

## Grade - Premiership Competition

### Application

- a) Cricket Illawarra Grade Premiership Competition – Limited Over Format – All Grades
- First Grade (1G), Second Grade (2G), Third Grade (3G), Fourth Grade (4G), Other Grade (OG)
- b) Match Conduct – played in accordance with rules
- Association Competition Administration (PC-ACA), Grade General Competition (PC-G0GC), Appendices and Codes & Policies.
- c) Document Structure – basis from the [MCC Laws of Cricket](#). Unless conditions are specified differently in this document, the MCC Laws of Cricket should always be adhered to.
- d) Reference documents – see association website.

Law 18 – Scoring Runs .....	15
Law 19 – Boundaries.....	15
Law 20 – Dead Ball.....	15
Law 21 – No Ball .....	15
Law 22 – Wide Ball.....	15
Law 23 – Bye and Leg Bye .....	16
Law 24 – Fielder’s Absence; Substitutes.....	16
Law 25 – Batter’s Innings; Runners.....	17
Law 26 – Practice on the Field .....	17
Law 27 – The Wicket-Keeper .....	17
Law 28 – The Fielder .....	18
Law 29 – The Wicket Is Down .....	19
Law 30 – Batter out of his/her ground .....	19
Law 31 – Appeals .....	19
Law 32 – Bowled .....	19
Law 33 – Caught.....	19
Law 34 – Hit the Ball Twice .....	19
Law 35 – Hit Wicket .....	20
Law 36 – Leg Before Wicket.....	20
Law 37 – Obstructing the Field .....	20
Law 38 – Run Out.....	20
Law 39 – Stumped .....	20
Law 40 – Timed Out.....	20
Law 41 – Unfair Play .....	20
Law 42 – Players Conduct .....	23

### Contents

Application.....	1
The Laws of Cricket: The Preamble - The Spirit of Cricket.....	2
Law 1 – The Players .....	2
Law 2 – The Umpires .....	3
Law 3 – Scorers.....	3
Law 4 – The Ball.....	5
Law 5 – The Bat .....	5
Law 6 – The Pitch.....	5
Law 7 – The Creases .....	5
Law 8 – The Wickets .....	6
Law 9 – Preparation and Maintenance of the Playing Area.....	6
Law 10 – Covering the Pitch .....	6
Law 11 – Intervals.....	6
Law 12 – Start of Play; Cessation of Play .....	7
Law 13 – Innings .....	9
Law 14 – The Follow-On .....	11
Law 15 – Declaration and Forfeiture .....	11
Law 16 – The Result.....	11
Law 17 – The Over .....	15

Appendix ..... 20

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

(see PC-G0GC-The Preamble - The Spirit of Cricket)

Preamble applies to all members of the Association affiliates and always makes team captains responsible 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 PC-G0GC-Forfeits

#### B. Nomination of Team (1.2)

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

#### C. Clothing

1. Uniform –
  - Day Game
    - 1<sup>st</sup> Grade – coloured clothing
    - 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> grade – standard whites worn.
  - Day / Night Game – coloured clothing worn.
2. Footwear –
  - Turf pitch – (1G, 2G) spikes must be worn; (3G, 4G) spikes may be worn.
  - Synthetic pitch surface – (3G, 4G) no spikes to be worn on surface.
3. Dress Standards – to be observed at all times (see PC-G0GC-Dress Standard)

#### D. Safety Equipment

1. Helmet Requirement
  - Minimum Australian Standard – must display label approval (BS7928:2013) or greater year.
2. Protective Items
  1. When batting and wicket-keeping – players use correct leg pads, gloves, and protectors.
  2. Wearing additional protection – optional based on match conditions and/or personal preference.

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

1. Purpose – review & discuss the match conduct.

2. Who – both team captains, both officiating umpires
3. When – within 20 minutes after the conclusion
4. Meeting Procedure – in accordance with guidelines determined and distributed by the Association. (see Website-Post-match guidelines)
5. Captains failing to attend or comply may be dealt with under the Code of Conduct.

## 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, if a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash.
  2. Immediately following the suspension of play, persons may enter the field of play 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 groundsman.

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 PC-G0GC-Umpires)

## Law 3 – Scorers

Law 3 – shall apply (also see PC-G0GC-Scorers & Scoring)

### A. Game Day Scoring

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

## **B. Scoreboards**

1. Scoreboard requirement – provided at each Club main turf ground (and ideally at each lower grade ground) and be operated in all matches.
2. Update frequency – batting side (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. Cloud System Detail Requirement**

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

## Law 4 The Ball

Law 4 shall apply.

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

1<sup>st</sup> Grade Kookaburra White Turf 4 piece Regulator Ball

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

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

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

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

### C. Sightscreens – (where available)

1. Sightscreen movement
  - Batting team responsibility
  - Umpires will require play to continue until repositioned
2. Sightscreen on playing surface – boxed in by lines and/or appropriate markers.
3. Sightscreen (white balls)
  - 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, OG) – Match 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

In 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 PC-G0GC-Covering the Pitch

### A. Wet weather during match (10.2) – (Turf Pitch where possible)

1. Covering responsibility – both teams 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 Tea

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

### B. Interval of Drinks (11.8)

1. Drinks break per session
  - ☐ (1G, 2G) – 2 off at conclusion of overs 17&34
  - ☐ (3G, 4G) – 1 off at conclusion of over22
  - ☐ Length = maximum 3 minutes (short as possible)
  - ☐ Time is included in overall session duration
2. Extra drinks are permitted
  - ☐ Extreme Heat (under Law 11.8)
  - ☐ Individual players – on boundary edge or fall of a wicket, on the field provided no playing time is wasted. Persons entering field with drinks must be dressed in appropriate cricket attire. Umpires are to grant permission.
3. Drinks Break with Lost time in session
  1. (1G, 2G)
    - ☐ less than 90 minutes – 2 off equally spaced
    - ☐ in excess of 90 minutes – 1 off mid-session
  2. (3G, 4G) – 1 off mid-session

### C. Final Series

- ☐ Tea and Drinks – each team provides their own requirements

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

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

Details	1G, 2G			3G, 4G		
	Start	Finish	Minutes	Start	Finish	Minutes
Match Day	11:30am	6:10pm	400	12:00pm	6:02pm	362
Session 1	11:30am	2:40pm	190	12:00pm	2:51pm	171
Interval			20			20
Session 2	3:00pm	6:10pm	190	3:11pm	6:02pm	171
Add-on time			0			0
<b>Final Series</b>		<b>Finish</b>	<b>Minutes</b>		<b>Finish</b>	<b>Minutes</b>
Add-on time		6:59pm	49		6:59pm	57

#### 1. Scheduled Times

1. Subject to interruptions
2. Special Days – start times as listed in draw with subsequent sessions adjusted accordingly
3. Last hour of match – Law 12.6, 12.7, 12.8 shall NOT apply.

#### 2. Session Times

- Duration – time from its commencement
- Next Session – commences immediately after the previous session concludes
- Team batting first – bats during session 1
- Team fielding first – 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 lost time, overs per team

- see (C) & (D) -Lost Time procedure & Appendix-Lost Timetables
- any recalculation must not cause the match to be rescheduled to finish earlier than the original finishing time. That time may be extended to allow for one extra over for both teams to be added if required.

#### 3. Team batting second shall not bat for a greater time than the team batting first, unless the team batting first innings is completed.

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

1. Recalculate Time & Overs – see Appendix-Table 1 – Time Lost Calculation.
2. Where overs per team is reduced:

1. finishing time for Session 1 shall be rescheduled; and
2. each team field restrictions – 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. Recalculate Time & Overs – see Appendix-Table 2 – Time Lost Calculation.



2. Field restrictions – reduced in proportion to the time lost.
3. Incomplete or fractions of overs are ignored.

#### E. Final Series Time

(see Law 16(E)-Final Series Structure & Law 13(F)-Final Series Conditions)

1. (1G, 2G) – Dates & Days (Extra Add-on Time)
  1. Semi-final – (One day)
    - Scheduled play – weekend 1 on Saturday
    - Nominated reserve day – weekend 1 on Sunday
  2. Final – (One Day)
    - Scheduled play – weekend 2 on Saturday
    - Nominated reserve day – weekend 2 on Sunday
2. (3G, 4G) – Dates & Days (Extra Add-on Time)
  1. Semi-final – Scheduled play – weekend 1 on Saturday
  2. Preliminary final – Scheduled play – weekend 1 on Sunday
  3. Final – (One Day)
    - Scheduled play – weekend 2 on Saturday
    - Nominated reserve day – weekend 2 on Sunday
3. (All Grades) – Lost Time
  1. Scheduled Day & any Reserve Days – Extra Add-on time can be used to make up only the actual amount of lost time for that day.
  2. Once all Add-on time is used – overs reduce as per (B)-Lost of Playing Time.

## Law 13 – Innings

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

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

### B. Completed Innings (13.3)

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

### C. The Toss (13.4, 13.5)

1. How – the captains 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 – captain winning the toss must immediately notify the opposing captain and umpires of the decision to bat or bowl. Note the provision of Law 1.3 (Captain)

#### D. Length of Innings

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

#### E. Maximum Overs per Bowler

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

#### F. Final Series Conditions

1. Playing Conditions – as per normal rounds within one day, including available Add-on time, Slow Over Rate penalties. Divided time applies.
2. Lost Time
  1. Nominated Reserve Day – only used should initial Schedule Day be a total washout or game started and not constituted (with initial game figures & stats cleared & restarted)
  2. Game Result – overs have been reduced, determined by Law 16 (A)-Determining the Result.

#### G. Slow Over Rate Penalty

1. (All Grades – with appointed Official umpires)
  1. Fielding team failing to bowl required overs by required cut-off time
    - a) determined by umpires in both sessions

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

## 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. Winning team
  - 1. scored more runs than its opposition when each team has received the designated number of overs.
  - 2. Interrupted constituted match – where the team batting second does not receive the designated number of overs – determined via Revised Target Score Calculation
- 2. Match status & result
  - 1. ‘Abandoned’ (No result or Draw) – match commenced, either one or both teams is prevented from receiving its allocated number of overs and a result has not been achieved. (Match not constituted)
  - 2. ‘Cancelled’ – match did not commence from an interruption (no delivery bowled, total wash out) 3. ‘Tie’ – match completed, both teams scored the same number of runs, irrespective of wickets fallen.
- 3. Final Series Result
  - Abandoned (N/R), Cancelled, Tie – higher ranked team at that point of final series, declared the winner

### B. Revised Target Score Calculation

- 1. Calculation method – Duckworth Lewis system
  - CA MyCricket Live Score App >Tools >D/L Calculator >Duckworth-Lewis (Standard) >Mens Match

2. Calculation responsibility – scorers / captains (both teams) to perform & compare and AGREE on calculation values
  - Overs at start of innings = (uninterrupted match)
    - (1G,2G) = 50 overs
    - (3G,4G) = 45 overs
  - Interruptions – include in either session
  - How? – see Website-How to Guide-Duckworth/Lewis method
3. Target score
  - will always be a whole number & one run less will constitute a Tie. - Captains then advise umpires of target score.
4. Non-agreements – umpires to arbitrate and review data entry.

### C. Entering Results into Cloud System

1. Match results and player statistics
  - must submit after the completion of each match (including washouts) by the stipulated time
2. Match nominated team list
  - must only contain the players who physically attended and participated.
  - All other players must be removed.
3. Captain's Reports
  - Preliminary rounds only – all Grades with official umpires appointed
  - must submit after the completion of each match by stipulated time
4. Details & timing required – see PC-G0GC-Submission of Cloud System Results **D. Competition**

### Points

<i>System Result Code</i>	<i>Points</i>	<i>Comment</i>
Win	6	
Loss	2	
<i>NRR 1.50 times opposition</i>		see Bonus Point Victory (1) Association only manual update
1 Bonus Point - Win	7	
1 Bonus Point - Loss	1	
<i>NRR 2.00 times opposition</i>		see Bonus Point Victory (2) Association only manual update
2 Bonus Point - Win	8	
2 Bonus Point - Loss	0	
Tie	4	
Forfeit Win Forfeit	6	See GPC-GC-Competition Points
Loss	0	
Cancelled Abandoned or N/R	3	game not started (or total wash out) game started & abandoned with no result
DLS Outcome	Win value	Result determined by D/L
Bye	0	
Bye (uneven round)	X	Association only manual update average points

1. Bonus Point Victory
  1. One Bonus Point – victory must be achieved
    - a) Batting first – with a run-rate 1.50 times that of the opposition.
    - b) Batting Second – within & by end of
      - (1G, 2G) – 33.33 overs (33 overs & 2 balls)
      - (3G, 4G) – 30<sup>th</sup> over
      - (or in a reduced overs match, batting no more than 66.67% of its maximum number of overs).

#### Examples:

Calculation - End of team batting first innings

If a team batting first scores 200 off its 50 overs (or 45 overs) it must dismiss its opposition for no more than  $200/1.50 = 134$  to obtain one bonus point.

Calculation - End of match

Team batting first scores 200 off its 50 overs (or 45 overs) and the team batting second scores 142. The run-rate ratio =  $200 / 142 = 1.41$ . Therefore, is less than 1.50 and no bonus point is awarded.

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

Examples:

Calculation - End of team batting first innings

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

Calculation - End of match

Team batting first scores 200 off its 50 overs (or 45 overs) and the team batting second scores 128.

The run-rate ratio =  $200 / 128 = 1.56$ . Therefore, ratio is less than 2 and greater than 1.5, only one bonus point is awarded.

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

## E. Final Series Structure

1. Final Ladder position ranking – ordered by Points then Quotient then Net Run Rate
2. (1G, 2G,) – Final series
  - Number of Contesting Teams = top 4
  - Structure Type = 4 Team 2-Stage Series Type
    - Semi-finals – (SF1) Team 1 v Team 4, (SF2) Team 2 v Team 4 (winners to final, losers eliminated) □
    - Final – SF1 winner v SF2 winner
3. (3G, 4G) – Final series
  - Number of Contesting Teams = top 6
  - Structure Type = 6 Team 3-Stage Series Type
    - Semi-finals
      - (SF1) Team 1 v Team 6, (SF2) Team 2 v Team 5, (SF3) Team 3 v Team 4 (SF3)
      - Winning teams move to next stage, plus the highest placed loser
      - Other Losing teams eliminated □ Preliminary final

- SF Winners ranking changed with each then ranked by its initial team ranking order – Highest to lowest
- (PF1) Highest rank v Lowest rank, (PF2) Second rank v Third rank □ Final – PF1 winner v PF2 winner

## Law 17 The Over

Law 17 shall apply.

### A. Restrictions on Underage Bowlers

Restrictions must be adhered to for medium pace or faster bowlers in number of overs in a Spell and in a Day's play (see PC-G0GC-Young Bowler Restriction Guide).

## Law 18 – Scoring Runs

Law 18 shall apply.

## Law 19 – Boundaries

Law 19 shall apply (also see PC-G0GC-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 off stump
  - Leg side – a delivery that passes behind the legs of the batter and outside the leg stump at a point wider than
    - 190 mm (1G, 2G: Protected Area mark)
    - 300 mm (3G, 4G)without making any contact with the striker’s bat or person, unless the ball passes between the striker and the stumps.
3. Pitch Guide Marking
  - 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 them 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. Player arriving late to a match, (work or coaching commitments in general), can participate upon taking the field.
  - no time restrictions apply before the player can bowl in the innings.
2. Player leaves the field for external commitments (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, fielder fails to take the field with their team at any later time, or leaves the field during a session of play,
  - a) the umpire shall be informed of the reason for absence,
  - b) fielder thereafter CANNOT come on to the field during a session of play, without the umpire consent (see Law 24.4).
  - c) Umpire shall give consent as soon as practicable.
4. Player is absent from the field for longer than 8 minutes, is NOT permitted to



- a) bowl in that innings upon returning, until the player has been on the field for at least that length of playing time for being absent.
  - b) bat unless or until, in aggregate, the batter has returned to the field and/or that team innings has been in progress for at least that length of playing time for which the batter has been absent or, if earlier, when that team has lost five wickets.
5. Above restrictions shall not apply, if the player has
- a) 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.
  - b) been absent for very exceptional and wholly acceptable reasons (other than injury or illness).
6. Fielder already being off the field at the commencement of an interruption in play,
- a) shall be allowed to count any such stoppage time as playing time, provided
  - b) fielder personally informs the umpires when is 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 has temporarily retired, and unable to return after the fall of the ninth wicket
  - a) Batter recorded in scorebooks as 'Retired – not out'
  - b) innings shall be deemed closed.
2. Injury occurs to a batter involved in a tenth wicket partnership,
  - a) maximum of five minutes will be allowed for the batter to obtain treatment.
  - b) batter is unable to resume after the five minutes – recorded in scorebooks as 'Retired – not out' c) 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.
4. In 4<sup>th</sup> grade any batter achieving 100 runs in a single innings MUST retire immediately; any batter that has retired under Law 25 A 4 can only return to the wicket after every other player in the batting team has batted. Should more than one player retire under Law 25 A 4 then the players returning to the crease must return in the order that they retired under Law 25 A 4.

### 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 7928:2013 compliant helmet when batting.

## Law 26 – Practice on the Field

Law 26 shall apply.

## Law 27 – The Wicket-Keeper

Law 27 shall apply

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

1. Wicket-keepers must wear leg guards, protector & keeping gloves.
2. A wicket-keeper who is aged
  - Over 18 years is strongly recommended at times
  - Under 18 years must at ALL times wear a British Standard 7928:2013 compliant helmet when wicket-keeping up to the stumps.

## Law 28 – The Fielder

Law 28 shall apply.

### A. Protective Equipment – The Fielder (28.1)

In addition, a fielder who is aged

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

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

### B. Fielding Restriction Area

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. General Fielding Restrictions
  1. When applied – at the instant of delivery
  2. Leg side Fielders – no more than 5 fielders
  3. Limitation – fielders allowed outside the marked fielding restriction area (circle) during power plays or non-power play periods
2. (1G, 2G) Power Play Overs
  1. Power Play 1 – (overs 1-10 inclusive) – no more than 2 fielders
  2. Power Play 2 – (between 11-45 inclusive – any 5 consecutive overs) – no more than 2 fielders  
 Overs taken at discretion of batters

If not called, umpires will automatically call it for overs 41-45

✘ Not permitted after 46<sup>th</sup> over commences

3. Power Plays NOT in effect – no more than 5 fielders
4. Power Plays commencement – umpire signal the scorers by rotating an arm in a large circle
  
3. (3G only) Power Play Overs
  1. Power Play 1 – (overs 1-13 inclusive) – no more than 2 fielders
  2. Power Play 2 – (between 14-45 inclusive) – no more than 5 fielders
  3. Power Plays commencement – umpire signal the scorers by rotating an arm in a large circle
  
4. (1G, 2G, 3G only) Power Play Overs – Interrupted play
  1. Where the maximum number of overs available to each team is reduced,
  2. Power play overs – reduced proportionately (see Appendix-Table 4)
  3. Play resumes & Power play overs limit has been exceeded – new limit takes immediate effect even if the interruption is during an over.
  
5. Breaches
  1. Either Umpire shall call and signal 'No Ball'
  2. Umpires miss a breach
    1. striker may draw the matter to the attention of the striker's end Umpire immediately the ball becomes dead.
    2. after umpires confer,
      - If verified – call and signal 'No Ball'.
      - If not verified – confirm that the events of the delivery will be unchanged.
  3. Fielder moves unfairly – 5 Penalty Runs credited to batting team

## 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

## Law 41 – Unfair Play

Law 41 shall apply subject to the following.

### A. General – Penalty Runs Clauses

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

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

- a) A bowler shall be limited to TWO fast short pitched deliveries per over.
- b) A dangerous and unfair short pitched delivery is defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The bowler's end umpire shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to clause (f) below, a ball that passes clearly above head height of the batter, that prevents the batter 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 TWO 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 TWO fast short pitched delivery in an over, the umpire shall advise the bowler that this is their 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 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 the person. 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 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 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 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 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 7.6 minutes lost.

#### Time Lost – During Session 1 (Team Batting First)

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

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



**Example of over re-calculation –**

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

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

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

Each team now to receive

(1G, 2G) - 43 overs.

(3G, 4G) - 38 overs

Calculated innings time =

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

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

The team bowling first must now bowl a further

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

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

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

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

The team bowling second must bowl its

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

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

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

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

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

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

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

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

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

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

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

<i>Innings Duration</i>	<i>Power Play 1</i>
44 – 45	13
40 – 43	12
37 – 39	11
34 – 36	10

30 – 33	9
27 – 29	8
24 – 26	7
20 – 23	6