

## GAUTENG CRICKET BOARD

### PLAYING CONDITIONS : LIMITED OVERS (50) COMPETITION SEASON 2013/14

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

#### 1. Players

Each captain shall nominate 11 players. No player that is a member of the playing eleven may be changed after the nomination without the consent of the opposing captain.

#### 2. Substitutes

##### **Law 2 – Substitutes and runners, batsman or fielder leaving the field, batsman retiring, batsman commencing innings**

Law 2 shall apply subject to the following :

- 2.1 Law 2.1(a)(ii), 2.7 and 2.8 shall not apply. A runner for a batsman while batting is not permitted.

Law 2.1(b) 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.

##### 2.2 **Law 2.5 – Fielder absent or leaving the field**

Law 2.5 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, 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 (see Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

##### **If the player is absent from the field for longer than 8 minutes**

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

- 2.2.2 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 or, if earlier, when his side has lost five wickets.

The restriction in clauses 2.2.1 and 2.2.2 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 reasons.

In the event of a batsman or a 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. 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.

### **3. UMPIRES**

#### **3.1 Appointments vested in GCUA**

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

#### **3.2 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.

#### **3.3 Unofficial umpires to be team members**

Umpires appointed by the captains in terms of 3.2 must be members of the competing teams or holders of a National "C" or entry level certificate issued by the 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.

Club umpires having qualified with a minimum of an entry level exam in possession of a document signed by the 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 has the power to revoke an umpire's accreditation should the umpire's integrity be questioned and proven unworthy.

### 3.4 **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 apply (see Code of Behaviour 2.2).

Laws 3.8 and 3.9 shall be replaced by :

- 3.5 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.
- 3.6 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.
- 3.7 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- 3.8 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 the game.
- 3.9 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.

## 4. **SCORERS**

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

## 5. TOSS

- 5.1 The normal laws of cricket shall apply.
- 5.2 The nomination of players must be in writing on a team sheet and be given to the umpires before the toss.
- 5.3 Before the toss may occur, at least 7 of the nominated players from each team must be present.
- 5.4 The toss must be done not later than 15 minutes prior to the scheduled start of the match.
- 5.5 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. The toss will be delayed for a maximum of 30 minutes or until the minimum player requirements are met.
- 5.6 Failure to comply to the point above (13.5) will result in the match being awarded to the non-defaulting team.
- 5.7 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 GCB League Administrator.

## 6. THE BALL

- 6.1 The ball to be used as per approval of GCB

<b>Premier League</b>	4 piece Kookaburra
<b>Presidents – Sunday One</b>	4 piece 156 gsm
<b>Sunday Two to Sunday Four</b>	2 piece 156 gsm
<b>Sunday Five to Sunday Seven</b>	2 piece 156 gsm
<b>Saturday One</b>	4 piece 156 gsm
<b>All other Saturday leagues</b>	2 piece 156 gsm

- 6.2 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.

## 7. INNINGS

Law 12 Innings

Law 12 shall apply, subject to the following (see also clauses 15 and 16 below).

### 7.1 Number of innings

Law 12.1 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.

## **7.2 Length of innings**

### **7.2.1 Uninterrupted matches**

- (i) Each team shall bat for 50 overs unless all out earlier.
- (ii) 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 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.
- (iii) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- (iv) 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.
- (v) Penalties shall apply for slow over rates.

### **7.2.2 Delayed or interrupted matches**

#### **(a) Interruptions**

- (i) A minimum of 20 overs per side is required for a result to be achieved.
- (ii) No overs shall be deducted for the first 30 minutes play that is lost.
- (iii) After 30 minutes play has been lost, then the innings of each side shall be reduced by 1 over for every full 4 minutes lost.
- (iv) In all matches the umpires will, at the interval, inform both teams of the run rate that will be applicable should there be an interruption and a subsequent reduction in overs for the team batting second. For clarity, this means that the umpires at the completion of the first innings will confirm with the scorers the correctness of the score achieved. The umpires will add one run to determine the target score. The target score will be divided by number of overs allocated to the team batting first, even if they are bowled out prior to the completion of those allocated overs. The target run rate will be communicated to both teams.

- (v) Example : Team A scores 224 in 50 overs, therefore the target score to win would be 225 in 50 overs which equate to a target run rate of 4.50 runs per over. If the team batting second can only face 30 overs due to a loss of overs, the revised target would be 135 (30 overs x 4.50 runs per over).

**(b) Delay or interruption to the innings of the team batting first**

- (i) When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour, which is exclusive of the provision of the drinks interval, in the total remaining time available for play.
- (ii) 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 bowled to the side batting second, subject to a result not being achieved earlier.
- (iii) 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 (7.2.2(b)) below take effect.
- (iv) 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 15 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 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.

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.

- (v) Penalties shall apply for slow over rates.

**(c) Delay or interruption to the innings of the team batting second**

- (i) 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 15 overs per hour, which is exclusive 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.
- (ii) 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.
- (iii) 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.
- (iv) 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.
- (v) A fixed time will be specified for the close of play by applying a rate of 15 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.
- (vi) 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.
- (vii) Penalties shall apply for slow over rates.

**(d) Length of innings**

- (i) 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**.
- (ii) 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.

- (iii) If the umpires are of the opinion that either team has wasted time, they will, in addition to Law 42.9 and 42.10, report the incident to the chairpersons of the Umpires' Association who will then take the necessary action.

### **7.3 Extra time**

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

### **7.4 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.

### **7.5 Minimum number of overs required to be bowled**

7.5.1 The minimum of overs to be bowled to be achieved by the fielding team shall be 15 overs per hour.

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

- (i) The actual time taken where treatment is given by authorised medical personnel to a player on the field of play;
- (ii) The actual time taken for a player to leave the field of play in the event of a serious injury;
- (iii) The actual time lost due to any other circumstances beyond the control of the players.

7.5.3 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 :

- (i) 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 12.7.4 shall be applied.

- (ii) 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.
- (iii) In the event of any time allowances being granted to the fielding team under 12.7.2 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.

## 8. HOURS OF PLAY AND INTERVALS

- 8.1 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			

- 8.2 Intervals – Law 15 shall apply subject to the following –

### 8.2.1 Law 15.3(b) – Duration of intervals

The length of the interval between innings 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 26 and 40	25 minutes
Between 20 and 25	20 minutes

### 8.2.2 Law 15.5 – Changing agreed times for intervals – Interval between innings

- (i) 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;
- (ii) 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 umpires shall reduce the length of the interval to a minimum of 20 minutes;

- (iii) However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the umpires may, at their discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes;
- (iv) Such discretion should only be exercised after determining the adjusted overs per side based on a 20 minute interval. If, after having exercised this discretion, reduce the interval between innings from 20 minutes to not less than 20 minutes;
- (v) Notwithstanding clauses 7.2.1(b) and 7.2.2(a)(iv), the interval shall in all cases be a minimum of 10 minutes;
- (vi) For matches of between 41 and 50 overs per side, clause 7.2.1(b) shall apply, i.e. the interval of 30 minutes may be reduced if the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings;
- (vii) If the innings of the team batting first is interrupted, the umpires may, at their sole discretion, reduce the length of the interval between innings to a lower figure than shown in the table in clause 8.2.

Minimum number of overs required to be bowled.

### 8.3 Luncheon interval

- (i) The luncheon interval shall be taken between innings and shall be for 30 minutes duration. The luncheon interval **can be** shortened but **never** less than 20 minutes.
- (ii) 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.

### 8.4 Drinks break

- (i) There shall be one drinks break allowed per innings, taken on the field of play, after 25 overs have been bowled.
- (ii) In the event of a reduced innings, the umpires shall use their discretion as to the timing of the drinks interval, if any.
- (iii) The drinks break shall not exceed 5 minutes.
- (iv) An allowance will be made in respect of the drinks break for calculating the over rate of an innings.

## 9. PRACTICE ON THE FIELD OF PLAY

- 9.1 Refer to Law 17 of Code 2010 addition 4.
- 9.2 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.
- 9.3 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 must not continue later than 30 minutes before the scheduled time or any rescheduled time for play to start on that day 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.
- 9.4 Trial run up – A bowler shall be permitted a trial run up between the call of play and the call of time, provided the umpire is satisfied that it will not cause any waste of time.
- 9.5 A fielder contravening this playing condition may not bowl for either half an hour of actual playing time, or one hour of ordinary time, whichever is soonest.
- 9.6 There shall be no bowling or batting practice on the outfield. 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 provisions pertaining to time wasting (Law 42.9) and law (42.3)changing condition of the match ball.

## 10. NO BALL

Free hit after a foot fault – Only applies where official GCB umpires are present.

- 10.1 In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) 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.
- 10.2 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.
- 10.3 Field changes are not permitted for free hit deliveries unless there is a change of striker (the provision of clause 10.1 shall apply).
- 10.4 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.

## 11. WIDE DELIVERIES

- 11.1 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.

- 11.2 Umpires are instructed to apply very strict and consistent interpretation in this regard in order to prevent negative bowling wide of the cricket. Any leg side delivery which, in the opinion of the umpires, does not give the batsman a reasonable opportunity to score shall be called a wide. For a spin bowler, the length of the delivery must be taken into consideration.
- 11.3 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.
- 11.4 Definition : 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 point 8 (short pitched deliveries) shall apply, i.e. warning related to short pitched deliveries.

## **12 Changing Condition of the Match Ball**

Law 42.3 shall apply subject to the following

Law 42.3 (d) (e) shall be replaced by 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 .

### **12.1 If it is possible to identify the player(s) responsible**

(a) Change the ball forth worth. 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 of the ball in use prior to the contravention.

Additionally the bowlers end umpire shall :

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

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

- (a) Change the ball forth worth. **The umpires shall choose the replacement ball for one of similar wear** of the same brand of the ball in use prior to the contravention.
- (b) 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 , steps 18.2.1 (a to e) above will be applicable , with the captain deemed under (e) to be the player responsible should the umpires be unable to identify other player(s) responsible

### **13 SHORT PITCHED DELIVERIES**

#### **Law 42.6(a) : The bowling of fast short pitched balls**

Law 42.6(a) shall be replaced by the following :

- (i) A bowler shall be limited to two fast short pitched deliveries per over.
- (ii) 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.
- (iii) 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.
- (iv) In addition, for the purpose of this regulation and subject to clause 12(f) below, 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.
- (v) 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.
- (vi) In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in clause 12(b) 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.
- (vii) 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.
- (viii) 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.
- (ix) 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.
- (x) The bowler thus taken off shall not be allowed to bowl again in that innings.

- (xi) 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.
- (xii) The umpires will then report the matter to the CSA Tournament Director who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 : Fair and Unfair Play – Responsibility of the captains).

The above is not a substitute for clause 42.5 below, which umpires are able to apply at any time.

#### **14 BOWLING OF HIGH FULL PITCHED BALLS**

Law 42.6(b) shall be replaced by the following –

14.1 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.

14.2 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.

14.3 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.

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

14.5 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.

## 15 RESTRICTION ON PLACEMENT OF FIELDSMEN AND POWERPLAY

### 15.1 Restrictions on the placement of fieldsmen

15.1.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

15.1.2 In addition to the restriction contained in clause 14.1.1 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 (powerplay overs) are set out below :

- (i) 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.

During the first block of powerplay overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During the second powerplay block only three fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

- (ii) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). The fielding restriction area should be marked by dots. The segment of the circles reserved for the slip positions shall not be demarcated.

- (iii) During the initial block of powerplay overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within this fielding restriction area at the instant of delivery. When a fast bowler is bowling, the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres)(in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

- (iv) During the non-powerplay overs, no more than 4 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 14.1.2(i) above.

- (v) In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal no ball.
- (vi) When there is no demarcation of the restricted areas mentioned above, the umpires shall be the sole judges of these imaginary areas.

## 15.2 Powerplays

15.2.1 Subject to the provisions of 14.2.2 below, the powerplay overs shall apply for 15 overs per innings to be taken as follows :

- (i) The first block of powerplay overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
- (ii) The second block of powerplay overs (block of 5 overs for an uninterrupted match) shall be taken at the discretion by either of the batsmen at the wicket. In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40<sup>th</sup> over. (No equivalent restriction applies to innings of shorter scheduled duration).
- (iii) A batsman must nominate his team's powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.
- (iv) Once a batsman has nominated a powerplay, the decision cannot be reversed.
- (v) Should the batting side not exercise their discretion, their powerplay over will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, this will begin at the start of the 36<sup>th</sup> over).

15.2.2 In circumstances when the number of overs of the batting team is reduced, the number of powerplay overs 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 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

Innings duration	1 <sup>st</sup> powerplay	2 <sup>nd</sup> powerplay	Powerplay total
49 – 50	10	5	15
45 – 48	9	5	14
42 – 44	9	4	13
39 – 41	8	4	12
35 – 38	7	4	11
32 – 34	7	3	10
29 – 31	6	3	9
25 – 28	5	3	8
22 - 24	5	2	7



15.2.3 Each block of powerplay overs must commence at the start of an over.

15.2.4 If play is interrupted during the powerplay overs then, on resumption, it is necessary to determine how any remaining powerplay overs should be allocated. The total number of powerplay overs for the innings is derived from the table in 14.2.2. Any powerplay overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting side's allocation. The decision of the batting side of when to take any remaining powerplay overs is made in the usual way.

Illustrations of 14.2.4 : A match starts at 50 overs, is interrupted after 12 overs and reduced to 43 overs. (The first 10 overs have been powerplays (PP); the next two were not. The new PP allocation is 9 + 4, so there are 3 overs left for the batting side. These must start no later than the 38<sup>th</sup> over in order to be completed by the 40<sup>th</sup> over.

15.2.5 If play is interrupted during the first powerplay and on resumption the overs required to be bowled in that powerplay have already been exceeded, then the second powerplay will be assumed to have been taken immediately and will continue until it is completed. Illustrations of 14.2.5 : A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 43 overs. Powerplay overs are 9 + 4. Second powerplay is in progress with 0.3 out of the 4 overs completed, i.e. it covers overs 10 to 13. The fielding restrictions relating to the second powerplay take immediate effect on resumption.

15.2.6 If, following an interruption, on resumption the total number of powerplay overs for the innings has already been exceeded, then there will be no further powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the powerplay status can be changed during an over.

Illustrations of 14.2.6 : A 50 over innings is interrupted after 8.3 overs and, on resumption, has been reduced to 28 overs, powerplay overs are 5 + 3. All powerplay overs have been completed. Non-powerplay restrictions take effect immediately and do not need to wait until the end of the over.

15.2.7 If, following an interruption while a powerplay is not in progress, it is found on resumption that the recalculated number of powerplay overs remaining exceeds the number of overs to be bowled in the innings, then the powerplays will commence at the start of the next over, with fewer than the scheduled number of powerplay overs being bowled in the innings.

Illustration of 14.2.7 : A 41 over innings in which only the 1<sup>st</sup> powerplay has been taken is interrupted after 35.1 overs and reduced to 39 overs. Powerplay overs are still 8 + 4. Powerplays automatically resume for the start of the next over, but only 11 of the 12 scheduled powerplay overs can be bowled in the innings.

15.2.8 At the commencement of the second block of powerplay overs the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

15.2.9 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its powerplay.

## **16 TIME WASTING BY FIELDING TEAM**

### **16.1 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.

### **16.2 Time wasting by the fielding side**

**Law 42.9 shall apply subject to Law 42.9(b) being replaced by the following –**

If there is any further waste of time in that innings by any member of the field side, the umpire shall –

16.2.1 Call and signal dead ball if necessary; and

16.2.2 Award 5 penalty runs to the batting side (see Law 42.17);

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

16.2.4 Report the occurrence to the GCB.

### **16.3 Batsman wasting time**

Law 42.10 shall apply, subject to the following :

If the incoming batsman is not in a position to take guard or his partner not ready to receive the next ball within 2 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.

## **17 OBSTRUCTING THE FIELD**

Law 37 : Obstructing the field

Law 37 shall apply. 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, law 42.1.4 shall also apply.

## **18 Law 42.15 : Bowler attempting to run out non-striker before delivery**

Law 42.15 shall be replaced by the following

The bowler is permitted, before releasing the ball and provided he has not completed the usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as a ball of 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 SCORING SYSTEM**

Below is the table for points to be awarded.

Win with a bonus point	6
Win without a bonus point	5
Tie or no result	3
Loss without conceding a bonus point	1
Loss conceding a bonus point	0

## **20 BONUS POINT**

### **20.1 Batting bonus point**

19.1.1 For a team batting second, to achieve a batting bonus point they must achieve the target score within 80% of the resources (overs) available to them, i.e. in a 50 over uninterrupted match they must achieve the target in 36 overs or less. If they achieve the target in 40 overs and 1 ball, no batting bonus point will be awarded.

19.1.2 If the team batting second fails to achieve a batting bonus point, then neither team will be awarded a batting bonus point.

### **20.2 Bowling bonus point**

19.2.1 For a team to be awarded a bowling bonus point they must restrict the team batting second to 80% or less of the target score, i.e. if the team batting first sets a target score of 100 runs, the team bowling second must restrict the batting team to 80 runs or less to qualify for the bowling bonus point.

20.2.1 If the team batting second scores 81 or more, no bowling bonus point will be awarded to either team.

20.2.2 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 runs.