

Twenty20 Format

Application

- a) Cricket Illawarra Grade T20 Competition – All Grades – First Grade (1G), Second Grade (2G), Third Grade (3G), Fourth Grade (4G), Fifth Grade (5G), Other Grade (OG)
- 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 always adhered to. To view & download MCC Laws of Cricket, please [click here](#).

- d) All reference documents can be found on the website.

Law 19 – Boundaries12

Law 18 – Scoring Runs

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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 only per team
2. Minimum players – see GPC-GC-Forfeits

B. Nomination of Team (1.2)

1. Team Lists – exchanged prior to the toss containing the players' 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.
4. T20 rounds – a player may play two matches (double up) in different grades on one day. Noting
 1. Conditions in [E] – Player eligibility clause
 2. A player can only play one grade lower than their current grade level provided they are eligible to do so at that time.
 3. A maximum of 3 players may be nominated who have already played in another T20 round match on that day.

Example: for a 2nd grade match, 2 players could double up playing 2nd grade and then 1st grade; and 1 player play 2nd grade and then 3rd grade.

This example would mean the 1st grade team now already contains 2 players and the 3rd grade team contains 1 player who have doubled up.

These 1st and 3rd grade teams could nominate and contain additional 1 and 2 players respectively.

5. T20 Final Series – a player may only play in one final series grade on a day.

C. Clothing

1. First Grade
 - ✦ MUST wear an approved club issued colour shirt.
 - ✦ Optional coloured long trousers or pants (all must be similarly dressed)
 - ✦ Batters must wear colored "Clads" to match their clothing.
2. Other Grades

- ✦ Optional wearing an approved club issued coloured shirt (all must be similarly dressed) ✦
Compulsory white long trousers or pants.
- 3. Footwear – no spikes to be worn on synthetic pitch surface. Spikes may be worn on turf pitch.
- 4. Dress Standards – to be observed at all times (see GPC-GC-Dress Standard)

D. Safety Equipment

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

Law 2 – The Umpires

Law 2 shall apply.

A. 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, people 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 grounds person.

5. Synthetic Pitch Surface

Synthetic pitch surface may be swept during the course of the match at the captains or umpires discretion.

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

C. Play HQ Detail Requirements

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

Law 4 – The Ball

Law 4 shall apply.

A. Approved Brand & Type (4.1, 4.2.1)

Kookaburra balls of suitable quality (156 grams)

- ✦ (1G) – White colour 4-piece – Regulation, Club Match, Regulation Reject,
- ✦ (2G) – Red colour 4-piece – Regulation, Club Match, Regulation Reject,
- ✦ (3G & 4G & OG) – Red colour 2-piece – Tuff Pitch, Special Test, Red King
- ✦ (Day / Night) – white colour and to suit grade requirement

B. New Ball (4.3, 4.4)

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

C. 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 & 5G– 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 (10.2) – (Turf Pitch where possible)

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

Law 11 – Intervals

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

A. Interval for Drinks (11.8)

1. NO drink break in either session
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. People 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)

	<i>Match 1 Times</i>	<i>Match 2 Club Times</i>		<i>Duration (mins)</i>
Session 1	12:00pm – 1:20pm	3:30pm – 4:50pm		80
Interval				10
Session 2	1:30pm – 2:50pm	5:00pm – 6:20pm		80

1. Scheduled Times
 1. Subject to interruptions
 2. Match 2 Club & Travel days – new match commences as soon as both teams are ready.
 3. Special Days & Final Series – start times as listed in draw with subsequent sessions adjusted accordingly.
 4. 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. The 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. The number of overs to be received by each team shall be reduced at the rate of one over for each 8.0 minutes of playing time lost. (see Appendix-Lost Time tables).
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. The 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 4.0 minutes of scheduled playing time lost. (See Appendix-Lost Time tables).
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
 1. A reserve date is nominated for the completion of the competition.
 2. Nominated reserve date only applies provided no play at all had commenced on the original scheduled date.
2. Lost Time
 1. Maximum 60 minutes Add-on time available
 2. made up before any reduction in overs occurs.
 3. greater than Add-on time, relevant Lost Time session rule will be applied.

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 team's 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).
4. Constitute a Match – an opportunity for the minimum quota of overs to both teams, unless the innings is completed under (B).
5. 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. Limit 4 overs maximum per bowler in innings
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
If 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. 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 will continue until (whichever occurs sooner) a result is achieved, or overs are completed,
 - ✦ play will cease immediately.

G. Super Over (Tie)

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 Bowling team will choose which end they will bowl from
4. The umpires shall stand at the same end in which they finished the match and the fielding team will choose what end to bowl. Both teams will bowl from the same end.
5. Prior to the commencement of the Super Over each team shall nominate three batsmen and one bowler to the Umpires.
6. Fielding restrictions shall be as for the last over of an uninterrupted match.
7. 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.
8. 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;
 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 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)
 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, being Semi-Final or Final Series
 - ✦ Should a decision not be achieved, the higher ranked team will be declared the winner.
 - ✦ In the event of a tie, a Super Over will take place to determine the winner.
4. Super Over Result
 1. Winner – team scoring the most runs in the Super Over.
 2. Equal scores after Super Over completed – team with:
 1. Most sixes hit – combined from its innings in the main match and Super Over.
 2. Sixes hit are equal – most boundaries (fours & sixes) hit from its innings in the main match and Super Over.
 3. Most boundaries still equal – the highest ranked team from the points score.

B. Revised Target Score Calculation

1. Calculation by D/L system
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.
 - G50 score = 125 (All Grades)
 - Overs at start of innings = 20 (uninterrupted match) - (see Website-How to Guide)
5. Captains then advise umpires of target score.
6. Non-agreements – umpires to arbitrate and review data entry.

C. Entering Results into Play HQ

1. Mandatory match results and player statistics
 1. must be submitted into Play HQ 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 Play HQ Results.
2. Captain’s Reports
 1. all Grades and only in preliminary rounds
 2. must be submitted by stipulated time (see GPC-GC-Submission of Play HQ Results-Match Reports)

D. Competition Points

<i>Result</i>	<i>Points</i>	<i>MyCricket Result Code</i>
Win Loss	4 0	Won First Innings Lost First Innings
Tie first innings	2	Tie first innings
Draw or No Result Washed out	2	Match Drawn Match Abandoned
Bye	4	Bye
Bye (Total round washed out)	2	Manual adjustment required
Forfeiting team	0	See GPC-GC-Competition Points

1. Duckworth/Lewis / Stern Result Adjustment

1. Where a match is abandoned, but a result is achieved under Result Adjustment Duckworth/Lewis /Stern, for quotients purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team2.
2. Where a match is concluded but with Duckworth/Lewis / Stern 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 2 from pools or if no pools top 4

Structure Type = 2 Stage type

✦ Semi-finals – (SF1) Pool A 1 v Pool B 2, (SF2) Pool B 1 v Pool A 2 or if 1 pool 1v4&2v3

✦ Final – SF1 winner v SF2 winner

3. 4G Final series

Number of Contesting Teams = top TBA from pools

Structure Type = 2 Stage

✦ Semi-finals – (SF1) TBA, (SF2) TBA

✦ Final – SF1 winner v SF2 winner

4. If no Semi Finals

If no Pools, the top 2 teams by points & then quotient rate

If Pools, the top 2 by points, the quotient rate & then nett run rate

Law 17 – The Over

Law 17 shall apply.

A. Restrictions on Underage Bowlers (Not applicable to 2021 Knockout)

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

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 offstump
 - Leg side – any delivery that passes behind the legs of the batter and outside the leg stump 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 their side at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for their absence, and they 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 their return until they have been on the field for at least that length of playing time for which they were absent.
 2. the player shall not be permitted to bat unless or until, in the aggregate, they have returned to the field and/or their side's innings has been in progress for at least that length of playing time for which they have been absent or, if earlier, when their 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, they shall be allowed to count any such stoppage time as playing time, provided that they personally inform the umpires when they are fit enough to take the field, had play been in progress.

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 they 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
 - Over 18 years is strongly recommended at times
 - Under 18 years must at ALL times wear a British Standard (BS7928:2013) 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. Wicketkeepers MUST wear protector & keeping gloves and are strongly encouraged to wear leg guards.
 - Wicketkeepers Under 18 years of age must at ALL times, wear a British Standard (BS7928:2013) compliant helmet when wicketkeeping 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 (BS7928:2013) 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

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

(3G & 4G 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. Power Play Overs
 1. Fielders allowed outside the field restriction area at the instant of delivery,
 - ✦ Power Play 1 (overs 1-4 inclusive) – no more than 2 fielders outside the circle
 - ✦ Power Play 2 (Any 2 consecutive overs) – 2 overs at discretion of batters-no more than 2 fielders outside the circle. Power Play 2 cannot be taken after the commencement of the 17th over.
 - ✦ Where no Power Plays are in effect – no more than 5 fielders outside the circle
 2. At the commencement of Power Plays within an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle
3. 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

4. Breaches

1. Either Umpire shall call and signal 'No Ball'
2. 5 Penalty Runs be appointed to the batting team if a fielder moves unfairly when the ball is being bowled
3. 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 – Batter 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

A. Incoming batter (40.1.1) – amended.

- ✦ must be in position to take guard or ready for their partner to receive the next ball within 90 seconds of the fall of the previous wicket.
- ✦ is expected to be ready to make their way onto the field immediately a wicket falls and is expected to jog to the wicket.

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 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 them from being able to hit it with their 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 batter's at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) If there is a second instance of the bowler being no balled in the innings for bowling more than ONE fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings. The umpire shall also inform the other umpire, the captain of the fielding side and the batter's 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 batter 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 batter 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 batter 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 batter 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 batter 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.

D. 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 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 8.0 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 8.0 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	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 / 8.0 minutes = 2.5 (ignore fraction = 2 overs)

Table 1 Overs lost per team = 20 minutes lost compared to lowest value = 16 minutes lost = 2 overs lost per team

Each team now to receive 18 overs.

Calculated innings time = 18 overs x 4.0 minutes / over = 72.0 minutes (72 minutes)

The team bowling first must now bowl another 10 overs (18 max overs – 8 received overs) in the remaining 38 minutes (80 innings length – 30 already played) allowable for session 1.

The team bowling second must bowl their 18 overs in 68 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 4.0 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	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

The second power play must be taken no later than the commencement of the 17th over

Innings Duration	Power Play 1	Power Play 2
20	6	
19	5	
18	5	
17	5	
16	4	4
15	4	4
14	4	4
13	3	3
12	3	3
11	3	3
10	3	3
9	2	3
8	2	2
7	2	2
6	1	2
5	1	2
4	1	2
3	1	1
2	1	1
1	1	1