

CENTRAL GAUTENG LIONS

PLAYING CONDITIONS: 2021/2022

35-OVER COMPETITIONS

MENS AND LADIES

Subject to the provisions of these conditions, the Laws of Cricket Code 2017 and the By-laws and General Regulations of the Board shall apply.

1. PLAYERS

1.1 Each captain shall nominate eleven (11) players in writing prior to the toss taking place to either of the two appointed umpires. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

1.2 The captains must notify the umpires and the opposing captain of the age group of all players participating in an adult match who are in the under 19 age group or younger, even if the player is not a fast bowler. This requirement also covers any young player taking the field as a substitute fielder. The captains must also make sure that they are aware of all the restrictions and safety measures relating to these junior players as reflected in the By-Laws and General Regulations. Refer to Annexure B for Bowling Directives pertaining to underage players.

1.3 Any player coming onto the field of play as a substitute or bringing drinks and equipment, will be dressed in appropriate attire. This shall include long white pants, white closed shoes and white shirt with a bib. If a bib is not available, the player will wear a different coloured top (this includes when such a player is off the field and near the boundary)

1.4 Captain

1.4.1 If at any time the captain is not available, a deputy shall act for him.

1.4.2 If a captain is not available to nominate the players, then any person associated with that team may act as their deputy to do so. A Coach and/or Manager, as well as a member of the Club's Executive Committee, shall constitute as being associated with that team.

1.4.3 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Playing Conditions, including at the toss.

2. UMPIRES

2.1 Appointments vested in CGLCUA

The appointment of official umpires to fixtures in the CGL competitions is delegated to the CGLCUA.

Where two umpires cannot be appointed and only one umpire is present, the appointed umpire shall assume full responsibility – the umpire shall stand at both bowler’s ends with a member of the batting team taking up the duties as the square leg umpire.

2.2 Captains to appoint unofficial umpires

In the absence of official umpire(s) the captains shall appoint the umpire(s). If an official club umpire is present, he shall have full authority as granted to umpires appointed by CGLCUA.

2.3 Unofficial umpires to be team members

Umpires appointed by the captains in terms of 2.2 must be members of the competing teams or holders of a Level 1 certificate issued by CGLCUA or an equivalent association. The term “team member” shall include the 12th man and team manager. The umpires appointed in terms hereof are under the control of the captains insofar as the changing of umpires during an innings is concerned.

Umpires are expected to maintain the highest level of integrity. The CGLCUA has the power to revoke an umpire’s accreditation should the umpire’s integrity be questioned and proven unworthy.

2.4 Fitness of Ground

2.4.1 The umpires will be the sole judges of the fitness of the ground, weather and light conditions for play. In the absence of official umpire(s), the captains, not the umpires appointed by them, shall be the sole judges. In the event of a disagreement between the captains, the status quo shall remain.

2.4.2 Laws 2.7 and 2.8 shall be replaced with:

2.4.2.1 If at any time the umpires, together, agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make. Umpires to take existing policies regarding ground weather and light of the CGL and CGLCUA into consideration when making such decisions.

2.4.2.2 Play will also be suspended if at least one of the officially appointed umpires is of the opinion that play should be suspended due to the conditions of ground weather or light.

2.4.2.3 The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the Batters of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.

2.4.2.4 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

2.4.2.5 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

- 2.4.3 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- 2.4.4 When there is a suspension of play, it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play, they shall call upon the players to resume play.
- 2.4.5 If play is in progress up to the start of an agreed interval, then it will resume after the interval, unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire so that it would be unreasonable or dangerous for play to take place.

3. SCORERS

- 3.1** Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

The appointment of scorers shall be done by the Central Gauteng Lions Cricket Scorers Association. If no scorers are available, the teams participating in the fixture will be responsible for supplying one scorer each.

3.2 Scoreboard

Every Club Ground is required to have a scoreboard that shall be kept up to date after every second (2nd) over of an innings.

4. TOSS AND PLAYER NOMINATION

The normal laws of cricket shall apply.

- 4.1** The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of at least one umpire, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play.

Note, however, the provisions of clause 1.4 (Captains).

- 4.2** Before the toss may occur, **at least 7** of the nominated players from each team must be present.

4.3 Decision to be Notified

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of their decision.

Once notified, the decision cannot be changed.

4.4 Forfeiture of the Toss and Possible Awarding of the Match

- 4.4.1 The team defaulting in regards to the number of nominated players present, at the latest time for the toss to happen, will forfeit the toss.
- 4.4.2 If at 1 (one) hour after the scheduled or rescheduled start of play the minimum number of players is not present and play has not started, the match will be abandoned and awarded to the non-defaulting team.
- 4.4.3 Should both teams not meet the minimum requirements, the match will be called off and the umpires will report the matter to CGLUA.

5. THE BALL

5.1 The ball to be used in the various leagues and competitions shall be approved by CGL prior to the Leagues starting. They shall conform to Addendum - Ball hereto.

Any variation from the prescribed ball will not stop the match from taking place. The umpires will record the ball used on the result card and the office will take appropriate action at a later time.

5.2 Spare Balls

Each team will supply six (6) used balls that shall be regarded as the spare match balls. They shall be the required brand, weight and either two (2) or four (4) piece for the relevant league match being played.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.

During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

6. INNINGS

Law 13 shall apply, subject to the following:

6.1 NUMBER OF INNINGS

6.1.1 Law 13.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 35 overs which are to be bowled by the fielding side in not more than 140 minutes. (This INCLUDES drink breaks).

6.1.2 Declaration and Forfeiture:

A captain may not declare their team's batting innings closed at any stage, nor may the captain forfeit the batting innings.

6.2 LENGTH OF INNINGS

6.2.1 Uninterrupted Matches

6.2.1.1 Each team shall bat for 35 overs unless all out earlier.

If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, the over in progress shall be completed and this shall end the innings. In these circumstances, the team batting second shall be entitled to bat for the full 35 overs or 140 minutes.

For every over of the 35 or agreed number of overs (an interrupted match) not bowled by the fielding side in 140 minutes, 10 runs shall be added to the total of the batting side. These are to be known as penalty runs. An over in progress when time is reached at the end of an innings shall be completed and no penalty runs shall apply to that over



Examples

- 1) The 32nd over finishes at 15:20, no further bowling is allowed and the fielding side will be conceding penalty runs to the batting side, $35-32=3$, therefore 30 penalty runs must be added to the total score of the team batting;
- 2) The 35th over starts at 15:18 and at 15:20 only 4 balls have been bowled with the over ending at 15:23, the over will be allowed to be finished and NO PENALTY RUNS will be imposed.

6.2.1.2 Start of Innings of Team Batting Second

The start of the innings of the team batting second may not be delayed beyond 15:40, unless the number of overs per innings is reduced, by agreement, between the umpires and captains. In such an instance, the length of each innings shall be adjusted by the same number of minutes to allow each side to have an equal amount of overs and to allow for the rescheduled interval between innings.

Example

The team bowling first ended the 35 overs at 15:23 as per example in 6.2.1.1 (1) above, 3 minutes lost. The change of innings interval will be reduced to 17 minutes instead of the 20 minutes allowed.

6.2.1.3 Close of Innings of Team Batting Second

Play shall not continue after 18:00 except for the sole purpose of completing an over in progress.

6.2.2 Delayed or Interrupted Matches

6.2.2.1 Mens and Ladies Cricket

A minimum of 15 overs per side is required for a result to be achieved, unless an innings is completed earlier.

6.2.2.2 Number of Overs – Interruption of Team Batting First

In matches where the start is delayed for any reason, or play is suspended because of ground, weather or light conditions, the object shall always be to re-arrange the number of overs so that both teams shall have the opportunity to bat for the same number of overs. The calculation of the number of overs to be bowled in the time remaining before the close of play at 18:00 (agreed number of overs) shall be done by reference to the table in 6.3.

6.2.2.3 6.2.2.3 Number of Overs – Interruption of Team Batting Second

If it is not possible for the team batting second to bat for the same number of overs as the team batting first because of a suspension of play during its innings, it shall bat for the number of overs to be calculated.

The result of the match shall be determined by the use of the average run rate method.

6.2.3 Innings of Team Batting Second Not Longer than Team Batting First

The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first is all out before the agreed number of overs has been bowled.

6.2.4 Examples of Calculating Overs to be Bowled

6.2.4.1 The start of play is delayed for 56 minutes.

From the table (6.3), 14 overs are lost, i.e. 7 from each innings. Now each team shall bat for $35 - 7 = 28$ overs, which are to be bowled in 112 minutes. Where the overs to be deducted are uneven, the figure obtained shall be rounded up to the next even number, e.g. where 36 minutes are lost, this is equivalent to 9 overs to be rounded to 10 overs.

6.2.4.2 Conditions as in 6.2.4.1, but a further 48 minutes are lost during the innings of the team batting first.

From the table (6.3), an additional 12 overs are lost, i.e. 6 overs from each innings. Each team shall now bat for $28 - 6 = 22$ overs, to be bowled in 88 minutes.

6.2.4.3 Conditions as in example 6.2.4.2 but during the innings of the team batting second, 12 minutes are lost.

From the table (6.3), this is equivalent to 3 overs. The team batting second shall now bat for $22 - 3 = 19$ overs to be bowled in 76 minutes. The result shall be decided on the average run rate.

6.2.4.4 Conditions as in 6.2.4.3, but instead of 12 minutes, 36 minutes are lost during the innings of the team batting second.

From the table (6.3), this is equivalent to 9 overs. The team batting second can receive $22 - 9 = 13$ overs only. The match is a draw because the innings is now reduced to fewer than 15 overs.

6.2.4.5 No time is lost during the innings of the team batting first, but 48 minutes are lost through rain during the innings of the team batting second.

From the table (6.3), this is equivalent to 12 overs. The team batting second shall now bat for $35 - 12 = 23$ overs to be bowled in 92 minutes. The result shall be decided on the average run rate. This is a calculated result.

Note: The only time a “calculated” result can take place is when the team batting second is prevented by ground, weather or light conditions from receiving the same number of overs as the team batting first – provided the team batting second has faced a minimum of 15 overs for both Men’s Cricket and Ladies Cricket.

6.2.5 Calculated Result

A “Calculated Result” is determined by taking the score in the first innings, adding one (1) run and dividing it by 35 overs – regardless of whether or not the team batting first faced their full 35 overs. This average run rate is then multiplied with the number of overs to be received by the team batting second.

6.3 Table of Time and Overs

Overs shall be bowled at the rate of 35 overs in 140 minutes according to the following table.

4 mins	1 over	44 mins	11 overs	84 mins	21 overs	124 mins	31 overs
8 mins	2 overs	48 mins	12 overs	88 mins	22 overs	128 mins	32 overs
12 mins	3 overs	52 mins	13 overs	92 mins	23 overs	132 mins	33 overs
16 mins	4 overs	56 mins	14 overs	96 mins	24 overs	136 mins	34 overs
20 mins	5 overs	60 mins	15 overs	100 mins	25 overs	140 mins	35 overs
24 mins	6 overs	64 mins	16 overs	104 mins	26 overs		
28 mins	7 overs	68 mins	17 overs	108 mins	27 overs		
32 mins	8 overs	72 mins	18 overs	112 mins	28 overs		
36 mins	9 overs	76 mins	19 overs	116 mins	29 overs		
40 mins	10 overs	80 mins	20 overs	120 mins	30 overs		

6.4 Number of Overs Per Bowler

6.4.1 No bowler shall bowl more than 7 overs in an innings.

6.4.2 Should the number of overs be reduced because of a delayed start or a suspension in play, the calculation of overs per bowler will be done accordingly to the following formula:
Number of overs / 5.

Example:

Match reduced to 22 overs per side, $22 / 5 = 4.4$

The fraction is not applicable therefore:

3 bowlers= 4 (12 overs); 2 bowlers=5 (10 overs).

If a bowler breaks down and is unable to complete an over **for any reason**, the remaining balls shall be bowled by another bowler, provided that the bowler who completes the over shall not:

- Be the bowler who bowled the previous over;
- Bowl the following over;
- Be a bowler who has already completed their maximum quota;
- Be a bowler under suspension.

The over so completed shall count as one of the overs of the bowler who completes it.

6.5 Hours of Play and Intervals

There will be two sessions of 2 hours and 20 minutes, each separated by a 20 minute interval between innings. The hours of play shall be:

1st Innings	13h00	15h20
Interval	15h20	15h40
2nd Innings	15h40	18h00
Close	18h00	

6.6 Interval Between Innings

- 6.6.1 The Interval Between Innings shall be taken between innings and shall be of the agreed duration of 20 minutes.
- 6.6.2 Should the innings of the team batting first end before the scheduled close for that innings, the Interval Between Innings shall be taken immediately and shall be of the agreed duration i.e. 20 minutes.
- 6.6.3 The scheduled close for the second innings shall be adjusted according to ensure the team batting second does not bat for longer than the scheduled 140 minutes (2 hours and 20 minutes).

Example:

Team Red bats first and is bowled out in 26.5 overs at 14h45. The interval between innings shall be taken immediately, from 14h45 to 15h05. The innings of the team batting second shall commence at 15h05. The adjusted close of play will be 17h25.

6.7 Drinks Break

- 6.7.1 One drinks break per session shall be permitted, half-way through the innings where the session is 26 or more overs.
- 6.7.2 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.
- 6.7.3 In the event of a reduced innings, or part of a reduced innings where 25 or less overs is to be played NO drinks break will be taken during that session.
- 6.7.4 The drinks break shall not exceed 5 minutes and must be taken on the field of play.
- 6.7.5 **NO** allowance will be made in respect of the drinks break for calculating the over rate of an innings.

7. **NO BALL**

- 7.1 In addition to Law 21 please note the following: Free hit after a No Ball ONLY applies where official CGL umpires are present.

7.2 **Ball Pitching More than Once, Rolling or Pitching off the Pitch**

The umpire shall call and signal **No ball** if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker:

- bounces more than once
- or rolls along the ground before it reaches the popping crease.
- or pitches wholly or partially off the pitch as defined in Law 6.1 (outside of the return creases), before it reaches the popping crease.

When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

7.3 Penalty runs

The penalty run for a no ball shall be scored in addition to any runs otherwise scored.

8. WIDE DELIVERIES

8.1 A line shall be drawn, 17 ins/43.18cms, in from the return crease and shall extend from the popping crease to the bowling crease. This line must be used to adjudge off-side wides only.

8.2 Umpires are instructed to apply very strict and consistent interpretation in this regard in order to prevent negative bowling wide of the wicket. Any leg side delivery while the batsman is in his normal stance shall be called a wide.

8.3 A penalty of one run for a wide shall be scored. The penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no ball shall be scored as wide balls.

8.4 A fast short pitched delivery which passes above the head of the striker standing in an upright position at the popping crease shall be called wide. However, the procedure as set out in clause 14.2 (short pitched deliveries) shall apply, i.e. warning related to short pitched deliveries.

9. 9 FIELDERS ABSENCE; SUBSTITUTES

9.1 Law 24.1 shall be amended as follows –

The umpires shall have the discretion to allow for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.

9.2 Law 24.2.2 shall be replaced by the following:

If a fielder fails to take the field with their team at the start of the match or at any later time or leaves the field during a session of play for a period of **longer than 8 minutes**, the umpire shall be informed for the reason of their absence, and he shall not thereafter come to the field during a session of play without the consent of the umpire. **The umpire shall give such consent as soon as is practicable.**

Such a player shall not be permitted to bowl in that innings after their arrival or return until he has been on the field for at least that length of playing time for which he was absent.

The penalty time for such a player returning to the field of play shall not exceed **60** minutes.

9.3 Penalty Time Carried Forward into Batting Innings

The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or their side's innings has been in progress for at least that length of playing time for which he has been absent (the penalty time for such a player returning to the field of play shall not exceed **60** minutes) or, if earlier, when their side has lost five wickets.

9.4 Penalty Time Not Incurred

9.4.1 The restriction in clauses 9.1 and 9.2 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 reason.



- 9.4.2 In the event of the fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided he personally informs the umpires when he is fit enough to take the field had play been in progress.
- 9.4.3 In the absence of official umpire(s) the captains, not the umpires appointed by them, should be personally informed.
- 9.4.4 Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to account any such stopping time as playing time.

10. BATTER'S INNINGS; RUNNERS

Law 25 will be replaced by the following:

No runners will be allowed

11. PRACTICE ON THE FIELD OF PLAY

Refer to the Laws of Cricket Code 2017.

11.1 Practice on the Square

- 11.1.1 There shall be no practice of any kind, at any time on any day of the match, on the pitch or on either of the two strips parallel and immediately adjacent to the pitch, one on either side of it, each of the same dimensions as the pitch.
- 11.1.2 There shall be no bowling or batting practice on any part of the square on any day of the match, except before the start of play or after the close of play on that day. Practice before the start of play on the rest of the square must not continue later than 30 minutes before the scheduled time or any rescheduled time for play to start on that day, and shall not be allowed if the umpires consider that, in prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

11.2 Practice on the Outfield

- 11.2.1 Between the call of Play and the call of Time, practice shall be permitted on the outfield, providing that all of the following conditions are met:
- 11.2.1.1 only the fielders on the field of play participate in such practice.
 - 11.2.1.2 no ball other than the match ball is used for this practice.
 - 11.2.1.3 no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
 - 11.2.1.4 the umpires are satisfied that it will not contravene either of Laws 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side).
- 11.2.2 Trial run up – A bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of Laws 41.9 (Time wasting by the fielding side) or 41.12 (Fielder damaging the pitch).

Punitive measures will be in the form of penalty runs. Refer to the Laws of Cricket for this.

12. THE WICKET-KEEPER

Law 27.4.1 shall be replaced by the following:

After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters their position in relation to the striker's wicket, except for the following:

- movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket.
- lateral movement in response to the direction in which the ball has been delivered.
- movement in response to the stroke that the striker is playing or that their actions suggest he intends to play, however the provisions of Law 27.3 (Position of the wicket keeper) and 27.4 (Position of the wicket-keeper) shall apply.

In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

13. THE FIELDER – MENS AND LADIES CRICKET

13.1 In addition to Law 28 please note the following for **BOTH** Men's and Ladies 35-Over Competition:

13.1.1 The number of on-side (*Leg side) fieldsmen at the instant of the bowler's delivery shall not exceed 5, not more than 2 of whom shall be behind the line of the popping crease.

13.1.2 If this playing condition is infringed, either umpire shall call and signal "No Ball" at the instant of delivery or as soon as possible thereafter.

13.2 Restriction on Placement of Fielders and Power Play

13.2.1 In addition to the restriction contained in clause 13.1 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 below.

13.2.2 Boundary Measurements - Refer to clause 20.2

13.2.3 During the first 10 overs a maximum of 2 fielders may be allowed outside these semi circles. These first 10 overs are referred to as the Power Play overs.

13.2.4 After the first 10 overs a maximum of 5 fielders may be outside these semi circles.

13.2.5 In the circumstances where the number of overs of the batting team is reduced, the number of overs in regard to the Power play overs restrictions shall be reduced in accordance with the table below.

Length of Innings (Overs)	Power Play Restriction
15 - 18 Overs	5 Overs
19 - 21 Overs	6 Overs
22 - 24 Overs	7 Overs
25 – 28 Overs	8 Overs
29 – 31 Overs	9 Overs
32 – 35 Overs	10 Overs

If play is interrupted during an innings and the table in 13.2.5 applies, the Power Play takes immediate effect. For the avoidance of doubt, this applies even if the interruption has occurred mid-over.

13.3 Movement by Fielders

13.3.1 Law 28.6.1 till 28.6.4 - Movement by fielders and significant movement shall be replaced by the following:

Any movement by any fielder, excluding the wicket keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

- minor adjustments to stance or position in relation to the striker's wicket.
- movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position.
- movement by any fielder in response to the stroke that the striker is playing or that their actions suggest he intends to play.

13.3.2 Notwithstanding the above, in all circumstances Law 28.4 (Limitation of on side fielders) shall apply along with clause 13.1.

13.3.3 In the event of such unfair movement, either umpire shall call and signal Dead ball as soon as possible after the delivery of the ball.

Note also the provisions of:

Law 27.4 (Movement by the wicket-keeper)

Law 41.4 (Deliberate attempt to distract the striker) and

14. LAW 41: UNFAIR PLAY

14.1 Changing Condition of the Match Ball

14.1.1 Law 41.3 shall apply subject to the following:

No person may apply **ANY** substance, including bodily fluids of any sort, to any match ball at any stage while the match is in progress. For the avoidance of any doubt this starts from when the umpires take possession of any match balls, including spare balls, until the conclusion of the match.

In the event of any player contravening this prescription the umpires will oversee the sanitising of such a ball in the prescribed manner and take the necessary steps as determined.

If the umpires together agree that the deterioration in the condition of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this law. They shall then together decide if they can identify the player(s) responsible for such conduct, irrespective of the player or players concerned.

The opposing side will be asked if they want the match ball replaced. If so requested the umpires will select the replacement ball.

14.1.2 Furthermore, if it is possible to identify the player(s) responsible:

Additionally the bowlers end umpire shall:

- Award five (5) penalty runs to the batting side
- Inform the captain of the fielding side of the reason for the action taken
- Inform the captain of the batting side as soon as practicable of what has occurred
- Together with the other umpire report the incident to the GCB who shall take the necessary action against the player(s) responsible.



14.1.3 If it is not possible to identify the player(s) responsible:

- The Bowler's end umpire shall issue the captain with a first and final warning
- Advise the captain that should there be any further incident by their team during the remainder of the match where the player(s) responsible cannot be identified, the captain will be deemed to be the player responsible and the steps as per 14.1.1 will be followed.

14.2 Short Pitched Deliveries

Law 41.6 shall be replaced by the following:

14.2.1 A Bowler shall be limited to **one** fast short pitched deliveries per over.

14.2.2 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, whether or not having struck the batsman or it having been struck by the batsman's bat.

14.2.3 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.

14.2.4 In the event of a bowler bowling more than **one** fast short pitched deliveries in an over, the umpire at the bowler's end shall call and signal no ball on each occasion.

14.2.4.1 After the first such call of no ball and when the ball is dead, the umpire shall caution the bowler. This caution shall apply throughout the innings.

In addition, after each such no ball, the umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

14.2.4.2 If there is a second instance of the same bowler being no balled in the innings, the umpire shall, when the ball is dead, warn the bowler and indicate that this is his final warning for the innings. This warning shall apply throughout the innings.

14.2.4.3 Should there be a third instance by the same bowler being no balled in that innings, the umpire shall, 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.

The bowler thus taken off shall not be allowed to bowl again in that innings.

The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as possible, to the captain of the batting side.

The umpires will then report the matter to the CGL who shall take such action as is considered appropriate against the captain and the bowler concerned.

14.2.5 In addition, subject to clause 8, 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 wide unless the delivery is a no ball as defined above.

14.2.6 Different signals shall be used to signify a fast short pitched delivery.

The umpire shall call and signal wide and then tap his head or call and signal no ball and tap his head with the other hand.



14.2.7 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.

14.2.8 Although the above replaces law 41.6, if the bowler's end umpire considers that any short pitched deliveries are dangerous or unfair, as defined in law, law 41.6 can be applied at any time.

14.3 Bowling of High Full Pitched Deliveries

Law 41.7 shall be replaced by the following:

14.3.1 Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.

14.3.2 In the event of a bowler bowling a high full pitched ball as defined above, the umpire at the bowler's end shall call and signal no ball.

14.3.2.1 If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no ball, 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 batsmen at the wicket of what has occurred.

14.3.2.2 Should there be any further instance where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman by the same bowler in that innings, the umpire shall in addition to calling and signalling no ball, 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.

The bowler thus taken off shall not be allowed to bowl again in that innings.

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 and the governing authority, i.e. GCB.

Note: The above is not a substitute for Dangerous and Unfair Bowling, which umpires are able to apply at any time.

Note also the provisions of:

Law 41.4 (Deliberate attempt to distract the striker),

Law 41.5 (Deliberate distraction, deception or obstruction of a batsman) and

Law 41.8 (Bowling of deliberate front foot no ball).



15. TIME WASTING

15.1 Time Wasting by the Fielding Side

15.1.1 Law 41.9 shall apply:

In the first instance of any waste of time in that innings by any member of the field side, the umpire shall, call and signal dead ball if necessary, issue a first and final warning to the fielding side.

15.1.2 If there is a further incident of time wasting by the fielding side in that innings the umpire shall:

- Call and signal dead ball if necessary; and either,
- if the waste of time is not during an over, award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action or,
- if the waste of time is during the course of an over, direct the captain of the fielding side to suspend the bowler immediately from bowling

The bowler thus suspended shall not be allowed to bowl again in that innings.

Inform the other umpire, the Batters at the wicket and, as soon as possible, the captain of the batting side of what has occurred;

Report the occurrence to the Umpires and Clubs Administrator.

15.2 Time Wasting by the Batters

Law 41.10 shall apply, subject to the following (Umpires to apply strict interpretation in their regard)

If the incoming Batter is not in a position to take guard or their partner not ready to receive the next ball within **2 minutes** of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

In addition, the umpires will report the incident to the GCB.

15.3 Batter Timed Out

An incoming Batter shall, on appeal, be timed out if he takes more than **2 minutes** to come in, timed from the moment a wicket falls until he arrives at the wicket to take guard, or if not the striker, the striker is ready to take guard.

16. OBSTRUCTING THE FIELD

16.1 Refer to Law 37

16.2 In addition and for the avoidance of doubt, if an umpire feels that a Batter, in running between the wickets, has significantly changed their direction without probable cause and thereby obstructed a fielder's attempt to affect a run out, the Batter should, on appeal, be given out obstructing the field. It shall not be relevant whether a run out would have occurred or not. If the change of direction involves the Batter crossing the pitch, law 41.14 shall also apply.

17. STRIKER IN PROTECTED AREA

Law 41.15 refers

- 17.1** The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable. The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.
- 17.2** If either umpire considers that the striker is in breach of any of the conditions in Law 41.15.1, if the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead; he/she shall then inform the other umpire of the occurrence.

The bowler's end umpire shall then:

- warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings.
 - The umpire shall so inform the non-striker and each incoming Batter.
 - inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- 17.3** If there is any further breach of any of the conditions in Law 41.15.1 by any Batter in that innings, the umpire seeing the contravention shall, if the bowler has not entered their/her delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall:

- disallow all runs to the batting side
- return any not out Batter to their/her original end
- signal No ball or Wide to the scorers if applicable
- award 5 Penalty runs to the fielding side
- award any other 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side)
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action
- The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team

18. NON-STRIKER LEAVING THEIR GROUND EARLY

Law 41.16 refers

- 18.1** If the non-striker is out of their ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him/her out. Whether the attempt is successful or not, the ball shall not count as one in the over.
- 18.2** If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

19. LAW 42: PLAYERS CONDUCT

Law 42 to be amended as follows:

In all Leagues, the normal disciplinary procedure is to be followed.

20. BOUNDARY AND FIELDING RESTRICTIONS MEASUREMENTS

20.1 Men's Cricket

20.1.1 The aim shall be to maximize the size of the playing area at each venue. With respect to the size of the boundaries, no boundary shall be longer than 90 yards (82.29 meters), and no boundary should be shorter than 65 yards (59.43 meters) from the centre of the pitch to be used.

20.1.2 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 of the semi-circles shall be 30 yards (27.43 metres). 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 5 yard (4.57 metres) intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

20.2 Ladies Cricket

20.2.1 The boundary markings must be between 55yards/50.29metres and 65 yards/59.44metres.

20.2.2 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 of the semi-circles shall be 25.15 yards (23 metres). 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 5 yard (4.57 metres) intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

21. PENALTY POINTS

21.1 Late Start

For a late start, the offending team(s) will be penalised 1 point. Repeated offences may incur an additional penalty which shall be applied at the discretion of the Board.

21.2 Incompletely Filled-in Result Cards

For an incompletely filled in result card, both teams will be penalised 1 point.

21.3 Defaulting from a Fixture

For defaulting from a fixture the offending team will be penalised 4 points and will be considered to have played the match. A team defaulting 3 times in a season will be expelled from the league and its matches expunged from the league records.

21.4 Incompletely Filled-in Umpires' Evaluation

Where official umpires are present, for an umpires' evaluation report not being completed the offending team will be penalised 2 points.

22. RESULT CARDS

22.1 Responsibility of the Scorers

Scorers shall complete the result card and ensure that all the required information is filled in.

22.2 Duty of the Captains

It is the duty of the captains to ensure that the information on both the result cards is correct.

22.3 Duty of the Umpires

It is the duty of both umpires to ensure that the result cards are correctly completed. Result cards are to be signed by both umpires. Failure to sign the result card may result in the umpire forfeiting their match fee.

22.4 Result Cards to be Completed

Scorers, umpires and captains are to ensure that result cards are filled out and signed, even if no play was possible. The card must be submitted to the GCB offices within 7 days of the match. Failure to do so will result in a fine of R100 as well as a deduction of 2 match points.

23. UMPIRES' EVALUATION REPORT CARDS

It will be the responsibility of each club to complete an official Umpires' Evaluation Form as prescribed. The form must be submitted to the CGLCUA Umpires Administrators office within 3 days of the match. Failure to do so will result in a deduction of 2 match points.

Accepted manner of submission will be electronically or manually.