

**PLAYING CONDITIONS FOR PREMIER, PRESIDENTS AND SUNDAY LEAGUE
(TIME CRICKET) COMPETITION**

1. GENERAL

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

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. PLAYERS

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

2.1 Number of players present

Before a match may commence, at least 9 players from each team must be present. Play may be delayed for up to 1 hour beyond the scheduled start of the match to allow teams to fill the minimum complement of players. If, after an hour's delay, sufficient players are 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.

3. 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 will not be 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 reason.

In the event 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.

4. UMPIRES

4.1 Appointments vested in GCUA

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

4.2 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.

4.3 Unofficial umpires to be team members

Umpires appointed by the captains in terms of 4.2 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 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.

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.

4.4 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 :

- 4.5 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.
- 4.6 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.
- 4.7 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- 4.8 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.
- 4.9 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.

5. SCORERS

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

6. TOSS

6.1 The normal laws of cricket shall apply.

6.2 The nomination of players must be in writing on a team sheet and be given to the umpire before the toss.

6.3 Before the toss may occur, at least 7 of the nominated players from each team must be present.

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

6.5 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.

6.6 Failure to comply to the point above (6.5) will result in the match being awarded to the non-defaulting team.

6.7 If both teams default in regards to 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.

7. THE BALL

7.1 The ball to be used as per approval of the GCB :

Premier League	4 piece Kookaburra
Presidents – Sunday One	4 piece 156 gsm
Sunday Two to Sunday Four	2 piece 156 gsm
Sunday Five to Sunday Seven	2 piece 156 gsm
Saturday One	4 piece 156 gsm
All other Saturday Leagues	2 piece 156 gsm

7.2 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.

7.3 The home club is required to supply six (6) used balls. Failing this, a penalty will be imposed.

8. THE PITCH

8.1 Rolling, sweeping and remarking

Groundsmen shall be instructed by the umpires that, except for rolling and sweeping as 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.

8.2 Equipment unavailable

In the event of a roller being requested by the batting side and not being available, or sweeping or remarking not possible, play shall continue. A report is to be submitted to the GCB who will decide what action, if any, shall be taken.

9. HOURS OF PLAY

9.1 Hours of play

The hours of play will be :

Sunday	
09:15 to 12:30	Morning session
12:30 to 13:10	Luncheon session
13:10 to 15:40	Afternoon session
15:40 to 16:00	Tea interval
16:00 to 18:00	Evening session

N.B. Subject to a minimum of 20 overs in the last hour.

Should they not be bowled, play shall be extended past the scheduled close until either –

- A result is achieved.
- The 20 overs are bowled.
- The players have cause to leave the field and there is no further play.

9.2 Changing agreed time for intervals (refer Law 15.5)

In the event of playing time being lost, the umpires and captains together may alter the time of the lunch and/or tea intervals (subject to the availability of lunch).

9.3 Session defined

For the purpose of these conditions, “session” means the period between the scheduled times of play from the start of a day’s play to lunch (morning session), from lunch to tea (afternoon session), and from tea to close of play (evening session).

9.4 Lunch interval advanced

If no play is possible from the scheduled start of play until 11:00, lunch, subject to availability, may be taken from 11:00 onwards if the consent of both captains and umpires is obtained. If not, then it shall be taken at 12:00.

9.5 Tea interval delayed

If 1 wicket remains when a tea interval is reached, play shall continue for a further 30 minutes, or until the players have cause to leave the field, whichever is soonest.

If the innings has not tended at the end of the extra 30 minutes, the usual interval shall then be taken.

9.6 When drinks shall be taken

Drinks shall be taken during an unbroken session of 2 hours or longer and shall be taken on the field of play. However, more than one drinks break may be taken in a morning session. Subject to a maximum of 5 minutes, the actual time taken for each drinks break shall be deducted from the total time of the innings for the purpose of calculating over rates. The time taken for drinks shall be recorded in the appropriate block on the result card.

9.7 Captains may agree to abandon a match

At or after 17:00 the captains may agree to abandon the match if they think that there is no possibility of it being played to a further conclusion.

10. LATE STARTS

10.1 Both teams are required to be at the ground on which the fixture is to be played at least 15 minutes before the scheduled start of play.

10.2 The team arriving late (the defaulter) will forfeit the toss and the non-defaulter shall have the option of batting or fielding first. This provision shall apply even if the match starts on time.

10.3 If the defaulter bats first, the amount of time lost by which the start is delayed because of 2.1 or 10.2 shall be deducted from the 2 hours 45 minutes actual batting time. The final 20 overs will not be affected. If play starts on time, however, there shall be no deduction of overs.

10.4 If the non-defaulter bats first, its innings shall proceed in the normal manner in accordance with 11.3 below.

11. DELAYED START

- 11.1 Play may be delayed for up to 1 hour beyond the scheduled start of play to allow teams to fill the minimum complement of players.
- 11.2 If a side is not present or insufficient players from a side are present 15 minutes before the scheduled or re-scheduled start of play, the defaulting side shall forfeit the toss.
- 11.3 If the defaulting side is requested to bat, their 2 hours 45 minutes of batting time shall be reduced by the time lost. If the non-defaulting team bats first, their innings shall not be reduced in time.
- 11.4 If, after an hour's delay, insufficient players are present, the match shall be abandoned and awarded to the non-defaulting side.
- 11.5 In the event of both sides failing to have the minimum number of players present at the scheduled start of play, play may be delayed for up to 1 hour beyond the scheduled start of play. There shall be no adjustment made to the duration of the innings.
- 11.6 If, after an hour's play, insufficient players are present from both sides, the match shall be abandoned and both sides shall be penalised.

The nomination of players shall be made, in writing, and handed to the umpires no later than 15 minutes before the scheduled or re-scheduled start of play.

12. ENFORCED DECLARATION

12.1 Close of innings of team batting first

The innings of the team batting first shall close at the end of the 20th over bowled after 2 hours 45 minutes of actual batting time after the start of the match.

In the event of play being delayed or the innings of the side batting first being interrupted due to weather or ground conditions, that side shall nevertheless still be entitled to bat for the stipulated 2 hours 45 minutes prior to commencement of the final 20 overs. The umpires shall signal to the scorers and inform the players when the 20 overs preceding the enforced declaration are to begin.

If any break in play occurs (weather/light) during the final 20 overs of the side batting first, no reduction in the number of overs shall be made on the resumption.

12.2 Limitation on second innings of both teams

The second innings of both sides shall close at the fall of the 5th wicket, or at a declaration or forfeiture of that innings. Where a batsman has retired and is unable to resume his innings at the fall of the 4th wicket, he shall be regarded as being out and the innings shall be closed.

13. PRACTICE ON THE FIELD

13.1 Refer Law 17 of Code of Second Edition 2003

17.1(a) : There shall be no bowling or batting practice on the pitch, or on the area parallel and immediately adjacent to the pitch, at any time on any day of the match.

17.1(b) : 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

- (i) Must not continue later than 30 minutes before the scheduled time or any rescheduled time for play to start on that day.
- (ii) 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.

Law 17.2 : Trial run-up : No bowler

A bowler is 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.

- 13.2 A fielder contravening this playing condition may not bowl for either ½ an hour of actual playing time, or one hour of ordinary time, whichever is the soonest.

14. LIMITATION OF ON-SIDE FIELDSMEN

The number of on-side fieldsmen at the instant of the bowler's delivery shall not exceed 6, 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.

15. HELMETS AND OTHER PROTECTIVE EQUIPMENT

15.1 Use of helmets by fielding side

The fielding side may use more than one helmet. Protective helmets, when not in use by members of the field side, shall only be placed on the ground behind the wicketkeeper. Five penalty runs to be awarded if the ball strikes the helmet.

15.2 Holding a batsman's helmet

The batsmen's helmets will not be held by the umpires. A batsman who chooses to use a helmet is allowed to have it taken off at the end of an over, during any break in play or at the fall of a wicket, provided that no playing time is lost.

15.3 **Changing of protective equipment**

A batsman may change an item of protective equipment, other than a helmet, e.g. batting gloves, etc., with the approval of the umpires. Gloves which have become so wet as to be unserviceable may be changed only with the approval of the umpires.

15.4 **Ball striking a fieldsman's helmet**

If having been played by a batsman, or having come directly off his person, the ball rebounds directly from a fieldsman's helmet onto the stumps with either batsman out of his ground, the batsman shall be "not out". Similarly, a batsman may not be caught if a ball struck by him has touched a protective helmet worn by a fieldsman.

Note : The ball is not dead in these circumstances.

16. **NO BALL**

Limitation of on-side fieldsmen

16.1 If a bowler breaks the stumps at the bowler's end in his delivery stride, the umpire shall call and signal no ball.

16.2 The number of on-side fieldsmen at the instant of the bowler's delivery shall not exceed 6, 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.

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

17. **WIDE BALLS**

17.1 For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict Limited-Over Wide interpretation will be applied.

17.2 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 wide balls.

18. **DANGEROUS AND UNFAIR BOWLING**

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

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

18.1.2 A fast short-pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the batsman standing upright at the crease.

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

18.1.4 In the event of a bowler bowling more than two short pitched deliveries in an over, the umpire at the bowler’s end shall call and signal “no ball”. The umpire at the bowler’s end shall also invoke the process of caution, final warning and, if necessary, removal of the bowler for the duration of the innings.

18.2 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 .

18.2.1 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.

18.2.2 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

18.3 Bowling of high full pitched balls

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

18.3.1 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.

18.3.2 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.

18.3.3 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.

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

18.3.5 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.

19 TIME WASTING

19.1 **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.

19.2 **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 fielding side, the umpire shall –

19.2.1 Call and signal dead ball if necessary; and

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

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

19.2.4 Report the occurrence to the GCB.

19.3 **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 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.

19.4 **Umpires and captains to ensure play speeded up**

Umpires and captains are expected to tighten up on starting times and play in general. If, in the opinion of the umpires, the fielding side has been prejudiced by this failure, either by incurring penalties or losing the bonus point, the scorers shall be directed to adjust the duration of the innings up to a maximum of 10 minutes. This will apply only where official umpires are present.

19.5 If the umpires are of the opinion that either teams has wasted time, they will, in addition to Law 42.9 and Law 42.10, report the incident to the Chairman of the Umpires' Association who will then take the necessary action.

20 DAMAGING THE PITCH

- 20.3 Bowler damaging the pitch – see Law 42.1.2
Fielder damaging the pitch – see Law 42.1.3
Batsman damaging the pitch – see Law 42.1.4

21 OVER RATES

21.3 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
14 to 14.99	1 points
13 to 13.99	2 points
Less than 13.00	3 points

21.4 Penalties not applied if innings under 180 minutes

Penalties shall **not** apply if an innings, for any reason, is shorter than 180 minutes, whether completed or not.

21.5 Allowances for time lost

21.5.1 Where allowances may be made

In arriving at the total time a team was in the field, allowance may be made for time lost to the fielding side because of –

- (i) Lost ball and retrieving ball;
- (ii) Intrusion on the field of play, where any single intrusion holds up play for 2 minutes or more;
- (iii) The need to replace an injured umpire;
- (iv) Stoppage caused by injury to a player or umpire where any single injury holds up play for more than 2 minutes;
- (v) The taking of drinks on the field – subject to a maximum of 5 minutes of the actual time taken shall be deducted from the total time of the innings for the purpose of calculating over rates – this deduction to be reflected on the result card;
- (vi) Time taken to investigate a batsman's arrival;
- (vii) All time allowances shall be deducted from the total time of the innings and only the net time shall be recorded on the card. Time

allowances shall be recorded in the appropriate blocks on the result card.

21.5.2 Where allowances may not be made

No other causes leading to a hold-up in play will be considered as warranting a deduction of time from the overall duration of an innings. Thus, no time allowance will be granted for stoppages of play due to such matters as –

- (i) The changing of batsmen at the fall of a wicket;
- (ii) The moving of sightscreens;
- (iii) Any other break of play that is accepted as normal to the game.

The umpires will, however, keep a note of extenuating circumstances and report these to the Board.

22 SCORING SYSTEM

16.1 Ordinary points

Outright win	13 points
Outright win after losing on 1 st innings	13
Outright win after tie on 1 st innings	10
Outright loss after leading on 1 st innings	6
Outright loss	0
Outright loss after tie on 1 st innings	3
Outright tie after leading on 1 st innings	9
Outright tie after losing on 1 st innings	5
Outright tie after tie on 1 st innings	8
1 st innings win in a match	6
1 st innings tie in a match	3
1 st innings loss in a match	0
1 st innings draw in a drawn match or a match is washed out and prevents play	3
Non-defaulting team in a match not played	13
Defaulting team in a match not played	-13

16.2 Bonus points

- Batting : 1 point for every 30 runs scored after 100 runs in the first 60 overs.
- First batting bonus point at 100 runs.
- A maximum of 7 batting bonus points can be achieved in a match (280 runs in 60 overs).
- Bowling : 1 point to the fielding side for 1st, 3rd, 5th, 7th, 9th wicket taken during the first 60 overs of the opposing team.

Note : Bonus points do not apply in the 2nd innings of either side.

Drawn match where neither side earns a minimum of 2 bonus points.

In cases where neither side has earned 2 or more bonus points (or a match does not take place due to adverse weather or ground conditions), in addition to the 3 points for a draw, each side shall receive a minimum of 2 bonus points.

In the event of two teams finishing on equal points in a league, the right to play in the final will be determined in the following order of priority (if relevant) –

The team with the most number of wins.

If still equal –

The team with the least number of losses.

If still equal –

The team with the most match points.

If still equal –

The team with the most bonus points.

If still equal –

The result(s) of the fixture(s) involving the two sides in the league during the season.

If still equal –

The toss of a coin.

23 PENALTY POINTS

23.3 For failing to bowl at the required rate of 15 overs per hour (see 15.1).

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

23.5 For failing to enter on the result card the number of overs bowled in each innings and/or the net duration of each innings, the offending team (i.e. the bowling team) shall be penalised 2 points.

23.6 For a result card incompletely filled in in any respect of each innings bowling details, both teams shall be penalised 1 point. The maximum result card penalty that a team may incur, however, shall be 2 points.

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

23.8 For defaulting from a fixture the offending team shall be penalised -13 points and will be considered to have played the match.

23.9 A team defaulting 3 times in a season shall be expelled from the league and its matches expunged from the league records (see also General Regulations 6.5).

23.10 A home side not complying with 3.4 (supply of used balls) will be fined R250.

24 RESULT CARDS

23.1 Responsibility of the scorers

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

23.2 Duty of the captains

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

23.3 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.

23.4 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.

Umpires' evaluation reports must be submitted to the GCB offices within 7 days of the match.