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CENTRAL GAUTENG LIONS

PLAYING CONDITIONS: 2025/2026

20 OVER COMPETITIONS

Subject to the provisions of these conditions, the Laws of Cricket Code 2017 Code 3rd Edition - 2022 and the By-laws and General Regulations of the Board shall apply.

Please note:

1) All personal pronouns used in this document, whether used in the masculine or feminine gender, shall include all other genders, and the singular shall include the plural and vice versa.
2) Whether or not section 6.3.5 (Calculated Results – Average Run Rate) or 6.3.6 (Calculated Results –Duckworth / Lewis / Stern (DLS) is applicable to a match is to be advised by the CGL office before the match and must be confirmed with both captains at the toss.

1. PLAYERS

1.1. Each captain shall nominate 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. Every batter (regardless of age, skill or ability) **WILL** wear a helmet when facing a fast bowler.

(For simplicity, a bowler is defined as a fast bowler if the wicket-keeper is not standing up to the stumps when he is bowling.)

- A helmet may be dispensed with, for players 19 years and older, when a spin bowler is operating.
- For all batters under the age of 19 years, a helmet will be worn at all times.

1.4. All wicketkeepers (regardless of age, skill or ability) **WILL** wear a helmet when standing up to the stumps. Players fielding close to the batter **WILL** also wear a helmet.

1.5. 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 differently coloured top (this includes when such a player is off the field and near the boundary)

1.6. Replacement players will inherit any sanctions or dismissals from the player they replaced.

1.7. Captain

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

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

1.7.3. 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 bowlers' 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 one official umpire is present the second umpire shall only umpire at square leg for the duration of the match

2.3. Unofficial umpires to be team members

Umpires appointed by the captains must be members of the competing teams or holders of at least a Level 1 certificate issued by CGLCUA or an equivalent association. The term "team member" shall include the 12th man / woman 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 officially appointed 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 are 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 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 an 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 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 at least at the end of each alternate 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, neither earlier than 30 minutes nor later than 15 minutes before the scheduled or rescheduled time for the start of play.
Note, however, the provisions of clause 1.7 (Captains).

4.2. Before the toss may occur, at least 9 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 team winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this 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 with regards to the number of nominated players present, at the latest time for the toss, will forfeit the toss.

4.4.2. In the event of overs being lost at the beginning of the match due to the late arrival of a team the following penalty shall apply.

- If only one team defaults, they will lose all the overs lost due to the delayed start, from their innings.
- No adjustment will be made to the Target score due this reduction of overs if the defaulting team bats second
- The non-defaulting team will still receive the full quota of 20 Overs unless overs are lost due to further interruptions in the match.
- If both teams default, the overs lost for the match will be reduced in proportion to the time lost from the scheduled start up to the arrival of the first team. The overs that the later team will face shall be further reduced in proportion to the time between the arrivals of the teams.

4.4.3. After the forfeiture of the toss the defaulting team will be allowed a period not exceeding 30 minutes to have the minimum number of players present before play will be allowed to commence.

4.4.4. If this requirement is not met the match will be awarded to the non-defaulting team.

ACTIVITY	**TIME**	**TIME**
Scheduled start of match.		
Latest time the toss is to take place with minimum of Nine (9) players present. (Not later than 15 minutes before the scheduled start of play)	09h15	13h45
After forfeiting the toss the defaulting team has a maximum of 30 minutes to have at least 9 players present at the match venue for play to commence.	09h45	14h15
Reporting of the matter to CGL	09h45	14h15

4.4.5. If both teams default with regards to the minimum player requirements 60 minutes after the latest time for the toss, the match will be abandoned, and a full report submitted by the umpires to the Administrator of the Umpires' Association and the captain of both teams shall submit a full report to the CGL League Administrator.

5. THE BALL

5.1. The ball to be used in the various leagues and competitions shall be approved by CGL prior to the commencement of the Leagues.

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.

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

5.4. During play the 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 team, each innings being limited to a maximum of 20 overs.

6.1.2. Declaration and forfeiture:

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

6.2. Extra Time

Extra time is permitted where the start of play is delayed, or play is suspended due to the conditions of ground, weather or light as per the table below:

NUMBER OF MATCHES ALLOCATED TO A SPECIFIC VENUE ON A DAY	NUMBER OF MINUTES EXTRA TIME AVAILABLE
ONE (1) MATCH	60 MINUTES
TWO (2) MATCHES	30 MINUTES per match
THREE (3) MATCHES	NO EXTRA TIME

Example

1. Where there is only one match scheduled at a venue, no overs will be lost for a delay or interruption of play of up to 60 minutes. Only after 60 minutes are lost will a reduction in overs be made.
2. Where two (2) matches have been scheduled at a venue, 30 minutes extra time will apply to each match, whereby after 30 minutes of playing time has been lost a reduction in the number of overs for a match shall be made.

6.3. Length of Innings

6.3.1. Uninterrupted matches

Each team shall bat for 20 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, play shall continue until the required number of overs has been bowled.

The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the first innings.

If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

Penalties shall apply for slow over rates. Please refer to table 6.6.3.

6.3.2. Delayed or interrupted matches

A minimum of 5 overs per team is required for a result to be achieved, unless an innings is completed earlier.

6.3.3. Delay or interruption to the innings of the team batting first

When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of 14.12 overs per hour, in the total remaining time available for play.

The revision of the number of overs should ensure, where possible, that the teams have the opportunity of batting for the same number of overs.

The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

To constitute a match, a minimum of 5 overs has to be allocated to the team batting second, subject to a result not being achieved earlier.

As soon as the total minutes of playing time remaining is less than the completed overs faced by team 1 multiplied by 4.25, then the first innings is terminated and the provisions of 6.3.4 below take effect.

A fixed time will be specified for the commencement of the interval and for the close of play for the match, by applying a rate of 14.12 overs per hour.

When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play and intervals, including those for drinks, will be taken into consideration.

This calculation must not cause the match to finish earlier than the original time for cessation of play.

Penalties for slow over rates shall apply. Please refer to table 6.6.3.

6.3.4. Delay or interruption to the innings of the team batting second

When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs, the number of overs shall be reduced at a rate of 14.12 overs per hour, in respect of the lost playing time. Should the calculation result in a fraction of an over, the fraction shall be ignored.

In addition, should the innings of the team batting first have been completed prior to the scheduled or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

To constitute a match, a minimum of 5 overs has to be allocated to the team batting second subject to a result not being achieved earlier.

The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

A fixed time will be specified for the close of play by applying a rate of 14.12 overs per hour. The inclusion of drinks intervals, timing and duration of all relative delays, extensions in playing hours and interruptions in play will be taken into consideration in specifying this time.

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 until the overs have been bowled or a result achieved.

Penalties shall apply for slow over rates. Please refer to table 6.6.3.

6.3.5. Calculated Results – Average Run Rate

6.3.5.1. Interruption during innings of team batting first.

If an interruption occurs during the innings of the team batting first the total amount of time available for the match must be revised in such a way that both teams receive the same number of overs.

The total number of runs achieved by the team batting first, plus one run, will be the target score for the team batting second to win.

If the scores are even the result will be a tie.

6.3.5.2. Interruption resulting in the end of the innings of the team batting first or during the innings of team batting second.

At the completion of the innings of the team batting first the umpires (captains of the two teams in the absence of official umpires) shall calculate the average run rate per over achieved.

The winning target score will be determined by multiplying the average run rate achieved by the team batting first by the total number of overs available to the team batting second.

- If this number is not a round number the winning score will be the calculated number rounded up to the next whole number.
  A tie result is not possible in this instance and a score of 1 or more runs less than the winning score will be a losing score.
- If the calculated number is a whole number the winning score will be this calculated number plus one run.
  A score of 1 run less than this winning score will result in a tie in this instance and a score of 2 runs or more less than the winning score will be a losing score.

Examples:

- Team batting first scored 99 runs in 20 overs:

  Run rate achieved is 4.95 runs per over.
  Match reduced to 12 overs during the second innings.
  4.95 runs per over x 12 overs = 59.40 runs rounded up = 60 runs (winning score)
  Please note: 59 or less is a losing score (there is no tie score in this instance)

- Team batting first scored 100 runs in 20 overs:

  Run rate achieved is 5 runs per over.
  Match reduced to 12 overs during the second innings.
  5 runs per over x 12 overs = 60 runs (par score) 60 runs + 1 run = 61 runs (target score)
  Please note: 60 is a tie score in this instance, and 59 or less will be a losing score.

6.3.5.3. Prematurely Terminated Matches – Average Run Rate

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison of the average run rates achieved, the team with the higher average run rate being the winner.

If the average run rates are equal the match will be a tie.

6.3.6. Calculated Results – Duckworth / Lewis / Stern (DLS)

6.3.6.1. Interrupted Matches – DLS

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 originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing.

This revised target is to be calculated using the current Duckworth / Lewis / Stern (DLS) method.

The target set will always be a whole number and one run less will constitute a Tie.

6.3.6.2. Prematurely Terminated Matches – DLS

If the innings of the team batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison of the score of the team batting second with the 'Par Score' determined at the instant of the suspension by the Duckworth / Lewis / Stern (DLS) method.

If the score is equal to the par score, the match is a Tie.

Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

6.4. Length of Innings – Rescheduled Interval

If the first innings runs into the scheduled Interval, the Interval shall be shortened to allow the second innings to commence as scheduled, provided that the Interval is not less than 10 minutes.

6.5. Number of Overs per Bowler

No bowler shall bowl more than 4 overs in an innings.

In a delayed or interrupted match where the overs are reduced, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining deliveries will be bowled by another bowler. Such part of an over will count as a full over only insofar as each bowler's limit is concerned.

6.6. Minimum Number of Overs Required to be Bowled

6.6.1. The minimum over rate to be achieved by the fielding team shall be 14.12 overs per hour. In calculating the minimum number of overs required to be bowled, the following time allowances shall be made:

6.6.1.1. The actual time taken where treatment is given by a member of the coaching staff and/or suitably qualified personnel to a player on the field of play;

6.6.1.2. The actual time taken for a player to leave the field of play in the event of a serious injury;

6.6.1.3. The time lost as a result of time wasting by the batting side;

6.6.1.4. The actual time lost due to any other circumstances beyond the control of the players.

6.6.2. The minimum number of overs required to be bowled will be calculated at the end of the match by the umpires. If the overs are calculated as being less than the minimum, the following shall apply:

6.6.2.1. As soon as reasonably practicable, the umpires shall inform the team captain and/or team manager of the relevant fielding team that the regulations have been breached and that the prescribed sanction in accordance with clause 6.6.3 shall be applied.

6.6.2.2. If the umpires are of the opinion that the minimum number of overs required was not achieved by the fielding team by reason of events beyond its control including (but not limited to) time wasting by the batting team, the umpires shall be entitled to amend the over rate calculation as they deem appropriate.

6.6.2.3. In the event of any time allowances being granted to the fielding team under 16.2 (Time Wasting by Batters), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

6.6.3. The Club Administrator shall then apply the necessary penalties in this regard as stated in the CGL Playing Conditions (as below):

The following penalties will be deducted from the fielding side for failing to maintain an over rate of 14.12 overs per hour during an innings:

Overs per Hour	Time Taken to bowl 20 overs	Deduction
12.77 to 13.95	86 min – 94 min	1 point
12.24 to 12.63	95 min – 98 min	2 point
Less than 12.13	Longer than 98 min	3 point

In addition the captain and/or deputy of the team involved will be charged under the disciplinary code.

6.7. Hours of Play and Intervals

The match duration will be 2 Innings of one hour and twenty-five minutes (85 minutes) separated by a 20 minute interval.

There will be no intervals for drinks.

1st Match			2nd Match		
Play	**09h30**	10h55	**Play**	**14h00**	15h25
Interval	10h55	11h15	**Interval**	15h25	15h45
Play	11h15	12h40	**Play**	15h45	17h10
Close	**12h40**		**Close**	**17h10**	

7. CAUGHT

Note Law 18.11

In the event of a caught dismissal, the new batter will be on strike even if the dismissed batter is not at the striker's end, unless it is the end of an over.

8. NO BALL

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

8.1. The delivery following a no ball of any kind shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it, and so on until a legitimate delivery is bowled.

8.2. 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 ball.

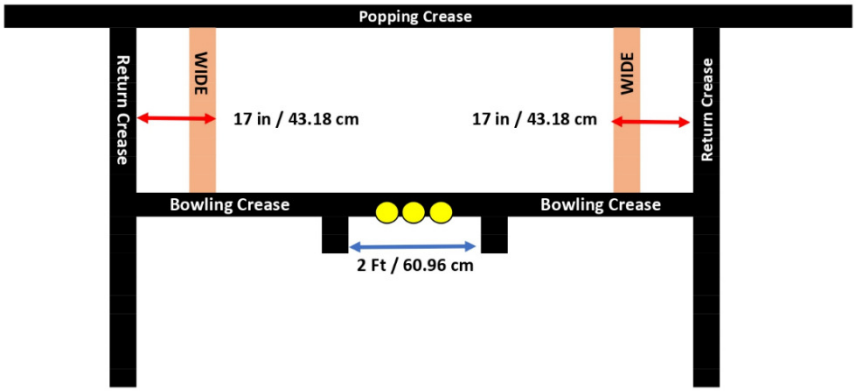
8.3. Field changes are not permitted for free hit deliveries unless there is a change of striker (the provision of clause 15 shall apply). If the No Ball was the result of a fielding restriction breach, the field may then be changed but only to the extent of correcting the breach.

If there is a change of striker, any field change will be allowed.

8.4. The umpires will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and describing a circle with the forearm.

9. WIDE DELIVERIES

9.1. 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 as a guide to adjudge off-side wides only.



9.2. Umpires are instructed to apply very strict and consistent interpretation in this regard in order to prevent negative bowling wide of the wicket. Any delivery which passes to the leg side of the batters' legs while in his normal stance shall be called a wide.

9.3. Together with points 9.1 and 9.2 the revised interpretation of judging a wide according to law should also be considered. Law 22.1.1 now reads:

If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

9.4. 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.

9.5. 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 15.2.5 (Short pitched deliveries) shall apply, i.e. warning related to short pitched deliveries.

10. FIELDERS ABSENCE; SUBSTITUTES

10.1. Law 24.1 shall be amended as follows –

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

10.2. Law 24.2.2 shall be replaced by the following:

If a fielder fails to take the field with his 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 of the reason for his 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 his 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 40 minutes.

10.3. Penalty Time Carried Forward into Batting Innings

The player shall not be permitted to bat unless or until, on aggregate, he has returned to the field and/or his team'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 **40 minutes**) or when his team has lost five wickets, if earlier.

10.4. Penalty Time Not Incurred

10.4.1. The restrictions in clauses 10.2 and 10.3 shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for a very exceptional and wholly acceptable reason.

10.4.2. In the event of the fielder already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, any such stoppage time shall count as playing time, provided he personally informs the umpires when he is fit enough to take the field had play been in progress.

10.4.3. In the absence of official umpire(s) the captains, not the umpires appointed by them, should be personally informed.

10.4.4. 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, such stoppage time shall count as playing time.

11. BATTERS'S INNINGS; RUNNERS

Law 25.5 will be replaced by the following:

No runners will be allowed.

12. PRACTICE ON THE FIELD OF PLAY

Note Law 26

12.1. Practice on the Square

12.1.1. There shall not be any practice on the pitch at any time on any day of the match.

12.1.2. There shall not be any practice on the rest of the square at any time on any day of the match, except with the approval of the umpires.

12.2. Practice on the Outfield

12.2.1. Between the call of Play and the call of Time, practice shall be permitted on the outfield, provided that all of the following conditions are met:

12.2.1.1. only the fielders on the field of play participate in such practice.

12.2.1.2. no ball other than the match ball is used for this practice.

12.2.1.3. no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.

12.2.1.4. 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).

12.2.2. 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.

13. 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 his 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 his actions suggest he intends to play, however the provisions of Law 27.3 (Position of wicket-keeper) and 27.4 (Movement by wicket-keeper) shall apply.

In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball and award 5 penalty runs to the batting side.

14. THE FIELDER

In addition to Law 28 please note the following:

14.1. Restriction on Placement of Fielders

14.1.1. At the instant of delivery, there may not be more than 5 fielders on the leg side.

14.1.2. 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:

14.2. Fielding restrictions at the instant of delivery:

POWERPLAY NUMBER	OVERS NUMBERS INVOLVED	FIELDING RESTRICTIONS
1	1 to 6	Maximum 2 fielders allowed outside 27,43m / 23.00m circle
2	7 to 20	Maximum 5 fielders allowed outside 27,43m / 23.00m circle

14.3. In circumstances when the number of overs of an innings is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below, which shall apply to both innings of a match.

Length of Innings (Overs)	Power play Restriction
5 - 8 Overs	2 Overs
9 – 11 Overs	3 Overs
12 - 14 Overs	4 Overs
15 - 18 Overs	5 Overs
19 - 20 Overs	6 Overs

If play is interrupted during an innings and the table in 14.3 applies, the Power play will take immediate effect. This applies even if the interruption has occurred mid-over.

14.4. Movement by Fielders

14.4.1. Laws 28.6.1 to 28.6.4 - 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 his actions suggest he intends to play.

14.4.2. Notwithstanding the above, in all circumstances Law 28.4 (Limitation of on side fielders) shall apply.

14.4.3. In the event of such unfair movement, either umpire shall call and signal Dead ball as soon as possible and award 5 penalty runs to the batting team.

Note also the provisions of:
Law 27.4 (Movement by wicket-keeper) and
Law 41.4 (Deliberate attempt to distract striker)

14.5. Boundary Measurements

The aim shall be to maximize the playing area at each venue. With respect to the boundaries, the following measurements should be used, taken from the centre of the pitch.

- **Men's Cricket:** No boundary shall be longer than 90 yards (82.29 meters) or shorter than 65 yards (59.43 meters)
- **Ladies Cricket:** No boundary shall be longer than 65 yards (59.44 meters) or shorter than 55 yards (50.29 meters)

Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be as follows:

- **Men's Cricket:** 30 yards (27.43 metres)
- **Ladies Cricket:** 25.15 yards (23 metres)

The semicircles shall be linked by two parallel straight lines drawn on the field.

The fielding restriction areas should be marked by a continuous painted white line or dots at 5 yard (4.57 metres) intervals, each dot to be covered by a white plastic or rubber disc measuring 7 inches (18 cm) in diameter.

15. LAW 41: UNFAIR PLAY

15.1. Changing Condition of the Match Ball

15.1.1. Law 41.3 shall apply subject to the following:

No person may apply ANY substance, including bodily fluids, with the exception of sweat, to any match ball at any stage while the match is in progress. This starts from when the umpires take possession of any match balls, including spare balls, until the conclusion of the match.

- Saliva cannot be used for any purpose on the ball.
- Using saliva will be treated the same way as any other unfair method of changing the condition of the ball.

15.1.2. 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.

The umpires shall then:

- Ask the opposing team captain if he wants the match ball replaced.
- If so accepted, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

15.1.3. Regardless of whether or not a replacement ball has been taken, the bowler's end umpire shall

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

15.1.4. If the umpires agree that in the match there has been any further instance by that team of unfairly changing the condition of the ball, they shall:

- Repeat procedures in 15.1.2 and 15.1.3.
- direct the captain of the fielding team to suspend immediately from bowling the bowler who delivered the preceding ball; he shall not be allowed to bowl again in the match.
- inform the batters at the wicket and, as soon as practicable, the captain of the batting team of the reason for the action.
- if necessary, 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.

15.2. Short Pitched Deliveries

Law 41.6 shall be replaced by the following:

15.2.1. A Bowler shall be limited to one fast short pitched delivery per over.

15.2.2. 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 batters or it having been struck by the batter's bat.

15.2.3. The umpire at the bowler's end shall advise the bowler and the batters on strike when each fast short pitched delivery has been bowled.

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

15.2.4.1. 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 team and the batters at the wicket of what has occurred.

15.2.4.2. 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.

15.2.4.3. 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 batters at the wicket and,
- as soon as possible, the captain of the batting team.
- 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.

15.2.5. In addition, subject to clause 9.5, a delivery that passes above head height of the batters 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.

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

- For a delivery that passes over the batter's shoulder the umpire shall call and signal no ball if appropriate then tap a shoulder with a finger of the opposite hand.
- For a delivery that passes over the batter's head the umpire shall call and signal wide or no ball as appropriate then tap his head with one finger.

15.2.7. Any fast short pitched delivery that is called a wide under this playing condition shall also count as the one allowable short pitched delivery in that over.

15.2.8. 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.

15.3. Bowling of High Full Pitched Deliveries

Law 41.7 shall be replaced by the following:

15.3.1. 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.

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

15.3.2.1. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batters, 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 team and the batters at the wicket of what has occurred.

15.3.2.2. Should there be any further instance where a high full pitched delivery is bowled and is considered likely to inflict physical injury on the batter 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 batters at the wicket and as soon as possible to the captain of the batting team and the governing authority, i.e. CGL.

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 striker),
Law 41.5 (Deliberate distraction, deception or obstruction of batter) and
Law 41.8 (Bowling of deliberate front foot no ball).

16. TIME WASTING

16.1. Time Wasting by the Fielding Side

16.1.1. In the first instance of any waste of time by any member of the fielding team, the umpire shall call and signal dead ball if necessary, and issue a first and final warning to the fielding team.

16.1.2. If there is a further instance of time wasting by the fielding team 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 team and inform the captain of the fielding team 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 team 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 team of what has occurred;
- report the occurrence to the Umpires and Clubs Administrator.

16.2. Time Wasting by the Batters

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

Batters Timed Out

An incoming batter shall, on appeal, be timed out if he takes more than 1½ minutes to come in, timed from the moment a wicket falls until he arrives at the wicket and is ready to receive the next delivery, or if not the striker, the striker is ready to receive the next delivery.

If the incoming batter or his partner is not in a position to receive the next delivery within 1½ minutes of the fall of the previous wicket, whether or not there is an appeal for "batter timed out", then the action shall be regarded by the umpires as time wasting and the provisions of Law 41.10 shall apply.

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

17. OBSTRUCTING THE FIELD

17.1. Refer to Law 37

17.2. In addition, if an umpire feels that a batter, in running between the wickets, has significantly changed his direction without good reason and thereby obstructed a fielder's attempt to effect a run out, the batter should, on appeal, be given out obstructing the field.

It shall not be relevant whether or not a run out would have occurred.

If the change of direction involves the batters crossing the pitch, law 41.14 (Batter damaging the Pitch) shall also apply.

18. STRIKER IN PROTECTED AREA

Law 41.15 refers

18.1. 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.

18.2. If either umpire considers that the striker is in breach of any of the conditions in Law 41.15.1, and if the bowler has not entered the delivery stride, he shall immediately call Dead ball, otherwise, he shall wait until the ball is dead; he 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.
- so inform the non-striker and each incoming batters.
- inform the captain of the fielding team and, as soon as practicable, the captain of the batting team of what has occurred.

18.3. 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 his delivery stride, immediately call and signal Dead ball, otherwise, he 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 batters to his original end
- signal No ball or Wide to the scorers if applicable
- award 5 Penalty runs to the fielding team
- 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 team and, as soon as practicable, the captain of the batting team 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 team and to the 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.

19. NON-STRIKER LEAVING HIS/HER GROUND EARLY

Note Law 38.3.

Law 41.16 has been moved from Law 41 (Unfair Play) to Law 38 (Run Out), but the wording remains the same.

19.1. If the non-striker is out of his ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one of the over.

19.2. If the bowler fails in the attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

20. LAW 42: PLAYERS CONDUCT

Law 42 to be amended as follows:

The disciplinary committee of the CGL will determine the different levels of misconduct and all disciplinary processes.

CGL has implemented the green, yellow and red card system to deal with disciplinary and player's conduct on field, as per Laws of Cricket 42 of 2017 and subsequent revisions.

This system is implemented in the Men's Premier League ONLY.

In all other leagues the normal disciplinary procedure is to be followed.

21. SCORING SYSTEM

Below is the table for points to be awarded.

Result	Points
Win with a Bonus Point	6
Win	5
Tie	3
No Result	2
Loss (without conceding a Bonus Point)	1
Loss (with conceding a Bonus Point	0

BATTING BONUS POINT

a. For a team batting second, to achieve a batting bonus point they must achieve the target score within 80% (eighty percent) of the resources (overs) available to them, i.e. in a 20 (twenty) over uninterrupted match they must achieve the target in 16 (sixteen) overs or less.

b. If the team batting second fails to achieve a batting bonus point, then neither team will be awarded a batting bonus point.

BOWLING BONUS POINT

a. For a team to be awarded a bowling bonus point they must restrict the team batting second to 80% (eighty percent) or less of the total number of runs they scored, i.e. if the team batting first scored 100 (one hundred) runs, the team bowling second must restrict the batting team to 80 (eighty) runs or less to qualify for the bowling bonus point.

b. If the team batting second scores 81 (eighty-one) or more, no bowling bonus point will be awarded to either team.

22. PENALTY POINTS

22.1. 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.

22.2. 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.

23. RESULT CARDS

23.1. Responsibility of the Scorers

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

23.2. Duty of the Captains

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

23.3. 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 an umpire forfeiting his match fee.

23.4. 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 CGL offices by 6pm on the Monday after the game.

Failure to do so will result in a fine of R100 as well as a deduction of 1 match point.

24. UMPIRES EVALUATION REPORT CARDS

It will be the responsibility of each team to complete an official Umpires' Evaluation Form as prescribed.

The form must be submitted to the CGLCUA Umpires Administrators office by 6pm on the Monday after the game. Failure to do so will result in a deduction of 1 match point.

Accepted manner of submission will be electronically or manually.