

PLAYING CONDITIONS MATCHES 6 to 16

Except as varied below, the Laws of Cricket 2017 Code (2nd Edition – 2019) shall apply

1. DURATION

- 1.1 Scheduled hours of play shall be 12.00 p.m. to 7.00 p.m. All timings are subject to adjustment, depending on the start time, and the timings in subsequent playing conditions shall be adjusted by the amount by which the start time is also adjusted.
- 1.2 A cut-off time shall be fixed prior to the start of each innings which shall be adjusted if there is an interruption for inclement weather or other unavoidable cause.
- 1.3 Play may continue after the scheduled or rescheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved.
- 1.4 A 30 minutes tea interval shall be taken between innings unless weather conditions so dictate that it is appropriate, in the interests of time saving, to take tea during a weather break in the first innings. In this case, there shall be a 10 minutes interval between innings unless the tea break coincides with the end of an innings when the 30 minutes tea interval shall be concurrent.
- 1.5 All matches shall be of 110 overs duration save where time is lost after the scheduled 12.00 p.m. start time, due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as described below.
- 1.6 In an uninterrupted match, the duration of the first innings shall be 55 overs unless the side batting first is dismissed or declares its innings closed.
- 1.7 If a team batting first is dismissed or declares its innings closed before their maximum overs' allocation is completed, any complete overs remaining will be available to both sides. The time allowed to bowl the new total of overs shall be calculated in accordance with the overs chart, allowing 3 minutes and 30 seconds per over.
- 1.8 If a team batting first is dismissed (or there is a declaration) and tea is not ready, a 10 minutes interval between innings shall be taken and play shall continue for a minimum of 15 overs or 50 minutes, whichever is the longer, unless a result has been obtained earlier. In this instance, the tea interval shall be reduced to 20 minutes.

- 1.9 Allowances will be made for unavoidable breaks in play which are of a duration of three minutes or more and confirmed to the fielding captain and the batsmen at the wicket at the time of the delay. The umpires shall, also, notify the scorers of any such stoppage at the end of the innings. Breaks of less than three minutes are to be ignored and no allowances made. Batsmen are expected to cross on the field of play at the fall of a wicket.
- 1.10 Drinks intervals shall be agreed with the umpires by both captains prior to the start of each innings. Five minutes shall be allowed for each interval and shall count as time lost.

2. DELAYED STARTS AND INTERRUPTIONS

- 2.1 Where the start of a match is delayed, due to inclement weather or other unavoidable cause, and the toss has not taken place, the number of overs available to each side shall be equal. The umpires shall reduce the number of overs per team by one over for every seven minutes of time lost between 12.00 p.m. and the actual start time. (Tables for the guidance of umpires are printed at the rear of this section).
- 2.2 If rain falls after the toss but before the scheduled start, thus causing a delay, 2.1 shall be applied.
- 2.3 If, after the completion of the first innings, there is insufficient time for the team batting second to receive a minimum of 20 overs, the match shall be abandoned.
- 2.4 No match shall start after 4.30 p.m. (minimum 40 overs plus 10 minutes break between innings, assuming tea has already been taken).
- 2.5 Where time is lost due to inclement weather or other avoidable cause after the start of the match, the number of overs to be played shall be reduced by one over for every full 3 minutes and 30 seconds lost. The team batting first shall complete its initial allocation of overs unless it is dismissed, or it declares its innings closed. The number of overs to be received by the side batting second shall be reduced. The cut-off time shall be calculated before the start of the second innings by multiplying the number of overs remaining by 3 minutes and 30 seconds.
- 2.6 If the first innings is completed prior to the agreed cut-off time and there is an interruption, due to inclement weather or other unavoidable cause, during the second innings, any calculation in relation to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings commenced early has elapsed.

- 2.7 If play is suspended during an over in the second innings, the number of full overs to be bowled shall be recalculated and any balls not bowled in the incomplete over shall be added.
- 2.8 The umpires, in their calculations, shall aggregate all interruptions for bad weather and shall count all fractions of overs as complete overs.
- 2.9 If the first innings is interrupted, due to inclement weather or other unavoidable cause, and time is lost, a target for a winning draw must be agreed by the umpires, scorers and captains before the second innings commences. If it, subsequently, transpires that the target has been miscalculated, the original target will stand.
- 2.10 If the second innings is interrupted, due to inclement weather or other unavoidable cause, play may not resume until a revised target for a winning draw has been agreed by the umpires, scorers and captains.
- 2.11 Where the team batting second does not have the opportunity of batting the same number of overs as the team batting first, due to time being lost during the first innings and/or during the second innings, the target for a winning draw will be calculated immediately prior to the start of the second innings (if time is lost during the first innings) and/or before each re-commencement of play after any interruption in the second innings .
- 2.12 The target for a winning draw shall be calculated by using the following formula: -

$$(100 + \{B \times 1.2\}) \times C \div 100$$

B = difference in the number of overs received by each team

C = average run rate per over achieved by the team batting first

Average run rate per over = Innings total / number of overs allocated

Note: i) The run rate of both the first and second innings shall be calculated to two decimal places.

Note ii) After any interruption during the first innings and time is lost, the formula shall be applied, and the adjusted run rate shall be agreed by the umpires and both scorers before the start of the second innings. Once agreed, it shall be final unless there is a further interruption and time is lost during the second innings

Note iii) if there are any interruptions to play during the second innings and time is lost, the formula shall be re-applied and the run rate for the innings shall be re-calculated on each occasion.

Note iv) After any interruption during the second innings and time is lost, the adjusted run rate shall be agreed by the umpires and both scorers prior to the re-commencement of play and, once agreed, shall be final unless there are any further interruptions.

- 2.13 If the players are off the field of play at the scheduled or rescheduled cut-off time for the second innings, the match is at an end.
- 2.14 In reduced overs matches, if a win is not secured, the result shall be based on the side with the higher overall scoring rate based on: -
- (i) Team declared – total runs divided by overs received
 - (ii) Otherwise – total runs divided by overs allocated

3. NUMBER OF OVERS PER BOWLER

- 3.1 No bowler may bowl more than 30% of the overs available in any innings up to a maximum of 17.
- 3.2 In a match that is interrupted during the second innings, if, on resumption, a bowler has exceeded the new maximum number of overs permitted, he/she shall not be allowed to bowl again in that innings. However, if an interruption occurs mid-over and, on resumption, the bowler has exceeded the new maximum allocation, he/she will be allowed to finish the incomplete over.
- 3.3 If a bowler is incapacitated or suspended and is unable to complete an over, another bowler shall complete the over from the same end, provided he does not bowl two overs consecutively nor bowls parts of each of two consecutive overs in that innings. Such part of an over shall count as a full over only in so far as each bowler's limit is concerned.
- 3.4 The umpires shall, prior to the start of the innings, or on resumption of play after an interruption, advise the scorers and captains of the maximum number of overs available per bowler. (Tables for the guidance of umpires are printed at the rear of this section).

4. OVER RATE PENALTIES

- 4.1 The captain of the fielding side is responsible for his team's over rate. The umpires are not expected to advise captains if they are falling behind but the captain may check the over rate with the umpires at any time during the innings.

- 4.2 The minimum over rate to be achieved by both teams is 17 overs per hour and the following penalty point deduction shall apply during if this is not achieved: -
- 1st occasion – a warning from the General Manager
 - 2nd occasion – one-point deduction
 - 3rd occasion – two-points deduction
 - 4th occasion – three-points deduction
- In the event of further reports, the points deduction will increase by one point for each report.
- 4.3 At the close of play, umpires shall advise captains that they will be notifying the General Manager, via the online umpires' report, if they have failed to maintain an overall rate of 17 overs per hour. Failure of the umpires to comply with this clause shall not invalidate the deduction of points.
- 4.4 Two minutes shall be allowed for each wicket that falls in an innings up to and including the fall of the ninth wicket but there will be no allowance for the tenth wicket that falls, in either innings, or for any wicket taken with the final ball of an innings or immediately before a declaration.
- 4.5 Time allowances will not be subject to retrospective negotiation – the umpires' decision will be final and there will be no right of appeal.
- 4.6 There will be no penalty for slow over rates in any innings that lasts less than 20 overs.
- 4.7 In all reduced overs matches, the fielding team will be allowed an additional five minutes to complete their allotted overs before any points penalties are imposed.

5. RESTRICTION ON PLACEMENT OF FIELDERS

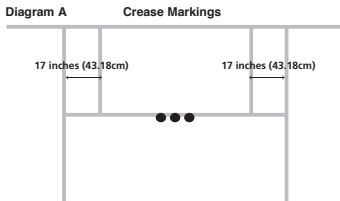
In addition to Law 28.4, the following fielding restrictions shall apply: -

- 5.1 Two semi-circles should be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each semi-circle shall be 30 yards.
- 5.2 The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or dots at five-yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

- 5.3 At the instant of delivery, no more than five fielders shall be permitted outside the field restriction area. In the event of an infringement, the umpire at the striker's end shall call and signal "No ball" and the score shall be adjusted in accordance with Law 21 and an extra delivery in that over shall be allowed.
- 5.4 If the umpire at the striker's end fails to call and signal "No ball" when the fielding restrictions have been breached, the striker may draw the matter to the attention of the umpire immediately the ball becomes dead. If the umpire at the striker's end can verify the breach, he shall call and signal "No ball". If the umpire at the striker's end is unable to verify the breach, he shall confirm that the events of the delivery shall be unchanged

6. WIDE BALLS

- 6.1 Law 22.1 will apply but in addition: -
- (i) for bowlers attempting to utilise the rough outside a batsman's leg stump, not necessarily as a negative tactic, the strict limited over wide interpretation shall be applied.
 - (ii) for bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over wide interpretation shall be applied.
- 6.2 Pitch markings should be expanded to include lines 17" (43.18 cm) inside and parallel to each return crease as an aid to umpires judging whether an off-side wide has been bowled. These markings should be painted in blue.



7. THE BOWLING OF FAST SHORT-PITCHED BALLS

The following conditions are not a substitute for Law 41.6 which umpires may apply at any time.

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

- 7.2 A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person and equipment.
- 7.3 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.
- 7.4 In addition, for the purposes of this regulation and subject to 7.6 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 and signalled a "No ball".
- 7.5 For the avoidance of doubt, any fast short-pitched delivery that is called and signalled a "No ball" under this playing condition shall also count as one of the allowable short-pitched deliveries in that over.
- 7.6 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in 7.2 above, the umpire at the bowler's end shall call and signal "No ball" on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal "No ball" and then tap the top of his/her head with the other hand.
- 7.7 If a bowler delivers a third fast short-pitched ball in an over, the umpire, after the call and signal of "No ball" and when the ball is dead, shall caution the bowler, indicating that this is a first and final warning, inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred.
- 7.8 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal "No ball" when the ball is dead and direct the captain to remove the bowler 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.
- 7.9 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 7.10 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.
- 7.11 At the end of the match, the umpires will report the matter to the General Manager who shall take such action as considered appropriate against the captain and the bowler concerned.

8. POINTS

- 8.1 for the winning side that wins the toss and elects to field
= 20 points (including bonus points).
- 8.2 for the winning side in all other instances
= 24 points (including bonus points).
- 8.3 for a loss
= 0 points (plus bonus points).
- 8.4 for a tie
= 8 points (plus bonus points)
- Points for a tie may only be claimed when the side batting second is dismissed.
- 8.5 for a draw where average run rates per over are equal
= 5 points each side (plus bonus points).
- 8.6 for a winning draw in an uninterrupted match when both sides receive an equal number of overs
= 10 points (plus bonus points) to the side batting first when the total of the side batting second is equal to or less than 80% of the total of the side batting first.
- 8.7 for a winning draw in an uninterrupted match when both sides receive an equal number of overs
= 8 points (plus bonus points) to the side batting first when the total of the side batting second is more than 80% of the total of the side batting first.
- 8.8 for a winning draw in an uninterrupted match when both sides do not receive an equal number of overs, i.e. when the side batting first has declared
= 10 points (plus bonus points) to the side batting first when the average run rate per over of the side batting second is equal to or less than 80% of the average run rate per over of the side batting first.
- 8.9 for a winning draw in an uninterrupted match when both sides do not receive an equal number of overs, i.e. when the side batting first has declared
= 8 points (plus bonus points) to the side batting first when the average run rate per over of the side batting second is more than 80% of the average run rate per over of the side batting first.

- 8.10 for a winning draw in an interrupted match when both sides do not receive the same number of overs due to an interruption after the match has commenced
= 10 points (plus bonus points) to the side batting first, if the side batting second fails to score more than 80% of the average run rate per over scored in the first innings, provided that, at least, 20 overs have been bowled in the second innings.
- 8.11 for a winning draw in an interrupted match when both sides do not receive the same number of overs due to an interruption after the match has commenced
= 8 points (plus bonus points) to the side batting first, if the side batting second scores more than 80% of the average run rate per over scored in the first innings, provided that, at least, 20 overs have been bowled in the second innings.
- 8.12 for a winning draw in an interrupted match when both sides do not receive the same number of overs due to an interruption after the match has commenced
= 8 points (plus bonus points) to the side batting second that earns a winning draw due to a higher average run rate per over.
- 8.13 for a losing draw
= 2 points (plus bonus points).
- 8.14 for an abandoned game with some play
= 5 points each side (plus bonus points).
- 8.15 for an abandoned game with no play
= 5 points each side.
- 8.16 Batting bonus points are available when a minimum of 20 overs have been bowled in an innings and they will be awarded as follows: -
- Average run rate of 2.00 to 2.99 runs per over - 1 point
 - Average run rate of 3.00 to 3.99 runs per over - 2 points
 - Average run rate of 4.00 to 4.99 runs per over - 3 points
 - Average run rate of 5.00 or above runs per over - 4 points
- (i) When a team is dismissed, the average run rate per over shall be calculated by dividing the total at the end of the innings by the number of overs available to the batting side.
- (ii) When an innings is curtailed, due to poor weather, the average run rate per over shall be calculated by dividing the total at the end of the innings by the number of overs received at the end of the innings.

- 8.17 Bowling bonus points are available from the start of an innings and they will be awarded as follows: -
- 3 wickets taken - 1 point
 - 5 wickets taken - 2 points
 - 7 wickets taken - 3 points
 - 9 wickets taken - 4 points

Should the batting side play with less than 11 players due to either a player or players being absent, or leaving the field through illness, injury or other cause that his/her innings cannot be completed and the remainder of the side are dismissed before the last ball of the innings, the batting side shall be considered "all out" and the bowling side shall receive maximum bowling points. Also refer to Law 25.4 (Batsman leaving the field) – 'retired not out'.

- 8.18 If there is a delayed start and the number of overs available to each team is reduced, due to time lost, the thresholds for bowling bonus points shall be adjusted in accordance with the table at 8.20.
- 8.19 If there is an interruption in either innings, after the match has commenced, and the number of overs available to the team batting second is reduced, due to time lost, the thresholds for bowling bonus points in the second innings shall be adjusted in accordance with the table at 8.20. This will be based on the maximum number of overs available throughout the whole of the second innings after play commences for the final time following an interval or an interruption.

8.20

	4 points	3 points	2 points	1 point
40-55 overs	9 wickets	7 wickets	5 wickets	3 wickets
30-39 overs	8 wickets	6 wickets	4 wickets	2 wickets
20-29 overs	7 wickets	5 wickets	3 wickets	1 wicket

- 8.21 In a match where a result is not obtained due to adverse weather conditions: -
- (i) provided that the last over due in the match has been bowled (regardless of any overs that may have been lost due to previous interruptions) the result will be a draw with bonus points, if applicable, in accordance with the match rules set out above.

- (ii) if the side batting second has not received more than 20 overs (unless there is a result earlier) 5 points will be awarded to each side for an abandoned match plus any bonus points which may have been earned.
- (iii) if the side batting second receives more than 20 overs, but the last ball due in the match has not been bowled, the match will be classed as abandoned as a draw. Each side shall retain its bonus points plus points for a winning or a losing draw.