



# CLUB T20 COMPETITION PLAYING CONDITIONS

## Application

- a) These playing conditions apply to the Greater Illawarra Cricket Zone Club T20 Competitions.
- b) Matches played under these playing conditions are also played in accordance with the GICZ Competition Administration Rules (CAR), GICZ General Competition Rules (GCR), GICZ Code of Conduct, and other GICZ 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.
- d) All reference documents can be found on <http://gicz.com.au>

## Contents

Application .....	1	Law 16 – The Result .....	8
Contents .....	1	Law 17 – The Over .....	10
The Preamble - The Spirit of Cricket .....	2	Law 18 – Scoring Runs .....	10
Law 1 – The Players .....	2	Law 19 – Boundaries .....	10
Law 2 – The Umpires .....	3	Law 20 – Dead Ball .....	10
Law 3 – Scorers .....	3	Law 21 – No Ball .....	10
Law 4 – The Ball .....	4	Law 22 – Wide Ball .....	11
Law 5 – The Bat .....	4	Law 23 – Bye and Leg Bye .....	11
Law 6 – The Pitch .....	4	Law 24 – Fielder’s Absence; Substitutes .....	11
Law 7 – The Creases .....	4	Law 25 – Batters Innings; Runners .....	12
Law 8 – The Wickets .....	4	Law 26 – Practice on the Field .....	12
Law 9 – Preparation of the Playing Area .....	4	Law 27 – The Wicket-Keeper .....	12
Law 10 – Covering the Pitch .....	4	Law 28 – The Fielder .....	12
Law 11 – Intervals .....	5	Laws 29 – Laws 39 .....	13
Law 12 – Start of Play; Cessation of Play .....	5	Law 40 – Timed Out .....	13
Law 13 – Innings .....	6	Law 41 – Unfair Play .....	14
Law 14 – The Follow-On .....	8	Law 42 – Players Conduct .....	16
Law 15 – Declaration and Forfeiture .....	8	Appendix .....	17





## The Preamble - The Spirit of Cricket

(see GCR-The Preamble - The Spirit of Cricket)

The Preamble applies to all members of the Zone and 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. Number of Players - Maximum 13 Players.
2. In the Pilot T20 Competition match's format
  - a) a match is played between two sides, one of who shall be captain; and
  - b) only 11 players shall be permitted to bat in each innings; and
  - c) only 11 players shall be permitted to field at any one time; but
  - d) if required, all 12/13 players may bowl in the match
  - e) fielders within the nominated 12/13 players may rotate without any restrictions. Further, no restrictions shall apply to when a player may bat if he is off the field for a period of time before their team's innings.
3. Minimum players – see GCR-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 19 players – ages of each player must be indicated on the team lists.

### C. Clothing

1. MUST wear an approved Club issued colour shirt and trousers (all must be similarly dressed)
2. Footwear – Spikes may be worn on turf pitch.
3. Dress Standards – to be observed at all times (see GCR-Dress Standard)

### D. Safety Equipment

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

### E. Player Eligibility

1. A player must have played a cricket match for the Club in the 2022-23 cricket season to be eligible to play for the Club team and must be currently registered to play for that Club.
2. Marquee Players, or any one who has played as a Marquee player for a participating club team is not eligible to play in this competition.
3. Any player with a current and in-force suspension issued by an Affiliate Association of Greater Illawarra Cricket Zone is ineligible to play in this competition for that suspension period.
4. A player or team may be exempted from this rule at discretion of the GICZ Committee of Management.





## Law 2 – The Umpires

Law 2 shall apply.

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

1. Lightning
  - a) 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.
  - b) Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers.
  - c) 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
  - a) 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
  - a) 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.
  - b) No sand, sawdust or other foreign material is to be used on the field or wicket unless under the direction of the groundsman.
5. Heat Policy – Refer to the GICZ Heat Policy as a part of the GICZ Playing Condition appendices.

### B. Players as Umpires

Shall apply (see GCR-Umpires)

## Law 3 – Scorers

Law 3 – shall apply (also see GCR-Scorers & Scoring)

### A. Scoring

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

### B. Scoreboards

1. A scoreboard shall be provided at each Club main turf ground and be operated in all matches.
2. Batting side responsible to update the scoreboard frequently (each over) and or on umpire requests.
3. Repeated non-compliance – a fine unless in the opinion of the Zone there are extenuating circumstances.

### C. PlayHQ Detail Requirements

1. Mandatory match & player information must be entered in PlayHQ for each match. (see Law 16)





## Law 4 – The Ball

Law 4 shall apply.

### **A. Approved Brand & Type (4.1, 4.2.1)**

1. Kookaburra White 4 Piece – Regulation, Club Match, Regulation Reject.

### **B. New Ball (4.3, 4.4)**

1. New ball compulsory at start of each innings
2. Law 4.4 – shall Not apply

### **C. Sightscreens – (where available)**

1. Sightscreen movement is the Batting team responsibility.
2. Umpires will require play to continue until repositioned. There is no stoppage to play for failure to move.
3. Where sightscreens are on the playing surface it shall be boxed in by lines and/or appropriate markers.
4. With White balls being used, sightscreens must be either, in use and covered with black material or, not in use and removed from behind the pitch in play.

## Law 5 – The Bat

Law 5 shall apply.

## Law 6 – The Pitch

Law 6 shall apply.

## Law 7 – The Creases

Law 7 shall apply.

### **A. 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 GCR-Appendices-Wide marking diagram)

## Law 8 – The Wickets

Law 8 shall apply.

## Law 9 – Preparation of the Playing Area

Law 9 shall apply.

## Law 10 – Covering the Pitch

Law 10 shall apply with conditions in GCR-Covering the Pitch

### **A. Wet weather during match (10.2) – (Where possible)**

1. Both teams are responsible to cover the pitch as quickly as possible.
2. Umpires to supervise covering of the pitch





## Law 11 – Intervals

Law 11 shall apply except 11.5, 11.6, 11.7 shall NOT apply.

### A. Drinks (11.8)

1. NO drink break in either session
2. Extra drinks are permitted for Extreme Heat (under Law 11.8)

Individual players – may provide drinks on the 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.

## Law 12 – Start of Play; Cessation of Play

### A. Playing Times (12.1, 12.2)

1. Start of play is as fixtured for the competition match on the GICZ Club T20 Competition Fixture
2. Last hour of match – Law 12.6, 12.7, 12.8 shall NOT apply.
3. Add-on Time: Time is added to the end of each session should
  - a) Lost ball or injury occur
  - b) Slow over rates occur, in which penalties apply (see Law 13-Slow Over Rates Penalty)
  - c) Interruptions and Lost time occur in Final Series

### Preliminary Round Match Session Times (Two Match Days - For Reference Only)

	<i>Match 1 Times</i>	<i>Match 2 Times</i>	<i>Duration (mins)</i>
Session 1	10:00am – 11:20am	2:00pm – 3:20pm	80
Interval	11:20am – 11:35am	3:20pm – 3:35pm	15
Session 2	11:35am – 12:55pm	3:35pm – 4:55pm	80

### 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 Tables in Appendix
3. 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.
4. 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 8 minutes of playing time lost. (see Appendix-Table 1).
2. Where the number of overs to be received by each team is reduced:
  - a) the finishing time for the innings of the team batting first shall be rescheduled; and





- b) 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 4 minutes of scheduled playing time lost. (see Tables in Appendix-Lost Table 2)
2. Field restrictions shall be reduced in proportion to the time lost.
3. Incomplete or fractions of overs are ignored.

#### **E. Final Series**

1. Date of Final – Grand Final Only
  - a) A reserve date is nominated for the completion of the competition.
  - b) Nominated reserve date only applies provided no play at all had commenced on the original scheduled date.
2. Lost Time
  - a) Maximum 60 minutes additional time available to add to the grand final match time before any reduction in overs occurs
  - b) If greater than additional time is lost, relevant Lost Time session rule will be applied, with the inclusion of the 60 minutes additional time.

## **Law 13 – Innings**

### **A. Number of Innings (13.1, 13.2)**

- Each team is limited to one innings of a maximum quota of overs.
- Uninterrupted maximum – 20 overs
- Interrupted minimum – 5 overs to constitute a match
- Law 13.2 shall NOT apply

### **B. Completed Innings (13.3)**

1. A teams first innings will be deemed completed (whichever occurs sooner)
  - a) team is dismissed (All out)
  - b) after the allotted overs have been bowled (not All out)
  - c) 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).
  - a) Preliminary rounds – Home captain to toss, Away captain to call
  - b) Final Series – Higher rank captain to toss, Lower rank captain to call.
2. When –
  - a) No later than 15 minutes (or earlier than 30 minutes), before the scheduled or rescheduled match start time.
  - b) 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 the team's 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. Each Innings shall be completed in 80 minutes, where the over rate shall be 4 minutes per over. The interval between innings will be 15 minutes
3. Where the team batting first is dismissed, the team batting second shall be entitled to bat for its maximum quota of overs.
4. Lost Time:
  - a) 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).
5. Constitute a Match – an opportunity for the minimum quota of overs to both teams unless the innings is completed under (B).
6. Fielding team failure to bowl overs by scheduled session finish time
  - a) play continues until the required number of overs has been bowled or a result achieved.
  - b) Penalties apply for slow over rates – see (F)

#### **E. Maximum Overs per Bowler**

1. Limit 4 overs maximum per bowler in innings
2. Lost time
  - a) 1/5th of the total reduced innings overs per bowler
  - b) 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)
  - c) 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,
  - a) another bowler shall bowl the remaining balls
  - b) each part of an over shall count as a full over for each bowler's limit

#### **F. Slow Over Rate Penalty**

1. Fielding team failing to bowl required overs by required cut-off time is determined by umpires in both sessions.
2. Penalty = 6 runs per over short at the required cut-off time awarded to the batting team
3. All penalty runs are imposed:
  - a) at the end of the last over considered to have been completed,
  - b) before the first ball of the penalised overs is bowled.
4. Team batting second procedure, if credited with penalty runs:
  - a) takes its score past that of the team batting first, then the match is deemed won by the team batting second, and play will cease immediately
  - b) does not take its score past that of the team batting first, then the match will continue until (whichever occurs sooner) a result is achieved, or overs are completed, when play will cease immediately





## **G. Super Over**

In the event of a tie, a Super Over will take place to determine the winner.

1. The Super Over shall commence 5 minutes after the cessation of the match.
2. The team batting second in the match will bat first.
3. The umpires shall stand at the same end in which they finished the match and the fielding team shall choose from what end to bowl. Both teams will bowl from the same end.
4. Prior to the commencement of the Super Over each team shall nominate three batters and one bowler to the Umpires.
5. Fielding restrictions shall be as for the last over of an uninterrupted match.
6. The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over.
7. The loss of 2 wickets shall end an innings.

## **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:
  - a) each team has had the opportunity to receive the designated number of overs.
  - b) 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
  - a) 'Draw or No Result' – 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)
  - b) '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
  - a) Should a decision not be achieved, the higher ranked team will be declared the winner.
  - b) In the event of a tie, a Super Over will take place to determine the winner.
4. Final Series – Super Over Result
  - a) Winner – team scoring the most runs in the Super Over.
  - b) Equal scores after Super Over completed – team with:
    - i. Most sixes hit – combined from its innings in the main match and Super Over.
    - ii. if most sixes hit are equal – most boundaries (fours & sixes) hit from its innings in the main match and Super Over.
    - iii. Most boundaries still equal – the highest ranked team from the points score.







## **B. Revised Target Score Calculation**

1. Calculation by Duckworth/Lewis system (**MyCricket Live Score App – D/L Calculator**)
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.
  - a) G50 score = 200 (Mens) and 160 (Womens)
  - b) Overs at start of innings = 20 (uninterrupted match)
5. Captains then advise umpires of target score.
6. Non-agreements – umpires to arbitrate and review data entry.

## **C. Entering Results into PlayHQ**

1. Mandatory match results and player statistics
  - a) must be submitted into PlayHQ after the completion of each match (including washouts) by the stipulated time.
  - b) 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.
  - c) Detailing required see GCR-Submission of PlayHQ Results.
2. Captain's Reports
  - a) are mandatory in PlayHQ for all matches and
  - b) must be submitted by stipulated time (see GCR-Submission of PlayHQ Results-Match Reports)

## **D. Competition Points**

1. Competition points are awarded as:
  - a) Win: 3 Points
  - b) Tie/Drawn/No Result: 1.5 Points
  - c) Loss/Forfeit: 0 Points
  - d) 10-Over Boost Point: 1 Point
  - e) Equal Boost Point: 0.5 Points
  - f) Bye: 0 Points
2. Duckworth/Lewis Result Adjustment
  - a) 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.
  - b) 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.
3. Boost Points:
  - a) The Boost Point is awarded halfway through Session 2
  - b) The team chasing will receive the Boost Point if they're above the equivalent 10-over score of their opposition, while if they're trailing, the fielding side will receive the point.
  - c) If the score at the 10-over mark is equal, both teams will get the Equal Boost Point. In case of a no result, both teams are given the Equal Boost Point.
  - d) If a match has been shortened before a ball is bowled, the midway point of the innings is recalculated, and points are given to who was above during the midway point. If a match is impacted by rain and is shortened, the Boost target will be calculated via the DLS method.





## **E. Final Series Structure**

1. Team at the top of each pool progresses to the semi-finals, ordered by points then net run rate.
2. Final Ladder position ranking for two pools will be as below:
  - SF1: Pool A Winner Vs Pool B Runner Up
  - SF2: Pool B Winner Vs Pool A Runner Up
  - GF: SF1 Winner Vs SF2 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 GCR-Young Bowler Restriction Guide).

### **B. Maximum Deliveries in an Over (Womens Club T20 Competitions Only)**

An over shall comprise a maximum of 8 deliveries regardless of the number of wides, no balls etc. provided that:

- (i) if the 8th delivery is a no ball, a 9th and final delivery shall be bowled, and.
- (ii) in the last over of an innings, the over shall continue until six fair deliveries have been bowled.

## Law 18 – Scoring Runs

Law 18 shall apply.

## Law 19 – Boundaries

Law 19 shall apply (also see GCR-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**

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) a different batter is on strike for the free hit delivery, or
  - b) 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.

Definition: A wide is any offside or high or leg side delivery that, in the opinion of the Umpire, does not give the batter a reasonable opportunity to score.

### **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.
2. Guidelines (strictly as a guide only)
  - a) Offside – any delivery passing the striker at a point wider than 900mm from off stump
  - b) Leg side – a delivery that passes behind the legs of the batter and outside the leg stump at a point wider than 190 mm (Protected Area mark) 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
  - a) Pitch creases to be suitably marked to assist in the judging the guidelines
4. Reverse Sweep or Switch Hit – when played or attempted
  - a) Offside guideline now applies on both sides of the stumps,
  - b) Leg side guideline interpretation is no longer in play.

### **B. Delivery not a Wide (22.4)**

1. Under Law 22.4 the above provisions do not apply if the striker by moving either causes the ball to pass wide of the batter 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.

### **Fielder absent or leaving the field (24.2) – amended and replaced with**

1. Unlimited rotation without restriction shall apply to any person within the nominated 12/13 players as defined in Playing Condition 1.1. In the event of a player entering the field as a 14<sup>th</sup> man (sub fielder) the player leaving the field immediately is restricted as per the Laws of the Game (Refer MCC Laws 24.2 and 24.3).
2. 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).
3. 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.





## Law 25 – Batter’s Innings; Runners

Law 25 shall apply.

### A. Batter 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 batters are absent, ill or injured.

### B. Protective Equipment – The Batter

1. Batters must wear a minimum of leg guards, protector & batting gloves
2. A batter who is aged Under 18 years must at ALL times wear a British Standard 7928:2013 compliant helmet when batting. Batters Over 18 years of age are **strongly recommended** to wear a helmet.

### C. Runners

1. The umpires shall allow a runner for a batter if they are satisfied that,
  - a) the batter has sustained an injury that affects the batter’s ability to run, and
  - b) this occurred during the match
  - c) the batting side has lost its 9th wicket.

## Law 26 – Practice on the Field

Law 26 shall apply.

## Law 27 – The Wicketkeeper

Law 27 shall apply

### A. Protective Equipment – The Wicketkeeper (27.1)

1. Wicketkeepers must wear leg guards, protector & keeping gloves.
2. A wicketkeeper who is aged 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 Under 18 years must at ALL times wear a British Standard 7928:2013 compliant helmet with grille fitted and protector 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 offside.

### B. Fielding Restriction Area

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.

### **C. Fielding Restrictions**

1. Leg side Fielders – at the instant of delivery, no more than 5 fielders on the legside and no more than two players behind square leg.
2. Power Play (Fielders allowed outside the field restriction area at the instant of delivery),
  - a) **Power Play 1 (overs 1-4 inclusive)** – no more than 2 fielders
  - b) **Power Play 2 (two overs between overs 5-20 inclusive at the batting team’s discretion)** – no more than 2 fielders. If not taken by the conclusion of 18 overs, it will be applied from over 19.
  - c) All other overs in the innings – no more than 5 fielders
  - d) At the commencement and conclusion of all Power Plays, the umpire shall signal such commencement and conclusion to the scorers by rotating his arm in a large circle
3. Interrupted play the maximum number of Power Play overs available to each team is reduced,
  - a) Power Play overs will be reduced proportionately (see Appendix-Table 4)
  - b) On resumption if the Power Play overs limit has been exceeded it takes immediate effect even if the interruption is during an over
4. Breaches
  - a) Either Umpire shall call and signal ‘No Ball’
  - b) Should the umpires miss a breach the striker may draw the matter to the attention of the striker’s end Umpire immediately the ball becomes dead. After the umpires consult about the breach, if verified, the umpire will call and signal ‘No Ball’.

## **Laws 29 – Laws 39**

Laws 29 – Laws 39 shall apply.

## **Law 40 – Timed Out**

Law 40 shall apply

### **A. Incoming Batter (40.1.1) – amended**

1. The Incoming Batter must be in position to take guard or ready for the other batter to receive the next ball within **2 minutes** of the fall of the previous wicket.
2. At the fall of a wicket the incoming batter is expected to immediately move on to the field.





## Law 41 – Unfair Play

Law 41 shall apply subject to the following.

### **A. Bowling of dangerous and unfair short pitched deliveries (41.6) – amended**

- a) A bowler shall be limited to ONE 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 the batter from being able to hit it with the 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 (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 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 batters 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 the final warning for the innings. The umpire shall also inform the other umpire, the captain of the fielding side and the batters 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 batters 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 Zone 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 the batter. 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 batters 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 batters 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 Zone, 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.

## **B. 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 the striker.

NOTE: As a guide, such a dangerous and unfair non-pitching delivery may either be:

- I. A delivery bowled by a fast bowler that passes or would have passed within 30 cms of the striker's body, or
  - II. A delivery by a slow bowler that is directed at the striker's body.
- 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 batters 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 batters 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 Zone 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 Zone who shall take such action as is considered appropriate against the captain and the bowler concerned.

**C. Time wasting (41.9, 41.10)**

- Umpires are expected to apply a strict interpretation of time wasting by either team and to impose 5 run penalties where applicable.
- All players are expected to be ready for play as soon as each ball is to be delivered.

## 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 GICZ Code of Conduct, they may be dealt with by the Zone under the GICZ Code of Conduct.
2. Teams, players and officials must adhere to the Zone's 'Code of Conduct' as adopted.
3. Unacceptable conduct (42.1) – all breaches shall be reported and handled in accordance with the Zone's 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 8 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 8 minutes lost

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
8	1	32	4	56	7	80	10	104	13
16	2	40	5	64	8	88	11	112	14
24	3	48	6	72	9	96	12	120	15

#### **Example of over re-calculation –**

After 30 minutes play in which 8 overs were bowled, play is delayed for 20 minutes:

Calculated Overs lost per team = 20 minutes / 8 minutes = 2.50 (ignore fraction = 2 overs)

Table 1 Overs lost per team = 20 minutes lost compared to lowest value = 15 minutes lost = 2 overs lost per team

Each team now to receive 18 overs.

Calculated innings time = 18 overs x 8 minutes / over = 72 minutes

The team bowling first must now bowl another 10 overs (18 max overs – 8 received overs) in the remaining 42 minutes (72 minutes innings length – 30 minutes already played) allowable for session 1.

The team bowling second must bowl their 18 overs in 72 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 4 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	16	4	28	7	40	10	52	13
8	2	20	5	32	8	44	11	56	14
12	3	24	6	36	9	48	12	60	15





**Table 3 – Lost Time – Player Bowling Restrictions**

<i>Innings Duration</i>	<i>Bowler X Overs</i>	<i>Innings Duration</i>	<i>Bowler X Overs</i>
20	5 x 4	12	2 x 3 & 3 x 2
19	4 x 4 & 1 x 3	11	1 x 3 & 4 x 2
18	3 x 4 & 2 x 3	10	5 x 2
17	2 x 4 & 3 x 3	9	4 x 2 & 1 x 1
16	1 x 4 & 4 x 3	8	3 x 2 & 2 x 1
15	5 x 3	7	2 x 2 & 3 x 1
14	4 x 3 & 1 x 2	6	1 x 2 & 4 x 1
13	3 x 3 & 2 x 2	5	5 x 1

**Table 4 – Lost Time – Power Play Fielding Restrictions**

Number of Power Play overs when Fielding Restrictions will apply

<i>Innings Duration (Overs)</i>	<i>Power Play 1 (Overs)</i>	<i>Power Play 2 (Overs)</i>
18 – 20	4	2
15 – 17	3	2
12 – 14	2	2
9 – 11	2	1
5 – 8	1	1

