6, which umpires are able to apply at any time.

### **14.3 BOWLING OF HIGH FULL PITCHED DELIVERIES**

Law 41.7 shall be replaced by the following –

Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.

In the event of a bowler bowling a high full pitched ball as defined above, the umpire at the bowler's end shall 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, 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. If necessary, 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 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.

Note: The above is not a substitute for Dangerous and Unfair Bowling, which umpires are able to apply at any time.

**Note also the provisions of:**

- Law 41.4 (Deliberate attempt to distract the striker),
- Law 41.5 (Deliberate distraction, deception or obstruction of a batsman) and
- Law 41.8 (Bowling of deliberate front foot no ball).

**15 TIME WASTING**

**15.1 TIME WASTING BY THE FIELDING SIDE**

Law 41.9 shall apply:

In the first instance of any waste of time in that innings by any member of the field side, the umpire shall, call and signal dead ball if necessary, issue a first and final warning to the fielding side –

If there is a further incident of time wasting by the fielding side in that innings the umpire shall:

Call and signal dead ball if necessary; and either,

if the waste of time is not during an over, award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action or,

if the waste of time is during the course of an over, direct the captain of the fielding side to suspend the bowler immediately from bowling

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

Inform the other umpire, the batsmen at the wicket and, as soon as possible, the captain of the batting side of what has occurred;

Report the occurrence to the GCB.

## **15.2 TIME WASTING BY THE BATSMEN**

Law 41.10 shall apply, subject to the following (Umpires to apply strict interpretation in this regard)

If the incoming batsman is not in a position to take guard or his partner not ready to receive the next ball within 3 minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

In addition, the umpires will report the incident to the GCB.

Batsman 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 a wicket falls until he arrives at the wicket to take guard, or if not the striker, the striker is ready to take guard.

## **16. OBSTRUCTING THE FIELD**

Refer to Law 37

In addition and 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 affect 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, law 41.14 shall also apply.

## **17. STRIKER IN PROTECTED AREA**

(Law 41.15 refers)

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.

If either umpire considers that the striker is in breach of any of the conditions in Law 41.15.1, if the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead; he/she 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.

If there is any further breach of any of the conditions in Law 41.15.1 by any batsman in that innings, the umpire seeing the contravention shall, if the bowler has not entered his/her delivery stride, immediately call and signal Dead ball, otherwise, he/she 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/her 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 Law 28.3 (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 as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team

#### **18. NON STRIKER LEAVING HIS/HER GROUND EARLY**

(Law 41.16 refers)

If the non-striker is out of his/her 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/her 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.

#### **19. 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.

## **20. SCORING SYSTEM**

Below is the table for points to be awarded.

Win with a Bonus Point	6
Win	5
Tie or no result	3
Loss (without conceding a Bonus Point)	1
Loss (with conceding a Bonus Point)	0

### **19.1 BATTING BONUS POINT**

- i. For a team batting second, to achieve a batting bonus point they must achieve the target score within 80% (eighty percent) of the resources (overs) available to them, i.e. in a 50 (fifty) over uninterrupted match they must achieve the target in 40 (forty) overs or less. If they achieve the target in 40 (forty) overs and 1 (one) ball, no batting bonus point will be awarded.
- ii. If the team batting second fails to achieve a batting bonus point, then neither team will be awarded a batting bonus point.

### **19.2 BOWLING BONUS POINT**

- iii. For a team to be awarded a bowling bonus point they must restrict the team batting second to 80% (eighty percent) or less of the target score, i.e. if the team batting first sets a target score of 100 (one hundred) runs, the team bowling second must restrict the batting team to 80 (eighty) runs or less to qualify for the bowling bonus point.
- iv. If the team batting second scores 81 (eighty one) or more, no bowling bonus point will be awarded to either team.
- v. Where a fraction is involved, the fraction of an over or run will always be rounded up, i.e. 80.01111 runs will become a target of 81 (eighty one) runs.

## **21. OVER RATES**

Penalties for failure to maintain over rate

The following penalties will be deducted from the fielding side for failing to maintain an average over rate of 15 overs per hour during an innings. Penalties will apply in respect of each match played and shall only apply to the 1st innings.

The following penalty points will apply:

Overs per hour	Deductions
13.28 to 14.27	1 points
12.28 to 13.27	2 points
Less than 12.28	3 points

In addition to the above the captain of the team involved may be charged under the disciplinary code.