

Application

- a) Cricket Illawarra Grade Premiership Competition – Limited Over Format – All Grades
 - First Grade (1G), Second Grade (2G), Third Grade (3G), Fourth Grade (4G)
- b) Matches are played in accordance with the Association Competition Administration rules (ACAR); the Grade General Competition rules (GPC-GC) & Appendices and the Codes & Policies.
- c) The MCC Laws of Cricket provide the basis & structure to the below playing conditions. Unless there are conditions specified differently in this document, the MCC Laws of Cricket should be adhered to at all times. To view & download MCC Laws of Cricket, please [click here](#).
- d) All reference documents can be found on the website.

Contents

Application	1	Law 21 – No Ball.....	11
The Laws of Cricket: The Preamble - The Spirit of Cricket	2	Law 22 – Wide Ball.....	12
Law 1 – The Players	2	Law 23 – Bye and Leg Bye	12
Law 2 – The Umpires	2	Law 24 – Fielder’s Absence; Substitutes	12
Law 3 – Scorers.....	2	Law 25 – Batsman’s Innings; Runners	13
Law 4 – The Ball.....	3	Law 26 – Practice on the Field	13
Law 5 – The Bat	4	Law 27 – The Wicket-Keeper	13
Law 6 – The Pitch.....	4	Law 28 – The Fielder	14
Law 7 – The Creases	4	Law 29 – The Wicket is Down	15
Law 8 – The Wickets	4	Law 30 – Batsman out of his/her ground	15
Law 9 – Preparation and Maintenance of the Playing Area.....	4	Law 31 – Appeals	15
Law 10 – Covering the Pitch	4	Law 32 – Bowled	15
Law 11 – Intervals.....	5	Law 33 – Caught.....	15
Law 12 – Start of Play; Cessation of Play	5	Law 34 – Hit the Ball Twice	15
Law 13 – Innings	7	Law 35 – Hit Wicket	15
Law 14 – The Follow-On	8	Law 36 – Leg Before Wicket.....	15
Law 15 – Declaration and Forfeiture	8	Law 37 – Obstructing the Field	15
Law 16 – The Result.....	8	Law 38 – Run Out.....	15
Law 17 – The Over	11	Law 39 – Stumped.....	15
Law 18 – Scoring Runs	11	Law 40 – Timed Out	15
Law 19 – Boundaries	11	Law 41 – Unfair Play.....	16
Law 20 – Dead Ball	11	Law 42 – Players Conduct	18
		Appendix.....	19

The Laws of Cricket: The Preamble - The Spirit of Cricket

(see GPC-GC-The Preamble - The Spirit of Cricket)

The Preamble applies to all members of the Association affiliates, and makes team captains responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Law 1 – The Players

Law 1 shall apply.

A. Number of Players (1.1)

1. 11 players each day
2. Minimum players – see GPC-GC-Forfeits

B. Nomination of Team (1.2)

1. Team Lists – exchanged prior to the toss containing the player names participating in the game. Failure to exchange lists may result in no points being awarded to either side.
2. Substitute player – may replace an injured or absent fielder with the consent of the umpires
3. Under 18 players – ages of each player must be indicated on the team lists

C. Clothing

1. Uniform –
 - Day Game – standard whites worn
 - Day / Night Game – coloured clothing worn
2. Footwear –
 - Turf pitch – (1G & 2G) spikes must be worn; (3G & 4G) spikes may be worn
 - Synthetic pitch surface – (3G & 4G) no spikes to be worn on surface
3. Dress Standards – to be observed at all times (see GPC-GC-Dress Standard)

D. Safety Equipment

1. Only helmets that display the Australian Standards Approval should be worn (BS7928:2013).
2. When batting and wicket-keeping, all players use correct leg pads, gloves and protectors.
3. Additional protection may be worn based on match conditions and/or personal preference.

E. Post-Match Meeting (1G only – preliminary rounds only)

1. Within 20 minutes after the conclusion of each match, both team captains, both officiating umpires shall meet for the purpose of reviewing the match's conduct. That meeting shall be conducted in accordance with guidelines determined and distributed by the Association. (see Website-Post-match guidelines)
2. Captains failing to attend or comply may be dealt with under the Code of Conduct.

Law 2 – The Umpires

Law 2 shall apply.

A. Law 2.7 Fitness for play (2.7) shall apply subject to

1. Lightning
 1. Play shall cease immediately, in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash.
 2. Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers.

3. However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later, and shall remain off the field of play for the duration of the period that play is suspended under this Playing Condition.

2. Light Meters

The use of Light Meters, if available, shall be applied as a benchmark for the remainder of a stoppage to determine whether there has been, at any stage, a deterioration or improvement in the light.

3. Artificial Lighting

Artificial lighting can be used to supplement natural daylight only in day-night matches.

4. Changing ground conditions

1. Teams are allowed to work on the pitch or ground prior to the scheduled starting time on any day. All work done after the scheduled starting time must be done under the supervision of the umpires.
2. No sand, sawdust or other foreign material is to be used on the field or wicket unless under the direction of the ground's person.

B. Players as Umpires

Shall apply (see GPC-GC-Umpires)

Law 3 – Scorers

Law 3 shall apply (also see GPC-GC-Scorers & Scoring)

A. Scoring

Complete match & player information is to be recorded and maintained throughout the game.

B. Scoreboards

1. Ideally a scoreboard shall be provided at each lower grade ground and be operated in all matches.
2. Batting side responsible to update the scoreboard frequently (maximum 2 over intervals) and or on umpire requests.

C. MyCricket Detail Requirements

Mandatory match & player information must be entered in MyCricket each week. (see Law 16)

Law 4 – The Ball

Law 4 shall apply.

A. Approved Brand & Type (4.1, 4.2.1)

Approved Kookaburra balls (Red colour, 156 grams) stamped with Cricket Illawarra logo

- (1G & 2G) – 4-piece – Regulation, Club Match
- (3G & 4G) – 2-piece – Tuff Pitch, Special Test, Red King
- (Day / Night) – White colour 4 or 2-piece to suit grade requirement (any brand)

B. New Ball (4.3, 4.4)

- New ball compulsory at start of each innings
- Law 4.4 – shall Not apply

D. Sightscreens – (where available)

1. Sightscreen movement of
 - Batting team responsibility
 - Umpires will require play to continue until repositioned
2. Where sightscreens are on the playing surface it shall be boxed in by lines and/or appropriate markers.
3. White balls being used, sightscreens;
 - in use – be covered with black material
 - not in use – be removed from behind the pitch in play

Law 5 – The Bat

Law 5 shall apply.

Law 6 – The Pitch

Law 6 shall apply subject to

- (1G & 2G) – no match being played on a synthetic pitch
- (3G & 4G) – matches may be scheduled on either turf or synthetic surface pitch.

A. Area of pitch (6.1) – artificial covered pitch

Pitch width – determined by the width of the artificial covering

Law 7 – The Creases

Law 7 shall apply.

A. Return Creases (7.4) – Synthetic pitch

For the purpose of determining a bowler's back foot placement, the edge of a synthetic pitch will be regarded as the inside edge of a return crease.

B. Additional Crease Markings

As a guideline to the umpires for the calling of Wides, the crease markings detailed in Law 22 – Wides shall be marked at each end of the pitch. (also see PC-Appendices-Wide marking diagram)

Law 8 – The Wickets

Law 8 shall apply.

Law 9 – Preparation and Maintenance of the Playing Area

Law 9 shall apply.

Law 10 – Covering the Pitch

Law 10 shall apply with conditions in GPC-GC-Covering the Pitch

A. Wet weather during match - (Turf Pitch)

1. Both teams are responsible to cover as quickly as possible
2. Umpires to supervise operation

Law 11 – Intervals

Law 11 shall apply except 11.6, 11.7 shall NOT apply

A. Interval for Tea

- Commences immediately after session 1 concludes
- Duration = 20 minutes

B. Interval of Drinks (11.8)

1. Drinks break per session
 - (1G & 2G) – 2 off at conclusion of overs 17 & 34
 - (3G & 4G) – 1 off at conclusion of over 22
 - Length = maximum 3 minutes (short as possible)
 - Time is included in overall session duration
2. Extra drinks are permitted
 - Extreme Heat (under Law 11.8)
 - Individual players – on boundary edge or fall of a wicket, on the field provided no playing time is wasted. Persons entering field with drinks must be dressed in appropriate cricket attire. Umpires are to grant permission.
3. Drinks Break with Lost time in session
 1. (1G & 2G)
 - less than 90 minutes – 2 off equally spaced
 - in excess of 90 minutes – 1 off mid-session
 2. (3G & 4G) – 1 off mid-session

C. Final Series

- Tea and Drinks – each team provides their own requirements

Law 12 – Start of Play; Cessation of Play

A. Playing Times

<i>Details</i>	1G & 2G			3G & 4G		
	<i>Start</i>	<i>Finish</i>	<i>Minutes</i>	<i>Start</i>	<i>Finish</i>	<i>Minutes</i>
Match Day	11:30am	6:10pm	300	12:00pm	6:02pm	362
Session 1	11:30am	2:40pm	190	12:00pm	2:51pm	171
Interval			20			20
Session 2	3:00pm	6:10pm	190	3:11pm	6:02pm	171
Add-on time			0			0
<i>Final Series</i>		<i>Finish</i>	<i>Minutes</i>		<i>Finish</i>	<i>Minutes</i>
Add-on time		6:59pm	49		6:59pm	57

1. Scheduled Times
 1. Subject to interruptions
 2. Special Days – start times as listed in draw with subsequent sessions adjusted accordingly
 3. Last hour of match – Law 12.6, 12.7, 12.8 shall NOT apply.
2. Session Times
 - Duration – time from its commencement
 - Next Session – commences immediately after the previous session concludes
 - Team batting first – bats during session 1
 - Second batting team – bats during session 2

3. Add-on Time

Time is added to the end of each session should

1. Lost ball or injury occur
2. Slow over rates occur, in which penalties apply (see Law 13-Slow Over Rates Penalty)
3. Interruptions and Lost time occur in Final Series

B. Loss of Playing Time

1. Objective – rearrange the time remaining and overs, so both teams have the opportunity of batting for the same duration and number of overs.
2. Calculation of the time and number of overs to be bowled –
 - see (C) & (D) -Lost Time procedure & Appendix-Lost Time tables
 - any recalculation must not cause the match to be rescheduled to finish earlier than the original finishing time. That time may be extended to allow for one extra over for both teams to be added if required.
3. Team batting second shall not bat for a greater time than the team batting first, unless the team batting first innings is completed.

C. Lost Time (Session 1) – Before, or During, the Innings of the Team Batting First

1. Number of overs to be received by each team shall be reduced at the rate of one over for each 7.6 minutes of playing time lost. (see Appendix-Lost Timetables).
2. Where the number of overs to be received by each team is reduced:
 1. the finishing time for the innings of the team batting first shall be rescheduled; and
 2. the field restrictions for each innings shall be reduced in proportion to the time lost.
3. Incomplete or fractions of overs are ignored.

D. Lost Time (Session 2) – After the Innings of the Team Batting First

1. Number of overs to be received by the team batting second shall be reduced, or further reduced, at the rate of one over for each 3.8 minutes of scheduled playing time lost. (see Appendix-Lost Timetables).
2. Field restrictions shall be reduced in proportion to the time lost.
3. Incomplete or fractions of overs are ignored.

E. Final Series

(see Law 16(E)-Final Series Structure)

1. (1G, 2G, 3G) – Dates & Days (Extra Add-on Time)
 1. Semi-final – (2 days)
 - weekend 1 played on the Saturday, plus additional if required,
 - reserve weekend 1 continued and or played on the Sunday.
 2. Final – (4 days)
 - weekend 2 played on the Saturday, plus additional if required, continued and or played
 - reserve weekend 2 played on the Sunday, plus additional
 - reserve weekend 3 – Saturday & Sunday.
2. (4G) – Dates & Days (Extra Add-on Time)
 1. Semi-final – (1 day) weekend 1 played on the Saturday only
 2. Preliminary-final – (1 day) weekend 1 played on the Sunday only
 3. Final – (4 days)
 - weekend 2 played on the Saturday, plus additional if required, continued and or played
 - reserve weekend 2 played on the Sunday, plus additional
 - reserve weekend 3 – Saturday & Sunday.
3. (All Grades) – Lost Time
 1. Objective – enable both teams to receive an opportunity for maximum overs & result.

2. Scheduled Day & any Reserve Days – Extra Add-on time can be used to make up only the actual amount of lost time. Once all Add-on time is used overs reduce as per (B)-Lost of Playing Time.
3. Match Result Likely – should playing conditions prevail and a result looks achievable on the day, with a common-sense approach, play may be continued past the Cut-off time. (excluding on the last reserve day)

Law 13 – Innings

A. Number of Innings (13.1, 13.2)

1. Each team is limited to one innings of a maximum quota of overs.
2. Uninterrupted maximum –
 - (1G & 2G) – 50 overs
 - (3G & 4G) – 45 overs
3. Interrupted minimum – 20 overs to constitute a match
4. Law 13.2 shall NOT apply

B. Completed Innings (13.3)

1. A teams first innings will be deemed completed (whichever occurs sooner)
 - team is dismissed (All out)
 - after the allotted overs have been bowled (not All out)
 - Law 13.3.3, 13.3.4 shall NOT apply
2. A completed innings will be deemed a team has received its maximum quota of overs.

C. The Toss (13.4, 13.5)

1. How – the captains shall toss for the choice of innings, on the field of play and in the presence of at least one official umpire (if so appointed).
 - Preliminary rounds – Home captain to toss, Away captain to call
 - Final Series – Higher rank captain to toss, Lower rank captain to call
2. When –
 - No later than 15 minutes (or earlier than 30 minutes), before the scheduled or rescheduled match start time.
 - Not until the minimum number of players per team are in attendance.
3. Notification – the captain winning the toss must immediately notify the opposing captain and umpires of his decision to bat or bowl. Note the provision of Law 1.3 (Captain)

D. Length of Innings

1. Each team may bat for a maximum quota of overs, unless dismissed earlier.
2. Where the team batting first is dismissed, the team batting second shall be entitled to bat for its maximum quota of overs.
3. Lost Time
 1. Team batting second shall not bat for a greater time or overs than the team batting first, unless the team batting first innings is completed under (B).
 2. Constitute a Match – an opportunity for the minimum quota of overs to both teams, unless the innings is completed under (B).
4. Fielding team failure to bowl overs by scheduled session finish time
 1. play continues until the required number of overs has been bowled or a result achieved.
 2. Penalties apply for slow over rates – see (F)

E. Maximum Overs per Bowler

1. Over Limit maximum per bowler in innings
 - (1G & 2G) – 10 overs
 - (3G & 4G) – 9 overs
2. Lost time
 1. 1/5th of the total reduced innings overs per bowler
 2. Total reduced overs not divisible by 5 – one additional over allowed to the maximum number per bowler to make up the balance (see Appendix-Table 4)
 3. Limit Reached or Exceeded – no further deliveries allowed when reached or exceeded a re-calculated limit, except to complete an over previously commenced
3. Bowler unable to complete an over,
 - another bowler shall bowl the remaining balls
 - each part of an over shall count as a full over for each bowler's limit

F. Slow Over Rate Penalty

1. (All Grades – with appointed Official umpires)
 1. Fielding team failing to bowl required overs by required cut-off time
 1. determined by umpires in both sessions
 2. penalty = 6 runs per over short at required cut-off time awarded to batting team
 2. All penalty runs are imposed
 - at the end of the last over considered to have been completed,
 - before the first ball of the penalised overs is bowled
 3. Team batting second procedure, if credited with penalty runs
 1. takes its score past that of the team batting first, then
 - match deemed won by the team batting second,
 - play will cease immediately
 2. does not take its score past that of the team batting first, then
 - match with continue until (whichever occurs sooner) a result is achieved, or overs are completed,
 - play will cease immediately
2. (3G & 4G – with NO appointed Official umpires)
 1. No penalty applies. Teams are to maintain average over rate.

Law 14 – The Follow-On

Law 14 – does NOT apply.

Law 15 – Declaration and Forfeiture

Law 15 – does NOT apply – No innings declarations allowed.

Law 16 – The Result

Law 16 shall apply subject to the following

A. Determining the Result (16.2)

1. Team will be deemed the winner if it has scored more runs than its opposition where;
 1. each team has had the opportunity to receive the designated number of overs.
 2. interrupted match (which has been constituted) – the team batting second does not receive the designated number of overs – determined by the Revised Target Score Calculation

2. A match will be deemed a
 1. 'Draw' – if either one or both of the teams is prevented from receiving their allocated number of overs and a result has not been achieved. (Match not constituted)
 2. 'Abandoned' – match did not commence from an interruption. (total wash out)
 3. 'Tie' – both teams have scored the same number of runs, irrespective of wickets fallen.
3. Final Series
 - Should a decision not be achieved, or a tie occurs, the higher ranked team will be declared the winner.

B. Revised Target Score Calculation

1. Calculation by Duckworth/Lewis system (Tarams App)
2. Include interruptions in either session
3. Target score will always be a whole number and one run less will constitute a Tie.
4. Both team’s scorers / captains responsible to perform & compare and AGREE on the Duckworth/Lewis calculations.

<i>Details</i>	<i>1G & 2G</i>	<i>3G & 4G</i>
G50 score	200	195
Overs at start of innings (uninterrupted match)	50	45

- (see Website-How to Guide-Duckworth/Lewis method)
5. Captains then advise umpires of target score.
 6. Non-agreements – umpires to arbitrate and review data entry.

C. Entering Results into MyCricket

1. Mandatory match results and player statistics
 1. must be submitted into MyCricket after the completion of each match (including washouts) by the stipulated time.
 2. The nominated team list for a match must only contain the players who actually participated in the game. All other players must be removed from the list.
 3. Detailing required see GPC-GC-Submission of MyCricket Results.
2. Captain’s Reports
 1. all Grades with official umpires appointed and only in preliminary rounds
 2. must be submitted by stipulated time (see GPC-GC-Submission of MyCricket Results-Match Reports)

D. Competition Points

<i>Result</i>	<i>Points</i>	<i>MyCricket Result Code</i>
Win	6	Won First Innings
Loss	2	Lost First Innings
NRR 1.25 times opposition – 1 Bonus Point <ul style="list-style-type: none"> ▪ Win ▪ Loss (see Bonus Point Victory)	7 1	Won With 1 Bonus Point Lost (Opposition 1 Bonus Pt)
NRR 2.0 times opposition – 2 Bonus Points <ul style="list-style-type: none"> ▪ Win ▪ Loss (see Bonus Point Victory)	8 0	Won With 2 Bonus Point Lost (Opposition 2 Bonus Pt)
Tie first innings	4	Tie first innings
Draw or No Result Washed out	3	Match Drawn Match Abandoned
Bye	6	Bye

Result	Points	MyCricket Result Code
Bye (uneven round)	Round max	Manual adjustment required
Bye (Total round washed out)	3	Manual adjustment required
Forfeiting team	0	See GPC-GC-Competition Points

1. Bonus Point Victory

1. One Bonus Point – victory must be achieved

1. Batting first – with a run-rate 1.25 times that of the opposition.
2. Batting Second – prior to the end of the
 - (1G & 2G) – 40th over
 - (3G & 4G) – 36th over
 - (or in a reduced overs match, batting no more than 80% of its maximum number of overs).

Examples:

Calculation - End of team batting first innings

If a team batting first scores 200 off its 50 overs (or 45 overs) it must dismiss its opposition for no more than $200/1.25 = 160$ to obtain one bonus point.

Calculation - End of match

Team batting first scores 200 off its 50 overs (or 45 overs) and the team batting second scores 162.

The run-rate ratio = $200/162 = 1.23$. Therefore is less than 1.25 and no bonus point is awarded.

2. Two Bonus Points – victory must be achieved

1. Batting first – with a run-rate 2.00 times that of the opposition.
2. Batting Second – within & by the end of
 - (1G & 2G) – 25th over
 - (3G & 4G) – 22.3 overs (22 overs & 3 balls)
 - (or in a reduced overs match, batting no more than 50% of its maximum number of overs).

Examples:

Calculation - End of team batting first innings

If a team batting first scores 200 off its 50 overs (or 45 overs) it must dismiss its opposition for no more than $200/2 = 100$ to obtain two bonus points.

Calculation - End of match

Team batting first scores 200 off its 50 overs (or 45 overs) and the team batting second scores 145.

The run-rate ratio = $200/145 = 1.38$. Therefore ratio is less than 2 and greater than 1.25, only one bonus point is awarded.

3. Where matches are shortened and targets revised through the Duckworth/Lewis method, bonus run-rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

4. Duckworth/Lewis Result Adjustment

1. Where a match is abandoned, but a result is achieved under Result Adjustment Duckworth/Lewis, for quotients purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.
2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

E. Final Series Structure

1. Final Ladder position ranking – ordered by Points then Net Run Rate
2. (1G, 2G, 3G) – Final series
 - ✓ Number of Contesting Teams = top 4
 - ✓ Structure Type = 4 Team 2-Stage Series Type
 - Semi-finals – (SF1) Team 1 v Team 4, (SF2) Team 2 v Team 4 (winners to final, losers eliminated)
 - Final – SF1 winner v SF2 winner
3. (4G) – Final series
 - ✓ Number of Contesting Teams = top 8
 - ✓ Structure Type = 8 Team 3 Stage Series Type
 - Semi-finals
 - (SF1) Team 1 v Team 8, (SF2) Team 2 v Team 7, (SF3) Team 3 v Team 6, (SF3) Team 4 v Team 5
 - Winning teams move to next stage
 - Losing teams eliminated
 - Preliminary final
 - SF Winners ranking changed with each then ranked by its initial team ranking order – Highest to lowest
 - (PF1) Highest rank v Lowest rank, (PF2) Second rank v Third rank
 - Final – PF1 winner v PF2 winner

Law 17 – The Over

Law 17 shall apply.

A. Restrictions on Underage Bowlers

Restrictions must be adhered to for medium pace or faster bowlers in number of overs in a Spell and in a Day's play (see GPC-GC-Young Bowler Restriction Guide).

Law 18 – Scoring Runs

Law 18 shall apply.

Law 19 – Boundaries

Law 19 shall apply (also see GPC-GC-Field Boundaries & PC-Appendices-Field Boundary diagram).

Law 20 – Dead Ball

Law 20 shall apply.

Law 21 – No Ball

Law 21 shall apply.

A. Free Hit after a No Ball – (only applies with appointed Official umpires)

1. The delivery following any No Ball shall be a free hit for whichever batter is facing it.
2. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
3. For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide.
4. Changes to fielding positions are only permitted if
 - a different batter is on strike for the free hit delivery, or

- the No Ball is the result of a fielding breach, in which case the field may be changed only in order to correct the breach.
5. The bowler's end Umpire shall signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

Law 22 – Wide Ball

Law 22 shall apply.

A. Judging a Wide (22.1)

1. Umpires to apply a very strict and consistent interpretation in order to prevent negative bowling wide of the wicket.

Definition: Any off side or high or leg side delivery that, in the opinion of the Umpire, does not give the batter a reasonable opportunity to score.

2. Guidelines (strictly as a guide only)
- Off side – any delivery passing the striker at a point wider than 900mm from off stump
 - Leg side – a delivery that passes behind the legs of the batter and outside the leg stump at a point wider than
 - (1G & 2G) – 190 mm (Protected Area mark)
 - (3G & 4G) – 300 mm

without making any contact with the striker's bat or person, unless the ball passes between the striker and the stumps.

3. Pitch Guide Markings
- Pitch creases to be suitably marked to assist in the judging the guidelines (see PC-Appendices-Pitch marking guide diagram)
4. Reverse Sweep or Switch Hit – when played or attempted
- Offside guideline now applies on both sides of the stumps,
 - Leg side guideline interpretation is no longer in play.

B. Delivery not a Wide (22.4)

Under Law 22.4 the above provisions do not apply if

- the striker by moving either causes the ball to pass wide of him/her or
- brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

Law 23 – Bye and Leg Bye

Law 23 shall apply.

Law 24 – Fielder's Absence; Substitutes

Law 24 shall apply.

A. Fielder absent or leaving the field (24.2) – amended and replaced with

1. Players arriving late to a match, due to work or coaching commitments in general, can participate upon taking the field. (i.e. there are no time restrictions before they can bowl in the innings).
2. If a player leaves the field to play another sport (as a professional player), work or other commitments in general, a substitute fielder is allowed in these circumstances.
3. Notwithstanding (1) above, if a fielder fails to take the field with his side 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 24.4). The umpire shall give such consent as soon as practicable.

4. If the player is absent from the field for longer than 8 minutes:
 1. the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
 2. the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.
5. The above restrictions 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).
6. In the event of a fieldsman already being off the field at the commencement of an interruption in play, 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.

Law 25 – Batsman's Innings; Runners

Law 25 shall apply.

A. Batsman Retiring (25.4)

1. An injured batter who has temporarily retired, and is unable to return after the fall of the ninth wicket shall be recorded in the scorebooks as 'Retired – not out' and the innings shall be deemed closed.
2. Where an injury occurs to a batter involved in a tenth wicket partnership, a maximum of five minutes will be allowed in order for the batter to obtain treatment. If the batter is unable to resume after the five minutes he shall be recorded in the scorebooks as 'Retired – not out' and the innings shall be deemed closed.
3. A team is considered dismissed and deemed to have lost 10 wickets, even if batsmen are absent, ill or injured.

B. Protective Equipment – The Batsman

1. Batters must wear leg guards, protector & batting gloves when batting.
2. A batter who is aged
 - Over 18 years is strongly recommended at times
 - Under 18 years must at ALL times

wear a British Standard 7928:2013 compliant helmet when batting.

Law 26 – Practice on the Field

Law 26 shall apply.

Law 27 – The Wicket-Keeper

Law 27 shall apply.

A. Protective Equipment – The Wicket-Keeper (27.1)

1. Wicket-keepers must wear leg guards, protector & keeping gloves.
2. A wicket-keeper who is aged
 - Over 18 years is strongly recommended at times
 - Under 18 years must at ALL times

wear a British Standard 7928:2013 compliant helmet when wicket-keeping up to the stumps.

Law 28 – The Fielder

Law 28 shall apply.

A. Protective Equipment – The Fielder (28.1)

In addition, a fielder who is aged

- Over 18 years is strongly recommended at times
- Under 18 years must at ALL times

wear a British Standard 7928:2013 compliant helmet when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side. (Helmet with grille fitted, protector)

B. Fielding Restriction Area – (1G, 2G, 3G only)

1. Two semi-circles drawn on the field of play.
2. Semi-circles
 - Measured – from the middle stump at either end of the pitch
 - Radius = 27.5 metres
 - Linked on the sides by two parallel straight lines
3. Circle should be marked by
 - continuous painted white lines or 'dots' at 5 metre intervals,
 - each 'dot' to be covered by 180 mm white plastic or rubber (but not metal) discs.
 - see PC-Appendices-Field Restriction diagram – PC-Appendices

(3G Note): Although markings may not be present, the umpires will apply the restrictions using a common-sense best estimate approach and advise the captain whether any players need to be moved.

C. Fielding Restrictions

1. Leg side Fielders – no more than 5 fielders at the instant of delivery.
2. (1G & 2G) Power Play Overs
 1. Fielders allowed outside the field restriction area at the instant of delivery,
 - Power Play 1 (overs 1-10 inclusive) – no more than 2 fielders
 - Power Play 2 (overs 11-40 inclusive) – no more than 4 fielders
 - Power Play 3 (overs 41-50 inclusive) – no more than 5 fielders
 2. At the commencement of Power Plays 2&3 of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
3. (3G only) Power Play Overs
 1. Fielders allowed outside the field restriction area at the instant of delivery,
 - Power Play 1 (overs 1-13 inclusive) – no more than 2 fielders
 - Power Play 2 (overs 14-45 inclusive) – no more than 5 fielders
 2. At the commencement of Power Plays 2 of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle
4. (1G, 2G, 3G only) Power Play Overs – Interrupted play

Where the maximum number of overs available to each team is reduced,

 - Power play overs will be reduced proportionately (see Appendix-Table 4)
 - On resumption if the Power play overs limit has been exceeded it takes immediate effect even if the interruption is during an over
5. Breaches
 1. Either Umpire shall call and signal 'No Ball'
 2. Should the umpires miss a breach

1. the striker may draw the matter to the attention of the striker's end Umpire immediately the ball becomes dead.
2. after the umpires consult about the breach,
 - If verified, will call and signal 'No Ball'.
 - If not verified, will confirm that the events of the delivery will be unchanged.

Law 29 – The Wicket is Down

Law 29 shall apply.

Law 30 – Batsman out of his/her ground

Law 30 shall apply.

Law 31 – Appeals

Law 31 shall apply.

Law 32 – Bowled

Law 32 shall apply.

Law 33 – Caught

Law 33 shall apply.

Law 34 – Hit the Ball Twice

Law 34 shall apply.

Law 35 – Hit Wicket

Law 35 shall apply.

Law 36 – Leg Before Wicket

Law 36 shall apply.

Law 37 – Obstructing the Field

Law 37 shall apply.

Law 38 – Run Out

Law 38 shall apply.

Law 39 – Stumped

Law 39 shall apply.

Law 40 – Timed Out

Law 40 shall apply.

Law 41 – Unfair Play

Law 41 shall apply subject to the following.

A. General – Penalty Runs Clauses

The application of penalty runs will not apply to those matches where official Umpires have not been appointed.

B. Bowling of dangerous and unfair short pitched deliveries (41.6) – amended

- a) A bowler shall be limited to TWO fast short pitched deliveries per over.
- b) A dangerous and unfair short pitched delivery is defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The bowler's end umpire shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to clause (f) below, a ball that passes clearly above head height of the batter, 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 TWO fast short pitched deliveries in an over as defined in clause (b) above, the bowler's end umpire 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 third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) If there is a second instance of the bowler being no balled in the innings for bowling more than TWO fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- 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 shall 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 shall then report the matter to the Association who shall take such action as is considered appropriate against the captain and the bowler concerned.

m) Bowling of dangerous and unfair short pitched deliveries

(41.6.1) The bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him/her. The fact that the striker is wearing protective equipment shall be disregarded.

(41.6.3) As soon as the umpire decides that the bowling of short pitched deliveries has become dangerous under the paragraph above, he/she shall call and signal No ball. When the ball is dead, the umpire shall

caution the bowler, indicating that this is a first and final warning, and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred:

(41.6.4) Should there be any further such delivery by the same bowler in that innings, the umpire shall

- (a) call and signal No ball
- (b) when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- (c) inform the other umpire for the reason for this action.

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

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to the Association, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

(41.6.5) The warning sequence is independent of the warning and action in section (C – 41.7) below.

C. Bowling of dangerous and unfair non-pitching deliveries (41.7) – amended

- a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be a No ball.
- b) 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 if, in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the striker.
- c) In the event of a bowler bowling a high full pitched ball as defined in clause (b) above (i.e. a beamer), the bowler's end umpire shall, in the first instance, call and signal No ball and 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.

- d) 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.
- e) The bowler thus taken off shall not be allowed to bowl again in that innings.
- f) The umpire shall report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- g) The umpires shall then report the matter to the Association who shall take such action as is considered appropriate against the captain and the bowler concerned.
- h) (41.7.3) The warning sequence is independent of the warning and action in section (B – 41.6) above.

i) Deliberate bowling of non-pitching deliveries

(41.7.4) If the umpire considers that a non-pitching delivery which is deemed dangerous and unfair as defined in clause (B, b) was deliberately bowled, then the first and final warning process shall be dispensed with. The bowler's end umpire shall:

- (a) Call and signal No ball.

- (b) When the ball is dead, direct the captain to take the bowler off forthwith.
- (c) Not allow the bowler to bowl again in that innings.
- (d) Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

Report the occurrence to the other umpire, to the captain of the batting side and the Association who shall take such action as is considered appropriate against the captain and the bowler concerned.

Law 42 – Players Conduct

Law 42 shall be replaced with;

1. Any Club member, umpire or Club official engaging in disorderly or improper behaviour, either on or off the field, and whether taking part in a match or not, breaches the Code of Conduct and may be dealt with by the Association.
2. Teams, players and officials must adhere to the Associations' 'Codes of Behaviour' as adopted.
3. Unacceptable conduct (42.1) – all breaches shall be reported and handled in accordance with the Associations' Code of Conduct document.

Appendix

Table 1 – Time Lost Calculation

Time Lost – Prior To Play Commencing

For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE OR PART 7.6 minutes lost.

Time Lost – During Session 1 (Team Batting First)

For time lost DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over PER TEAM for each WHOLE OR PART 7.6 minutes lost

<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>
8	1	53	7	99	13	144	19	190	25
15	2	61	8	106	14	152	20	198	26
23	3	68	9	114	15	160	21	205	27
30	4	76	10	122	16	167	22	213	28
38	5	84	11	129	17	175	23	220	29
46	6	91	12	137	18	182	24	228	30

Example of over re-calculation –

After 1 hour’s play in which 17 overs were bowled, play is delayed for 1 hour:

Calculated Overs lost per team = 60 minutes / 7.6 minutes = 7.9 (ignore fraction = 7 overs)

Table 1 Overs lost per team = 60 minutes lost compared to lowest value = 53 minutes lost = 7 overs lost per team.

Each team now to receive

(1G & 2G) - 43 overs.

(3G & 4G) - 38 overs

Calculated innings time =

(1G & 2G) - 43 overs x 3.8 minutes / over = 163.4 minutes (164 minutes)

(3G & 4G) - 38 overs x 3.8 minutes / over = 144.4 minutes (145 minutes)

The team bowling first must now bowl a further

(1G & 2G) - 26 overs (43 max overs – 17 received overs) in the remaining

104 minutes (164 innings length – 60 already played) allowable for session 1.

(3G & 4G) - 21 overs (38 max overs – 17 received overs) in the remaining

85 minutes (145 innings length – 60 already played) allowable for session 1

The team bowling second must bowl its

(1G & 2G) - 43 overs in 164 minutes of session 2.

(3G & 4G) - 38 overs in 145 minutes of session 2.

Table 2 – Time Lost – During Session 2 (Team Batting Second)

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART 3.8 minutes lost.

<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>
4	1	27	7	49	13	72	19	95	25
8	2	30	8	53	14	76	20	99	26
11	3	34	9	57	15	80	21	103	27
15	4	38	10	61	16	84	22	106	28
19	5	42	11	65	17	87	23	110	29
23	6	46	12	68	18	91	24	114	30

Table 3 – Lost Time – Player Bowling Restrictions

<i>Overs</i>	<i>Bowler X Overs</i>	<i>Overs</i>	<i>Bowler X Overs</i>
50	5 x 10	35	5 x 7
49	4 x 10 & 1 x 9	34	4 x 7 & 1 x 6
48	3 x 10 & 2 x 9	33	3 x 7 & 2 x 6
47	2 x 10 & 3 x 9	32	2 x 7 & 3 x 6
46	1 x 10 & 4 x 9	31	1 x 7 & 4 x 6
45	5 x 9	30	5 x 6
44	4 x 9 & 1 x 8	29	4 x 6 & 1 x 5
43	3 x 9 & 2 x 8	28	3 x 6 & 2 x 5
42	2 x 9 & 3 x 8	27	2 x 6 & 3 x 5
41	1 x 9 & 4 x 8	26	1 x 6 & 4 x 5
40	5 x 8	25	5 x 5
39	4 x 8 & 1 x 7	24	4 x 5 & 1 x 4
38	3 x 8 & 2 x 7	23	3 x 5 & 2 x 4
37	2 x 8 & 3 x 7	22	2 x 5 & 3 x 4
36	1 x 8 & 4 x 7	21	1 x 5 & 4 x 4
		20	5 x 4

Table 4 – Lost Time – Power Play Fielding Restrictions

(1G & 2G) – Number of Power Play overs when Fielding Restrictions will apply

<i>Innings Duration</i>	<i>Power Play 1</i>	<i>Power Play 2</i>	<i>Power Play 3</i>
50	10	30	10
49	10	29	10
48	10	29	9
47	10	28	9
46	9	28	9
45	9	27	9
44	9	26	9
43	9	26	8
42	9	25	8
41	8	25	8
40	8	24	8
39	8	23	8
38	8	23	7
37	8	22	7
36	7	22	7
35	7	21	7
34	7	20	7
33	7	20	6
32	7	19	6
31	6	19	6
30	6	18	6
29	6	17	6
28	6	17	5
27	6	16	5
26	5	16	5
25	5	15	5
24	5	14	5
23	5	14	4
22	5	13	4
21	4	13	4
20	4	12	4

(3G only) – Number of Power Play overs when Fielding Restrictions will apply

<i>Innings Duration</i>	<i>Power Play 1</i>
44 – 45	13
40 – 43	12
37 – 39	11
34 – 36	10
30 – 33	9
27 – 29	8
24 – 26	7
20 – 23	6