



# Bermuda Cricket Board

## Twenty/20 Match Playing Conditions

(based on I.C.C. Standard T/20 International Match Playing Conditions  
Except as varied hereunder the Laws of Cricket (2000 Code 5<sup>th</sup> Edition - 2013) shall apply and as  
amended by the BCB.)

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This version of the playing conditions is effective in all BCB Twenty20 matches from 1<sup>st</sup> May 2014.

### **COLOURED CLOTHING AND COLOURED 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 20 six-ball overs. A minimum of 5 overs per team shall constitute a match.

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

2.1 **Start and Cessation Times:** The start and cessation times, are to be determined by the BCB, subject to there being 2 sessions of 1 hour 20 minutes each, separated by a 20 minute interval between innings.

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 or 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. A team shall consist of a minimum of nine (9) players.
- (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.
- (d) All nominated players under the age of 19 shall be denoted on the team sheet submitted to the umpires and their age marked clearly next to their name. (See BCB Guidelines for Junior Players in Senior Cricket in Appendix 4)
- (e) Teams are encouraged to use either the BCB Official Teamsheet or a suitable Club alternative. Teams are also encouraged to provide at least two copies of the Teamsheet to Umpires at the toss so that one can be passed to the scorers. The team sheet shall also declare the team's coach and manager where such roles are fulfilled.

## 2.3 **Substitutes and Runners, Batsman or Fielder Leaving the Field**

- (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.
  - (iii) The player acting as a runner for a batsman shall be a member of the batting side and shall, if possible, have already batted in that innings. The runner shall wear external protective equipment equivalent to that worn by the batsman for whom he runs and shall carry a bat.
- (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.
- (f) Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and perimeter fencing).

## 2.4 **Interval Between Innings:**

Law 15 shall apply subject to the following:

### 2.4.1 **Law 15.5 – Changing agreed times for intervals – Interval between Innings**

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. 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 by

the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the Match Referee (or the standing Umpires if there is no Match Referee) may, at his discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes. Such discretion should only be exercised after determining the adjusted overs per side based on a 20 minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

#### **2.4.2 Law 15.9 – Intervals for drinks**

No drinks intervals shall be permitted.

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 covered by a coloured bib.

### **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(s), the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

### **4. Length of Innings - Uninterrupted Matches**

- (a) Each team shall bat for 20 (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 (1 hour and 20 minutes 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 20 overs within 1 hours 20 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 over's 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 five (5) 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 10 minutes.
- (d) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs except as provided in (c) above.
- (e) If the team fielding second fails to bowl 20 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 5 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 15 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 15 overs per hour 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 5 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, 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 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 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 10 minutes.

## 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 15 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 5 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 15 overs per hour. With the exception of 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 5.1 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 (a) 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 (27.5m). 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 (4.57m) intervals, each “dot” to be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter.

During the block of Powerplay Overs (as set out below), only two fieldsman shall be permitted outside this fielding restriction area at the instant of delivery.

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

6.5 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction 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.

Total overs in innings	No. of overs for which fielding restrictions in clauses 6.2 and 6.5 above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

6.6 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have

already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

6.7 In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'.

## 7. Number of Overs per Bowler

- (a) No bowler shall bowl more than 4 (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.
- (d) **Please refer to BCB Youth Bowling Guidelines (Appendix 3) and the BCB Guidelines for Junior Players in Senior Cricket (Appendix 4)**

## 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 deliveries 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 **one of** the allowable short pitched deliveries 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 signaling 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 Match Referee, or the BCB in his absence, 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.

9.2.1 Also, either Umpire shall call and signal no ball if, other than in an attempt to run out the non-striker under Law 42.15, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride.

#### 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).
  - (i) A Fielder close to the wicket for a free hit where there has not been a change of striker, can move in the interest of safety, only if that fielder leaves the field of play for the free hit.
- (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) **Leg side** - All deliveries directed and bowled down the leg side (behind the body of the striker, standing in a normal guard position) will be interpreted as a form of negative bowling and should be called wide. For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, is not to be called wide since the striker has been given a reasonable opportunity to play at the ball. A ball that just misses the leg stump is not deemed to be negative bowling and should not be called wide when the batsman moves across to the off stump from his original stance. Had the batsman not moved towards the offside but remained in a normal guard position the ball would have struck him, thereby negating any wide call.
- (b) **Offside** - Any delivery that passes outside the wide guideline, with the batsman in a normal guard position, should be called wide. For the sake of clarity, if the batsman brings the ball sufficiently within his reach and the ball passes outside the wide guideline on the offside then it is not a wide. For example, a batsman moving to the off side as the bowler bowls, could bring the ball within his reach even though the ball passes outside the wide guideline on the offside of the wicket, and if he fails to make contact with the ball, the delivery will not be called a wide. In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of the movement of the striker and even if he brings the ball within reach, if no contact is made with the ball, then this delivery shall be called wide.
- (c) **Wide interpretation for the reverse sweep or switch hit** - The interpretation to be followed for calling a wide when a switch hit or reverse sweep is played or the batsman gets in a position to play the shot and then aborts it, is as follows. From the moment the ball ceases to be dead, whenever a batsman has changed his grip and/or his stance (or feinted to do so) or has attempted a reverse sweep or switch hit, then he loses the tight definition of the leg-side wide and the wide guidelines are employed on both sides of the wicket, not just the off-side.

- (d) 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. 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.

### **11.10 Law 38 - Run Out**

Law 38 shall apply.

**11.11 Law 39 - Stumped**

Law 39 shall apply.

**11.12 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 his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one 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.

**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, Club Match or Senator) cricket ball **ONLY** shall be used. Bermuda Cricket Board will provide 2 new balls per match. Each fielding team shall have one new ball for its innings.

- (a) Each team shall also provide a minimum of 3 balls of various wear and the same brand as the match ball used to the umpire prior to the start of the match. These will be utilised under 14.3 (a) and for the Super Over at Appendix 5.
- (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 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.

**15. The Result**

15.1 A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, subject to the provisions of Clauses 4(b) and 5.2(b) unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 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. In the event of a tied match the teams shall compete in a Super Over to determine the winner. Refer attached Appendix 5. If after the Super Over process is completed, or if it is not possible to complete the Super Over, and the Teams are still tied, 5 points will be awarded to each team unless it is a semi-final or final where the winner will be decided by a coin toss.

**15.3 No Result**

- (a) All matches in which both teams have not had an opportunity of batting for at least 5 overs, shall be declared no result.
- (b) For teams that are unable to field a legal side by 15 minutes after the scheduled or rescheduled start of play, the opposition will be awarded maximum points (10). Umpires will notify the BCB if this has occurred as soon as practicable.
- (c) If the game is cancelled due to rain both teams will be awarded 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). The BCB will have the right to penalize a host (landlord) club for non-preparation of a pitch without reasonable and justifiable cause and notice. 1st offence penalty will be 0-5 point deduction. 2nd offence will be 5-10 point deduction and 3rd offence will be at the BCB's discretion.

- (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. If possible an alternative pitch (same venue) may be used to complete match with approval of both captains. If both captains agree not to resume that match will then than be abandoned. Both teams will be awarded (5) points
- (f) 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.

#### **Points and League Table**

Win	10
Loss	0
No Result	5

**Any club that is in any financial arrears with either the BCB on or after 15 June, 2014 will be deducted 10 points per game.**

**The BCB reserve the right to penalize any club, (either by fine, points deduction or other sanction) once, and if, the cumulative number of its players or officials found guilty of breaches of the Code of Conduct reaches 3.**

- 15.4 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.
- 15.5 A team's net run rate is calculated by deducting from the average runs per over scored by that team during the competition, the average runs per over scored against that team throughout the competition.
- 15.6 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.

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

- 16.1 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 5 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.

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

- 17.1 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

Calculation sheet for use when a delay or interruptions occur in the First Innings

### Time

Net playing time available at start of the match 160 minutes (A)

Time innings in progress \_\_\_\_\_ (B)

Playing time lost \_\_\_\_\_ (C)

Extra time available \_\_\_\_\_ (D)

Time made up from reduced interval \_\_\_\_\_ (E)

Effective playing time lost [ C – (D + E) ] \_\_\_\_\_ (F)

Remaining playing time available [ A - F ] \_\_\_\_\_ (G)

G divided by 4 (to 2 decimal places) \_\_\_\_\_ (H)

Max overs per team [H/2] (round up fractions) \_\_\_\_\_ (I)

Maximum overs per bowler [ I / 5 ] \_\_\_\_\_

Number of Powerplay overs \_\_\_\_\_

### Rescheduled Playing Hours

First session to commence or recommence \_\_\_\_\_ (J)

Length of innings [I x 4] \_\_\_\_\_ (K)

Rescheduled first innings cessation time [ J + (K – B) ] \_\_\_\_\_ (L)

Length of interval \_\_\_\_\_ (M)

Second innings commencement time [ L + M ] \_\_\_\_\_ (N)

Rescheduled second innings cessation time [ N + K ] \_\_\_\_\_ \* (O)

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Clause 12.4.2 a) iv). If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.



## APPENDIX 2

Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time \_\_\_\_\_ (P)

Rescheduled cut-off time allowing for full use of  
any extra time provision \_\_\_\_\_ (Q)

Minutes between P and Q \_\_\_\_\_ (R)

Potential overs to be bowled [  $R / 4$  ] (round up fractions) \_\_\_\_\_ (S)

Number of complete overs faced to date in first innings \_\_\_\_\_ (T)

If S is greater than T then revert to Appendix 1

If S is less than or equal to T then the first innings is terminated and go to Appendix 2B

## APPENDIX 2A

Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix 2) \_\_\_\_\_ (A)

Scheduled length of innings: [  $A \times 4$  ] \_\_\_\_\_ (B)

Start time \_\_\_\_\_ (C)

Scheduled cessation time [  $C + B$  ] \_\_\_\_\_ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [  $A / 5$  ] \_\_\_\_\_

Number of Powerplay overs \_\_\_\_\_

## APPENDIX 2B

Calculation sheet for use when interruption occurs after the start of the Second Innings

### Time

Time at start of innings \_\_\_\_\_ (A)  
Time at start of interruption \_\_\_\_\_ (B)  
Time innings in progress \_\_\_\_\_ (C)  
Restart time \_\_\_\_\_ (D)  
Length of interruption [ D – B ] \_\_\_\_\_ (E)  
Additional time available: (Any unused provision for ‘Extra  
Time’ or for earlier than scheduled start of second innings) \_\_\_\_\_ (F)  
Total playing time lost [ E – F ] \_\_\_\_\_ (G)

### Overs

Maximum overs at start of innings \_\_\_\_\_ (H)  
Overs lost [ G / 4 ] (rounded down) \_\_\_\_\_ (I)  
Adjusted maximum length of innings [ H – I ] \_\_\_\_\_ (J)  
Rescheduled length of innings [ J x 4 ] – \_\_\_\_\_ (K)  
Amended cessation time of innings [ D + (K – C) ] \_\_\_\_\_ (L)

### Overs per bowler and Fielding Restrictions

Maximum overs per bowler [ J / 5 ] \_\_\_\_\_  
Number of Powerplay overs \_\_\_\_\_

## APPENDIX 3

### BCB Youth Bowling Guidelines

#### Injury prevention for fast bowlers

These directives apply to girls and boys, and any reference to he/his should be interpreted to include she/her.

For the purpose of these Directives a fast bowler should be defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.

All coaches are urged to identify those players with the potential to bowl fast and to ensure they follow the Directives in all cricket throughout the season.

There are four main areas to be aware of when assessing injury risk to fast bowlers:

1. Overbowling
2. Technique
3. Physical Preparation
4. Equipment

#### 1. OVERBOWLING:

This is an important consideration especially for young bowlers whose bodies are not fully developed. Recent studies have revealed that overbowling is the most common cause of back injuries in this country. Evidence suggests that much of the damage occurs early in the playing career, and especially during growth spurts, though the effects do not often show themselves until the late teens. The more talented and more physically mature youngsters are generally most at risk, as they tend to play at more than one age group level.

To ensure that young fast bowlers do not place undue stress on their bodies, every attempt must be made to keep the amount of bowling within reasonable limits. The following Directives provide sensible playing and training levels.

#### Directives for matches:

Age	Max overs per spell	Max overs per day
Up to 13	4 overs per spell	8 overs per day
U14, U15	5 overs per spell	10 overs per day
U16, U17	6 overs per spell	18 overs per day
U18, U19	7 overs per spell	21 overs per day

## **APPENDIX 4**

### **BCB Guidelines for Junior Players in Senior Cricket**

The BCB has issued guidance covering the selection and participation of young players in open age group cricket. Making the step up from junior to open age group cricket is a significant event in any player's cricket experience.

This guidance is to help clubs decide when to select young players in open age group cricket and how best to help their cricketing development when they play within open age groups.

The BCB Cricket Committee will continue to monitor the impact of these guidelines. Any interested party is invited to feedback their thoughts and comments in writing to the BCB Cricket Committee Chairman.

The guidance is as follows:

- No player may compete in senior domestic cricket unless they have already reached 13 years of age on or before August 31st of the preceding season. For example, to be eligible to compete in the 2014 senior domestic season the player must be 13 before September 1st 2013.
- Written parental consent is required for any players under the age of 16.
- Clubs should consider the player's safety, personal development needs and overall cricket experience before selecting them to compete in senior domestic cricket.
- Clubs and Coaches are expected to adhere to the BCB Fast Bowling Directive and the Fielding Directives included in the BCB Playing Regulations and not to create a situation that places members of the opposing side in a position whereby they cannot play cricket as they would normally do against adult players
- Not to place a young player in a position that involves an unreasonable risk to that young player, taking account of the circumstances of the match and the relative skills of the player.

If any parent believes that their child can safely compete in open age cricket and does not meet these guidelines they may appeal to the BCB Executive requesting an exception be granted. The decision of the BCB Executive will be final and binding.

## APPENDIX 5

### Procedure for the Super Over

The following procedure will apply should the provision for a Super Over be adopted in any match.

- 1 Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the Match Referee or the standing Umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 2 The amount of extra time allocated to the Super Over is the greater of (a) the extra time allocated to the original match less the amount of extra time actually utilised and (b) the gap between the actual end of the match and the time the original match would have been scheduled to finish had the whole of the extra time provision been utilised. Should play be delayed prior to or during the Super Over once the playing time lost exceeds the extra time allocated, the Super Over shall be abandoned. See clause 15.
- 3 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Match Referee.
- 4 The umpires shall stand at the same end as that in which they finished the match.
- 5 In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 6 Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- 7 Any penance time being served in the main match shall be carried forward to the Super Over.
- 8 Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 International match.
- 9 The team batting second in the match will bat first in the Super Over.
- 10 The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
- 11 The loss of two wickets in the over ends the team's one over innings.
- 12 In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the average run rate (or D/L method if a semi-final or final), clause 14 immediately applies. Otherwise, the team whose batsmen hit the most

number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.

- 13 If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- 14 If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

RUNS	SCORED FROM:	TEAM 1	TEAM 2
Ball 6	1	1	
Ball 5	4	4	
Ball 4	2	1	
Ball 3	6	2	
Ball 2	0	1	
Ball 1	2	6	

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

- 15 Clause 2 examples:

Scheduled finish 5.00, 30 minutes extra time available, so scheduled finish time if the whole of the extra time provision is utilised is 5.30.

- a) No extra time is utilised in the original match which overruns ten minutes and finishes at 5.10. The Super Over is scheduled to start at 5.20 with 30 minutes extra time available. It starts on time but is interrupted at 5.25. Play must resume by 5.55 otherwise the Super Over-is abandoned.
- b) 20 minutes of extra time was utilised, with the match scheduled to finish at 5.20, but it actually finishes at 5.10. Therefore the extra time allocated to the Super Over is the greater of a) 10 minutes (30 minutes extra time less 20 already utilised) and b) 20 minutes (the gap from the actual finish time of 5.10 and the scheduled finish had the full extra time been utilised of 5.30). The Super Over was due to start at 5.20, but is delayed by rain. It must therefore start by 5.40 or the Super Over is abandoned.
- c) The match finishes at 5.40 (having started 30 minutes late and overrun by 10 minutes). There is no extra time allocated to the Super Over which should start at 5.50. Any delay or interruption after 5.50 means the Super Over is abandoned.

# APPENDIX 6

## Restriction of the placement of fieldsmen

