

## **1-DAY LEAGUE PLAYING CONDITIONS**

(based on I.C.C. Standard One-Day International Match Playing Conditions)

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The team that gains the most points wins the 1-Day League (the “League”). Other positions will be determined by greater number of points

Except as varied hereunder the Laws of Cricket (2000 Code 4<sup>th</sup> Edition - 2010) shall apply.

### **COLOURED CLOTHING AND PADS SHALL BE WORN BY PLAYERS**

#### **1. Duration of Matches**

The matches will consist of one innings per side and each innings will be limited to 50 six-ball overs. A minimum of 20 overs per team shall constitute a match.

#### **2. Hours of Play and Intervals**

##### **2.1 Start and Cessation Times: 11:00 and 6:30 (18:30)**

There will be two sessions of 3 1/2 hours each separated by a 30 minute break.

**2.2** The toss will be taken no later than 20 minutes prior to the scheduled or rescheduled start of play. The toss shall be taken in the presence of one or both of the umpires. As soon as the toss is completed, the captain of the winning side shall notify the opposing captain and umpires of his decision to bat to field. In the event that a team is not ready to take the toss at the appointed time, it will automatically forfeit the toss.

(a) Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the Umpire before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

(b) Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the match referee/umpire, in exceptional circumstances, allows subsequent additions.

(c) All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

##### **2.3 Substitutes**

(a) Law 2.5 Fielder absent or leaving the field.

(b) Law 2.5 shall apply as modified:

(c) If a fielder fails to take the field with his side 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 of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire (see Law 2.6). The umpire shall give such consent as soon as practicable. If the player is absent from the field for longer than 8 minutes:

- (i) 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.
  - (ii) The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his sides inning has been in progress for least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.
- (d) The restriction in (i) and (ii) 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 (other than injury or illness).
- (e) In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

#### 2.4 **Interval Between Innings:**

- (a) If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval.
- (b) If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a 10 minute break will occur and the team batting second will commence its innings and the interval will occur as schedule.
- (c) When more than 60 minutes of actual playing time has been lost (playing time lost less any extra time provided) the interval will be reduced to 20 minutes.

<b>Time Lost</b>	<b>Interval</b>
More than 60 minutes	20 minutes

- (d) Notwithstanding Clause 2.1 the interval shall in all cases be a minimum of 20 minutes.
- (e) If more than 60 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval of 30 minutes prescribed under (c) may

be reduced further by mutual agreement between the Umpires and both Captains. In the event of disagreement, the length of the interval shall be determined by the Umpire. The minimum interval shall be ten minutes.

## 2.5 Intervals for Drinks

Two drink breaks of 5 minutes maximum per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law (15.9) shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

## 3. Law 3.8 - Fitness of Ground, Weather and Light and Law 3.9 - Suspension of play for adverse conditions of ground, weather or light

Laws 3.8 & 3.9 shall apply subject to the following:

- (a) The safety of all persons within the ground is of paramount importance. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc., then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the match referee/umpire, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.
- (b) The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is unfit/fit for play in accordance with the criteria set out in (a) above.

## 4. Length of Innings - Uninterrupted Matches

- (a) Each team shall bat for 50 (six ball) overs unless all out earlier.
- (b) A team shall not be permitted to declare its innings closed.
- (c) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session (3 ½ hrs after start time) play shall continue until the required number of overs has been bowled.
  - (i) Teams are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 30 minutes of playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with six (6) runs for every whole over that has not been bowled by the scheduled or re-scheduled cessation time. This

will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately at the completion of the over in progress at the scheduled or rescheduled cessation time. However, the penalty runs will be considered to be awarded at the instant of the last delivery.

The umpire shall inform the fielding captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsmen and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one overs leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut-off time.

Over rate penalties only apply to innings of twenty (20) overs or more duration.

**This is the only penalty for slow over-rate.**

- (ii) The interval shall not be extended and the second session shall commence at the scheduled time, subject to there being a minimum interval of 20 minutes.
- (d) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided in (c) above.
- (e) If the team fielding second fails to bowl 50 overs or the number of overs as provided in 4(b), (c) or (d) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

## **5. Delayed or Interrupted Matches**

### **5.1 General**

- (a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.
  - (i) A minimum 20 overs have to be bowled to the side batting second to constitute a match subject to the provisions of Clause 4(b).
  - (ii) The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 overs per hour in the total time available for play. If

a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- (b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- (d) Fractions are to be ignored in all calculations with respect to the number of overs to be bowled.

## 5.2 **Delay or Interruption to the Innings of the Team Batting First**

- (a) 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 of drinks intervals, in the total remaining time available for play.
- (b) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.
- (c) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.2, then the first innings is terminated and the provisions of 5.3 below take effect.
- (d) 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, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.
- (e) 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 (or where the interval has been reduced to a period of less than 20 minutes – such reduced period less than 20 minutes under Clause 2.4(e)).

### 5.3 **Delay or Interruption to the Innings of the Team Batting Second.**

- (a) 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.
- (b) 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.
- (c) To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to the innings not being completed earlier.
- (d) 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.
- (e) A fixed time will be specified for the close of play by applying a rate of 14.28 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.
- (f) 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.

### 5.4 **Extra Time**

- (a) In all matches there shall be allowed up to 30 minutes of extra official playing time to make up for playing time loss due to delay or suspension.

## 6. **Restrictions on the Placement of Fieldsmen**

- 6.1 At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- 6.2 In addition to the restriction contained in clause 6.1 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 (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- 6.3 Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circle is 30 yards (27.43 metres). The ends of each semi circle are joined to the other by straight

line drawn on the field on the same side of the pitch. The field restriction area should be marked by continuous painted white lines or “dots” at five yard (4.57 metres) intervals, each “dot” to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 centimetres) in diameter.

- (a) During the first block of Powerplay Overs (as set out below), a minimum of 9 fieldsmen shall be included in this field restriction area at the instant of delivery.
- (b) During the second and third block of Powerplay Overs, a minimum of 8 fieldsmen shall be included inside the fielding restriction area at the instant of delivery.
- (c) The umpires shall signal which block of Powerplay overs is being utilized for this purpose in the normal manner (see Clause 6.14).

6.4 Two inner circles shall be drawn on the field of play. The circles have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The fielding restriction area should be marked by ‘dots’. The segment of the circles reserved for the slip position shall not be demarcated. During the initial block of Powerplay Overs (in an uninterrupted inning, the first 10 overs), 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.

6.5 During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.

6.6 Subject to the provisions of 6.7 below, the Powerplay Overs shall apply for 20 overs per innings to be taken as follows:

- (a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
- (b) For the remaining second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.
- (c) 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. The fielding captain may nominate his team’s Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler’s end for the commencement of a Powerplay block shall determine which side first made the request.
- (d) Once a side has nominated a Powerplay, the decision can not be reversed.

- (e) Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 46<sup>th</sup> over).

- 6.7 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 the 1st and 2nd innings of the match.

INNINGS DURATION	FIRST POWERPLAY	FIELDING POWERPLAY	BATTING POWERPLAY	POWERPLAY TOTAL
20 - 21	4	2	2	8
22 - 23	5	2	2	9
24 - 26	5	3	2	10
27 - 28	6	3	2	11
29 - 31	6	3	3	12
32 - 33	7	3	3	13
34 - 36	7	4	3	14
37 - 38	8	4	3	15
39 - 41	8	4	4	16
42 - 43	9	4	4	17
44 - 46	9	5	4	18
47 - 48	10	5	4	19
49	10	5	5	20

- 6.8 Each block of Powerplay Overs must commence at the start of an over.
- 6.9 If play is interrupted not 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 Clause 6.7. Any Powerplay Overs already taken prior to the interruption will be deemed to have been in sequence: the initial allocation, the fielding side's allocation then the batting side's allocation. The decision of the batting side, and if applicable of the fielding side, of when to take any remaining Powerplay overs, is made in the usual way.

- (a) *Illustrations of 41.2.8:*

- (i) *A match starts as 40 overs; with the first 8 as Powerplays (PP). The next two overs are not PP, the match is then delayed after 10 overs and shortened to 30 overs.*

*The new PP allocation is 6+3+3, we have had 8 PP overs, so there is one over of fielding side selection left and all three overs for the batting sides. Both teams can choose when to use their respective 1 and 3 over allocations.*

- (ii) *As above but the match resumes as 24 overs each.*

*The PP allocation is now 5+2+2, so one batting side PP over remains to be taken at their discretion.*

- 6.10 If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.
- 6.11 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.
- 6.12 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.

- (a) *Illustrations of 5.10, 5.11 and 5.12*

*A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (i) 38 overs, (ii) 28 overs, (iii) 20 overs.*

- (i) *Powerplay overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of the fielding team's 4 overs completed. The batting side's 3 over Powerplay can start any time after the 12th over.*
- (ii) *Powerplay overs are 6+3+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.*
- (iii) *Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.*

- 6.13 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

- (a) *Illustration of 6.13:*

*A 50 over innings in which only the 1<sup>st</sup> Powerplay has been taken is interrupted after 34.2 overs and reduced to 40 overs. Powerplay overs are 8+4+4. Powerplays automatically resume for the start of the next over (36th) and remain in force for the remainder of the innings.*

**NOTE: – Refer to Appendix 1 for illustrations of each of the above situations.**

- 6.14 At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle (see Clause 6.3(c)). If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.
- 6.15 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
- 6.16 A light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled, along with the number of overs remaining in the current block.
- 6.17 The public address system shall be used to keep the spectators informed.
- 6.18 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'. Note also that the bowler's end umpire may call this infringement if they are the only official umpire standing.

## **7. Number of Overs per Bowler**

- (a) No bowler shall bowl more than 10 (six ball) 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. This restriction shall not apply to the team fielding second where the provisions of Clause 4(c) have been applied.
- (b) Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- (c) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

## **8. Dangerous and Unfair Bowling**

### **8.1 Law 42.6 (a) - The Bowling of Fast Short Pitched Balls**

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

- (a) A bowler shall be limited to one fast short-pitched delivery per over.
- (b) 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 crease.
- (c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- (d) In addition, for the purpose of this regulation and subject to Clause 8.1(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.

- (e) For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over.
- (f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 8.1(b) above, the umpire at the bowlers 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.
- (g) If a bowler delivers a second 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.
- (h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- (i) 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.
- (j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (k) 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.
- (l) The umpires will then report the matter to the BCB 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 8.5 below which umpires are able to apply at any time.

## 8.2 **Law 42.6 (b) Bowling of High Full Pitched Balls**

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

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

- (b) In the event of a bowler bowling a high full pitched ball as defined in Clause 8.2 (a) 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.
- (c) 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 signaling 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.
- (d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (e) 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. The umpires will then report the matter to the BCB 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.)

### 8.3 **Law 42.7 - Dangerous and Unfair Bowling - Action by the Umpire**

Law 42.7 shall be replaced by the following:

- (a) Regardless of any action taken by the umpire as a result of a breach of Clauses 8.1, 8.2 and 8.4 the following shall apply at any time during the match:
- (b) The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.
- (c) In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:
  - (i) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
  - (ii) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.

- (iii) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- (iv) 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. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
- (v) The bowler thus taken off shall not be able to bowl again in that innings.
- (vi) 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.
- (vii) The umpires will then report the matter to the ICC Match Referee 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.)

#### 8.4 **Law 42.8 - Deliberate Bowling of High Full Pitched Balls**

Law 42.8 shall be replaced by the following:

- (a) If the umpire considers that a high full pitch delivery which is deemed dangerous and unfair as defined in Clause 8.2 was deliberately bowled, then the caution and warning process shall be dispensed with. The umpire at the bowler's end shall:
  - (i) Call and signal no ball.
  - (ii) When the ball is dead, direct the captain to take the bowler off forthwith.
  - (iii) Not allow the bowler to bowl again in that innings.
  - (iv) Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
  - (v) Report the occurrence to the other umpire, to the captain of the batting side and the BCB 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).

#### 8.5 **Action by the Umpires for Dangerous and Unfair Bowling**

- (a) Should the umpires initiate the caution and warning procedures set out in Clauses 8.1, 8.2, 8.3 and 8.4 such cautions and warnings are not to be cumulative.

- (b) **NOTE:** – The provisions of one allowable fast short pitched delivery per over shall be superseded by the provisions of Clause 10 – wide bowling.

**9. LAW 24.1 – No Ball - Mode of Delivery**

9.1 Law 24.1 will apply except that the bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

9.2 In addition, the umpire at the bowler's end shall call and signal no ball if a ball which the umpire considers to have been delivered:

- (a) bounces more than twice or
- (b) rolls along the ground or
- (c) comes to rest before it reaches the striker or, if not otherwise played by the striker, before it reaches the popping crease.

**9.3 Free Hit After a Foot-fault No Ball**

- (a) 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.
- (b) 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.
- (c) Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of Clause 6 shall apply).
- (d) 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.

**9.4 Law 24.12 - Penalty for a No Ball**

A penalty of one run shall be scored for a no ball, plus any runs scored from the delivery. The above penalty shall also apply to (fast short pitched balls) and (fast high, full pitched balls).

**10. Wide Bowling - Judging a Wide**

- (a) Umpires are instructed to apply a very strict and consistent interpretation with regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on

the leg side a ball landing clearly outside the leg stump going further away shall be called wide.

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

## **11. Dismissals**

### **11.1 Law 29 - Batsman out of His Ground**

The following shall apply in addition to Law 29:

If the running batsman has grounded any part of his foot behind the popping crease, then any subsequent loss of contact with the ground of his person or bat, during his continuing forward momentum, should not be interpreted as being 'out of his ground'.

### **11.2 Law 30 - Bowled**

Law 30 shall apply.

### **11.3 Law 31 - Timed Out**

Law 31 shall apply.  
Refer also to clause Law 42.10.

### **11.4 Law 32 - Caught**

Law 32 shall apply.

### **11.5 Law 33 - Handled the Ball**

Law 33 shall apply.

### **11.6 Law 34 - Hit the Ball Twice**

Law 34 shall apply.

### **11.7 Law 35 - Hit Wicket**

Law 35 shall apply.

### **11.8 Law 36 - Leg Before Wicket**

Law 36 shall apply.

**11.9 Law 37 - Obstructing the Field**

Law 37 shall apply.

**11.10 Law 38 - Run Out**

Law 38 shall apply.

**11.11 Law 39 - Stumped**

Law 39 shall apply.

**12. The Wicketkeeper**

Law 40 shall apply in addition to the following:

*A wicketkeeper 18 years old and under shall wear a helmet with a face guard when fielding up to the wickets.*

**13. The Fielder**

Law 41 shall apply subject to the following:

**13.1 Law 41.1 Protective equipment**

The following shall apply in addition to Law 41.1

- (a) The exchanging of protective equipment the between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.
- (b) *It is mandatory that ALL players 18 years old and under shall wear a batting helmet with a face guard when batting.*

**14. The Ball**

14.1 A white Kookaburra regulation ball only shall be used. Each fielding team shall have one new ball for its innings.

- (a) Each team shall provide a minimum of 3 balls of various use and the same brand as the match ball used to the umpire prior to the start of the match.
- (b) The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, drinks interval, or any other disruption in play.

**14.2 Law 5.4- New ball in a match of more than one day's duration**

Law 5.4 shall not apply.

**14.3 Law 5.5 – Ball lost or becoming unfit for play**

Law 5.5 shall be replaced by the following:

- (a) In the event of a ball during play being lost, wet and soggy or in the opinion of the umpires being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
- (b) If the ball is to be replaced, the umpire shall inform the batsmen. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.
- (c) In addition, there will be a mandatory change of the ball at the commencement of the 35<sup>th</sup> over of each inning.
- (d) The mandatory replacement ball for each team's innings will be selected by the opposing captain prior to the match from a selection of 3 previously cleaned and whitened used balls from the opposing team.
- (e) The umpires will identify which balls have been selected and take control of the balls until the commencement of that team's 35<sup>th</sup> over.

**NOTE: – For the sake of clarity:**

- (f) The provisions of clauses 14.3(a) and 14.3(b) above shall apply if a further replacement ball is required after the commencement of the 35<sup>th</sup> over.
- (g) The provisions of clauses 14.3(c) and 14.3(d) above shall apply irrespective of the length of the innings.

**15. The Result**

15.1 A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, subject to the provisions of Clauses 4(b) and 5.2(b) unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

**15.2 Tie**

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Clauses 4(b) and 5.2(b) the team scoring the

higher number of runs shall be the winner, if the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

### 15.3 No Result

- (a) All matches in which both teams have not had an opportunity of batting for at least 20 overs, shall be declared no result.
- (b) For teams that don't turn up the opposition will be awarded maximum points (10). Teams should turn up **no later than** 15 minutes after the scheduled start of play (umpires must verify in writing by 48 hrs to BCB). **A team shall consist of nine (9) players.** This may be waived under exceptional circumstance if umpires/players at the grounds have been advised of the delay before the scheduled start.
- (c) If the game is cancelled due to rain both teams will be awarded five (5) points each.
- (d) In the event of the pitch not been prepared the umpire must verify in writing and the visiting team may, at the discretion of the BCB, be awarded maximum points 10.
- (e) In the event of a pitch being considered too dangerous for play to continue in the estimation of the match umpires, they shall stop play and immediately advise the captains.
- (f) If possible an alternative pitch (same venue) may be used to complete match with approval of both captains.
- (g) If both captains agree not to resume that match will then than be abandoned. Both teams will be awarded five (5) points.
- (h) Games that do not take place at the scheduled time and place will not be replayed. The Board, however, under exceptional circumstances has the right to order games to be replayed. Such circumstances will include without limitation acts of God or any incident that prevents access to the ground.

### 16. Points and League Table

Win	10
Tie	5
Loss	0
Rained out	5
<b>Bonus Points</b>	<b>See Table Below</b>

<b>BONUS POINTS</b>	
<b>Batting</b>	
Bat 50 overs	1 bonus point
100 run partnership	1 bonus point
250 runs	1 bonus point
300 runs	2 bonus points (previous point does not count)
<b>Bowling</b>	
Bowl opposition out under 50 overs	1 bonus point
Bowl opposition out under 30 overs	2 bonus point
Bowl less than 10 wides &/or no balls	1 bonus point
2+ run outs per innings	1 bonus point

**Any club that is in any financial arrears on or after 31 May, 2011 will be deducted 10 points per game.**

- 16.1 In the event of the teams finishing on equal points the position in the League will be decided by the most wins or when teams have both equal wins and equal points, the team which was the winner of the matches played between them will be placed in the higher position or, if still equal, the higher net run rate.
- 16.2 A team's net run rate is calculated by deducting from the average runs per over scored by that team during all League matches, the average runs per over scored against that team throughout the competition.
- 16.3 In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

#### **17. Delayed or Interrupted Matches – Calculation of the Target Score**

- 17.1 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 20 overs unless the provisions of 4(b) or 5.2(b) apply), 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 average run rate.

#### **18. Use of Electronic Communications Equipment**

- 18.1 The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted.

**APPENDIX 1**

Numerical examples of adjustments to Powerplay overs following an Interruption

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (i) 38 overs, (ii) 28 overs, (iii) 20 overs

- (i) Powerplay overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of the fielding team's 4 overs completed. The batting side's 3 over Powerplay can start any time after the 12<sup>th</sup> over.
- (ii) Powerplay overs are 6+3+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.
- (iii) Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 34.2 overs and reduced to 40 overs. Powerplay overs are 8+4+4. Powerplays automatically resume for the start of the next over (36<sup>th</sup>) and remain in force for the remainder of the innings.

## APPENDIX 2

**Calculation Sheet for Use When Delays or Interruptions Occur in  
First Innings of 50 Over One Day Match**

**Time**

Net playing time available at start of the match	<b>420 minutes</b>	<b>(A)</b>
Time innings in progress	_____	<b>(B)</b>
Playing time lost	_____	<b>(C)</b>
Extra time available	_____	<b>(D)</b>
Time made up from reduced interval	_____	<b>(E)</b>
Effective playing time lost $[C - (D + E)]$	_____	<b>(F)</b>
Remaining playing time available $(A - F)$	_____	<b>(G)</b>
<b>G</b> divided by <b>4.2</b> (round to 2 decimal places)	_____	<b>(H)</b>
Max. overs per team $[H / 2]$ (rounded up if not a whole number)	_____	<b>(I)</b>
Max. overs per bowler $[I / 5]$	_____	
Duration of Powerplay Overs _____ + _____ + _____		

**Rescheduled Playing Hours**

First session to commence or recommence	_____	<b>(J)</b>
Length of innings $[I \times 4.2]$	_____	<b>(K)</b>
Rescheduled cessation time (round up fractions) $[J + (K - B)]$	_____	
Length of interval	_____	
Second session commencement time	_____	<b>(L)</b>
Rescheduled cessation time = $(L + K)$	_____	

## APPENDIX 3

**Calculation Sheet for Use When Delays or Interruptions Occur in  
Second Innings of 50 Over One Day Match**

**Time**

Original cessation time of innings	_____	(A)
Time at start of interruption	_____	(B)
Restart time	_____	(C)
Length of interruption [C – B]	_____	(D)
Extra time available	_____	(E)
Total playing time lost [D – E]	_____	(F)
Amended cessation time of innings [A + E]	_____	(G)

**Overs**

Maximum overs at start of innings	_____	(H)
Overs lost [F / 4.2] ignore fractions	_____	(I)
Adjusted maximum length of innings [H – I]	_____	(J)

**Overs per bowler and Fielding Restrictions**

Max. overs per bowler [J / 5]	_____	
Duration of Powerplay Overs (initial, fielding team, batting side)	_____	
First Innings	_____ + _____ + _____	
Second Innings	_____ + _____ + _____	