

PLAYING CONDITIONS MATCHES 1 to 5 and 17 to 22

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

1. DURATION

- 1.1 Scheduled hours of play shall be 12.00 p.m. to 7.10 p.m. All timings are subject to adjustment, depending on the start time, and the timings in subsequent playing conditions shall be adjusted by the amount by which the start time is also adjusted.
- 1.2 A cut-off time shall be fixed prior to the start of each innings and shall be adjusted if there is an interruption for inclement weather or other unavoidable cause
- 1.3 Play may continue after the scheduled or rescheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved.
- 1.4 A 30 minutes tea interval shall be taken between innings unless weather conditions so dictate that it is appropriate, in the interests of time saving, to take tea during a weather break in the first innings. In this case, there shall be a 10 minutes interval between innings unless the tea break coincides with the end of an innings when the 30 minutes tea break shall be concurrent.
- 1.5 All matches shall consist of one innings per side and each innings shall be limited to 50 overs, save where time is lost after the scheduled 12.00 p.m. start time, due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as described below.
- 1.6 When calculating the overs lost, the umpires shall ignore the first 30 minutes of stoppage time.
- 1.7 The captain of the batting team may not declare his innings closed at any time during the match.
- 1.8 Should the team batting first be dismissed before its allocation of overs has been completed, the team batting second shall be entitled to bat for 50 overs, or as reduced, due to inclement weather or other unavoidable cause.

- 1.9 If a team batting first is dismissed and tea is not ready, a 10 minutes interval between innings shall be taken and play shall continue for a minimum of 15 overs or 60 minutes, whichever is the longer, unless a result has been obtained earlier. In this instance, the tea interval shall be reduced to 20 minutes.
- 1.10 Allowances will be made for unavoidable breaks in play which are of a duration of three minutes or more and confirmed to the fielding captain and the batsmen at the wicket at the time of the delay. The umpires shall note any such stoppages and notify the scorers at the conclusion of an innings. There will be no allowance for breaks of less than three minutes and batsmen are expected to cross on the field of play at the fall of a wicket.
- 1.11 Drinks intervals shall be agreed with the umpires by the fielding captain prior to the start of each innings. Five minutes shall be allowed for each interval and shall not count as time lost.

2. DELAYED STARTS AND INTERRUPTIONS

- 2.1 Where the start of the match is delayed, due to inclement weather or other unavoidable cause, the umpires shall reduce the number of overs in the match by one over for every completed four minutes of time lost.
- 2.2 To constitute a match, a minimum of 20 overs must be bowled to the side batting second unless a result has been achieved earlier.
- 2.3 No match may start after 4.50 p.m. (minimum 40 overs plus 10 minutes interval between innings assuming tea has already been taken).
- 2.4 When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of four minutes per over in the total time available for play, i.e. time already played added to time remaining though not including the time allocated to the interval.
- 2.5 The revision of the number of overs should ensure, whenever possible, that both teams are allowed the opportunity to bat the same number of overs. (Where this is not possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added, and the new total divided in half).
- 2.6 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter is dismissed in less than its allocated overs.

- 2.7 A fixed time will be specified for the commencement of the interval, and, also, the close of play for the match, by applying a rate of four minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play and the duration of the interval will be taken into account.
- 2.8 If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the re-scheduled close resulting from the previous interruption.
- 2.9 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings has been completed and playing condition 4 shall apply.
- 2.10 When playing time has been lost and it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of four minutes per over in respect of the aggregated lost playing time.
- 2.11 If the first innings is completed prior to the agreed cut-off time and there is an interruption, due to inclement weather or other unavoidable cause, during the second innings, any calculation in relation to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings commenced early has elapsed.
- 2.12 A rescheduled time for the close of play will be fixed by applying a rate of four minutes per over in respect of each over already bowled and /or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time). This calculation shall not cause the match to finish earlier than the time that was set for the cessation of play at the commencement of the second innings.
- 2.13 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result has been achieved and playing condition 4 shall apply.
- 2.14 Fractions are to be ignored in all calculations regarding the number of overs, with the total rounded up.

3. NUMBER OF OVERS PER BOWLER

- 3.1 In a 50 overs match, no bowler may bowl more than 10 overs in an innings. In a match where the start has been delayed and the innings of both teams are reduced prior to the start of the match to less than 50 overs, no bowler may bowl more than one fifth of the total overs allowed.
- 3.2 Where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance – e.g. in a 43 over match, three bowlers may bowl nine overs and no other bowler may bowl more than eight overs.
- 3.3 If the overs are reduced after the commencement of the match, the maximum number of overs allowed per bowler will be calculated as in 3.1 above.
- 3.4 If a bowler is incapacitated or suspended and unable to complete an over, another bowler shall complete the over from the same end, provided he does not bowl two overs consecutively, nor bowls parts of each of two consecutive overs in that innings. Such part of an over shall count as a full over only insofar as each bowler's limit is concerned.
- 3.5 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

4. OVER RATE PENALTIES

- 4.1 The captain of the fielding side is responsible for his team's over rate. The umpires are not expected to advise captains if they are falling behind but the captain may check the over rate with the umpires at any time during the innings.
- 4.2 All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours and 20 minutes playing time.
- 4.3 In the event of them failing to do so, the full quota of overs shall be completed, and the batting side will be credited with six runs for every whole over that has not been bowled before the scheduled or rescheduled cut-off time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this takes their score past that of the side batting first, the match shall be deemed to be won by the side batting second.

- 4.4 All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.
- 4.5 If the innings is terminated before the scheduled or rescheduled cut-off time no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the rescheduled cut-off time for that innings.
- 4.6 The umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion that play is interrupted by the weather, the scheduled or rescheduled closing time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).
- 4.7 In all reduced over matches the fielding team will be given one over's leeway in addition to any time that the umpires might allow for stoppages.
- 4.8 For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut-off time.
- 4.9 Allowances prior to a stoppage are carried forward for the purposes of the application of playing condition 4 only – they do not influence the recalculated number of overs or the scheduled close of play.
- 4.10 Over rate penalties apply only to innings of 20 overs or more duration.

5. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

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

- 5.1 At the instant of delivery, there may be no more than five fielders on the leg side.
- 5.2 In addition to the restriction contained in clause 5.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

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

At the instant of delivery: -

Powerplay 1 – no more than two fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

Powerplay 2 – no more than four fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

Powerplay 3 – no more than five fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

- 5.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table on page 34. For the sake of clarity, it should be noted that the table shall apply to both the first and second innings of the match.
- 5.5 If play is interrupted during an innings and the table referred to in 5.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

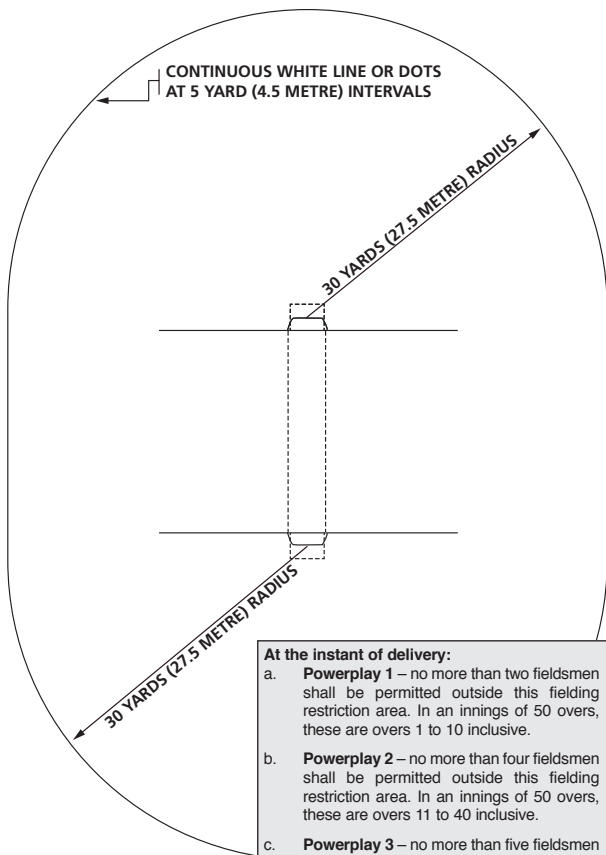
Illustrations of 5.5

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

- 5.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his/her arm in a large circle.

Restrictions on the Placement of Fielders



At the instant of delivery:

- Powerplay 1** – no more than two fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- Powerplay 2** – no more than four fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- Powerplay 3** – no more than five fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

- 5.7 If there is an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal “No ball”.
- 5.8 If the umpire at the striker’s end fails to call and signal “No ball” when the fielding restrictions in this playing condition have been breached or when Law 28.4 has been breached, the striker may draw the matter to the attention of the umpire, immediately the ball becomes dead. If the umpire at the striker’s end can verify the breach, he shall call and signal “No ball”. If the umpire at the striker’s end is unable to verify the breach, he shall confirm that the events of the delivery shall be unchanged.

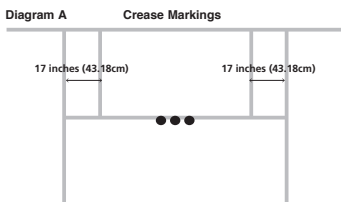
6. NO BALLS

- 6.1 The penalty for a No ball will be two runs.
- 6.2 In addition to 6.1 above, the delivery following a No ball shall be a free hit for whichever batsman is facing it. This applies for all modes of No ball except a short-pitched delivery that passes or would have passed clearly above head height of the striker standing upright at the popping crease.
- 6.3 If the delivery for a free hit is not a legitimate delivery (any kind of No ball or a Wide ball), the next delivery will become a free hit for whichever batsman is facing it.
- 6.4 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball even if the delivery for the free hit is called “Wide”.
- 6.5 The umpires will signal a free hit (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.
- 6.6 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

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

7. WIDE BALLS

- 7.1 Umpires are instructed to apply a very strict and consistent interpretation when judging a wide in order to prevent negative bowling wide of the wicket.
- 7.2 Pitch markings should be expanded to include lines 17" (43.18 cm) inside and parallel to each return crease as an aid to umpires judging whether an off-side wide has been bowled. These markings should be painted in blue.



- 7.3 A wide ball shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and the leg stump, despite the strikers' movement. (For additional clarity, a ball that passes between the batsman and the leg stump shall not be called a wide. If a ball is hit by a batsman or if a ball hits any part of his equipment, it shall not be called a wide, irrespective of where it pitched or would have passed.)
- 7.4 If the striker plays a switch hit or a reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances 7.3 shall not apply and the guidance given in 7.3 shall apply on both the off side and the leg side.

8. THE BOWLING OF FAST SHORT PITCHED BALLS

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

- 8.1 A bowler shall be limited to one fast short-pitched delivery per over.
- 8.2 A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person and equipment.

- 8.3 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.
- 8.4 In addition, for the purposes of this regulation and subject to 8.6 below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a "No ball".
- 8.5 For the avoidance of doubt any fast short-pitched delivery that is called a "No ball" under this playing condition shall also count as the one allowable short-pitched delivery in that over.
- 8.6 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in 8.2 above, the umpire at the bowler's end shall call and signal "No ball" on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal "No ball" and then tap the top of his/her head with the other hand.
- 8.7 If a bowler delivers a second fast short-pitched ball in an over, the umpire, after the call and signal of "No ball" and when the ball is dead, shall caution the bowler, indicating that this is a first and final warning, inform the other umpire, the captain of the fielding side and the batsman at the wicket, of what has occurred.
- 8.8 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal "No ball" when the ball is dead and direct the captain to remove the bowler forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- 8.9 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 8.10 The umpire will report the occurrence to the other umpire, the batsman at the wicket and, as soon as possible, to the captain of the batting side.
- 8.11 At the end of the match, the umpires will then report the matter to the General Manager who shall take appropriate action against the captain and the bowler concerned.

9. RESULT

- 9.1 A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined.

- 9.2 Save as hereinafter provided, a match shall be won by the team which has scored the most runs.
- 9.3 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum of 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target being calculated by the Duckworth Lewis Stern (DLS) method. A par score will be set for the second innings. If this is exceeded, a win for the team batting second shall result. If the par score is equalled, the scores are tied.
- 9.4 If a match is abandoned before it has been played to a conclusion and before the side batting second has received its allocated number of overs (providing that it has received not less than 20 overs) the result should be decided by the DLS method as determined and agreed by the captains, umpires and scorers.
- 9.5 If after the restart of play it is discovered that the wrong DLS target has been set, the faulty target shall stand.
- 9.6 If the score of the team batting second surpasses the “target score” at any time prior to the conclusion of its innings, the match shall be won by the team batting second but, if bowled out earlier, the match shall be won by the team batting first.
- 9.7 A match shall be tied if the scores are equal at the end of the match.

10. POINTS

- 10.1 for a win = 20 points
- 10.2 for a tie = 8 points (plus any bonus points)
- 10.3 for a loss = 0 points (plus any bonus points)
- 10.4 for an abandoned match with some play = 5 points (plus any bonus points)
- 10.5 for an abandoned match without a ball being bowled = 5 points
- 10.6 Batting bonus points are only available when a minimum of 20 overs have been bowled in an innings and they will be awarded as follows: -
- Average run rate of 2.00 to 2.99 runs per over - 1 point
 - Average run rate of 3.00 to 3.99 runs per over - 2 points
 - Average run rate of 4.00 to 4.99 runs per over - 3 points
 - Average run rate of 5.00 or above runs per over - 4 points

- (i) When a team is dismissed, the average run rate shall be calculated by dividing the total at the end of the innings by the number of overs available to the batting side.
- (ii) When an innings is curtailed, due to poor weather, the average run rate shall be calculated by dividing the total at the end of the innings by the number of overs received at the end of the innings.
- 10.7 Bowling bonus points are available from the start of an innings and they will be awarded as follows: -
- 3 wickets taken – 1 point
 - 5 wickets taken – 2 points
 - 7 wickets taken – 3 points
 - 9 wickets taken – 4 points
- 10.8 Should the batting side play with less than 11 players due to either a player or players being absent, or leaving the field through illness, injury or other cause that his/her innings cannot be completed and the remainder of the side are dismissed before the last ball of the innings, the batting side shall be considered “all out” and the bowling side shall receive maximum bowling points. Also refer to Law 25.4 (Batsman leaving the field) – ‘retired not out’.
- 10.9 If there is a delayed start and the number of overs available to each team is reduced, due to time lost, the thresholds for bowling bonus points shall be adjusted in accordance with the table at 10.12.
- 10.11 If there is an interruption in either innings, after the match has commenced, and the number of overs available to either team is reduced, due to time lost, the thresholds for bowling bonus points in both innings shall be adjusted in accordance with the table at 10.12. This will be based on the maximum number of overs available throughout the whole of the innings after play commences for the final time following an interval or an interruption.

10.12

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