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CENTRAL GAUTENG LIONS

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PLAYING CONDITIONS: 2025/2026

35-OVER COMPETITIONS

MEN'S AND LADIES

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 section 6.3.3 (Calculated Results – Average Run Rate) or 6.3.4 (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 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. 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 their 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 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 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 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. Play will not be restarted if one of the officially appointed umpires is of the opinion that play should not be restarted due to the conditions of ground weather or light.

2.4.2.4. 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 batter 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.

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

2.4.2.6. 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 either of the umpires 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 Target score due this reduction of overs if the defaulting team bats second
- The non-defaulting team will still receive the full quota of 50 Overs unless overs are lost due to further interruptions in the match.
- If both teams default, the overs for the match shall be reduced in proportion to the time lost from the scheduled start up to the arrival of the first team. The overs that the the later team will face shall be further reduced in proportion to the time difference 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 60 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.	09h15	13h00
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)	09h00	12h45
After forfeiting the toss the defaulting team has a maximum of 60 minutes to have at least 7 players present at the match venue for the match to commence.	10h00	13h45
Reporting of the matter to CGL	10h00	13h45

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 captains 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 35 overs which are to be bowled by the fielding team 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. Extra Time

No extra time is permitted where the start of play is delayed or play is suspended at any stage during the match.

However should the first innings be completed before its agreed cessation time, the amount of time remaining up to the agreed closure of the first innings will first be utilized in the calculation of the remaining playing time before any overs are deducted, should there be any subsequent interruptions in play.

6.3. LENGTH OF INNINGS

6.3.1. Uninterrupted Matches

6.3.1.1. 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.

For every over of the 35 or re-calculated number of overs (in an interrupted match) not bowled by the fielding team in the allowed time (refer Table 6.4) Penalty Runs shall be added.

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.

The amount of **Penalty Runs** to be added shall be the **greater of**

- 10 runs times the number of overs not bowled, and
- The average run rate achieved (rounded down to a whole number) times the number of overs not bowled.

Examples of Penalty Runs

(a) *Example 1*

1) The 32nd over of the 1st Innings of an uninterrupted match finishes at 15:20 with the score at
   (a) 252 / 6
   (b) 388 / 3

   No further bowling is allowed and the fielding team will be conceding penalty runs to the batting side.

   35 overs – 32 overs = 3 overs not bowled.

   Penalty Runs to be added to the total score of the team batting first:

   (a) The greater of
   10 x 3 = 30 and
   252 ÷ 32 = 7.875 ➔ 7 x 3 = 21
   Therefore: 30 penalty runs to be added.

   Final score: 252 + 30 = 282

   (b) The greater of
   10 x 3 = 30 and
   388 ÷ 32 = 12.125 → 12 x 3 = 36
   Therefore: 36 penalty runs to be added.

   Final score: 388 + 36 = 424

2) The 33rd over of the 2nd Innings in the same match finishes at 18:01 with the score 392 / 9.
   No further bowling is allowed and the fielding team will concede penalty runs to the batting side.

   35 overs – 33 overs = 2 overs not bowled.

   Penalty Runs to be added to the total score of the team batting second:

   (a) The greater of
   10 x 2 = 20 and
   392 ÷ 33 = 11.88 → 11 x 2 = 22
   Therefore: 22 penalty runs to be added.

   Final score: 392 + 22 = 414

(b) *Example 2*

The 35th over of the 1st Innings of an uninterrupted match starts at 15:18 and at 15:20 only 4 balls have been bowled. The over ends at 15:23.

The over will be allowed to be finished and NO PENALTY RUNS will be imposed.

6.3.1.2. 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 for the second innings has had to be reduced due to previous interruptions.

6.3.1.3. Close of Innings of Team Batting Second

Play shall not continue after the scheduled or re-scheduled closing time except for the sole purpose of completing an over in progress.

6.3.2. Delayed or Interrupted Matches

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

6.3.2.2. 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 the teams shall have the opportunity to bat for the same number of overs and time. Please note 4.4.2.

The calculation of the number of overs to be bowled in the time remaining before the close of play at 18:00 (recalculated number of overs) shall be done with reference to the table in 6.4.

In such an instance, the length of each innings shall be adjusted by the same number of minutes to allow each team to have an equal number of overs and time, and to allow for the rescheduled interval between innings.

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

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

A fixed time will be specified for the commencement of the interval and the close of play for the match, by applying a rate of 15 overs per hour.

To constitute a match, a minimum of 15 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 the team batting first multiplied by 4, then the first innings is terminated and the provisions of 6.3.2.3 below take effect.

Penalty Runs for slow over rates shall apply. Please refer to 6.3.1.1.

6.3.2.3. Number of Overs – Interruption of 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 in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour, in respect of the lost playing time.

Should the calculations result in a fraction of an over, the fraction shall be ignored.

To constitute a match, a minimum of 15 overs has to be bowled 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 15 overs per hour.

Penalties Runs for slow over rates shall apply. Please refer to 6.3.1.1.

6.3.2.4. Start of Innings of Team Batting Second

The start of the innings of the team batting second will be adjusted to a time that allows the recalculated number of overs to be bowled by the recalculated cessation time.

6.3.2.5. Close of Innings of Team Batting Second

Play shall continue after 18:00 if the recalculated cessation time is after 18:00, but will not continue after this recalculated cessation time except for the sole purpose of completing an over in progress.

Example relating to 6.3.2.4 and 6.3.2.5

A Saturday match starts 10 minutes late due a wet patch on the pitch.
10 minutes lost will constitute a loss of 2 overs, 1 over per side.
The revised playing times for the match will be:

Innings 1: 13:10 to 15:26 (34 Overs x 4 min = 136 min)
Interval: 15:26 to 15:46
Innings 2: 15:46 to 18:02 (136 min)

Please note:

- If an over in Innings 1 starts before 15:26 it will be completed.
- If the final over in Innings 1 starts at 15:24 and is only completed by 15:29 the 3 minutes lost will come out of the interval between innings and this interval will now only be 17 minutes. This will allow Innings 2 to start at 15:46.
- If the final over in Innings 2 starts at 18:01 it will be played. This over will be completed even if this happens after the recalculated cessation time of 18:02.

6.3.3. Calculated Results – Average Run Rate

6.3.3.1. Interruption during innings of team batting first and with both sides still to receive the same number of overs.

If an interruption occurs during the innings of the team batting first the total amount of time and overs available per side is to be calculated as noted in 6.3.2.2.

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.

If the team batting second does not achieve the score of the team batting first they will lose.

6.3.3.2. Interruption resulting in the end of the innings of the team batting first or during the innings of team batting second resulting in the team batting second receiving less overs than the team batting first.

At the completion of the innings of the team batting first the umpires, or captains of the two teams in the absence of official umpires, shall calculate the average run rate per over achieved by the team batting first.
The time and overs allocated to the team batting second will be calculated as noted in 6.3.2.3.
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 199 runs in 35 overs:

  Run rate achieved is 5.69 runs per over.

  Match is reduced to 22 overs during the second innings.

  5.69 runs per over x 22 overs = 125.09 runs rounded up = 126 runs (winning score)
  Please note: 125 or less is a losing score (there is no tie score in this instance)

- Team batting first scored 175 runs in 35 overs:

  Run rate achieved is 5.00 runs per over.

  Match reduced to 22 overs during the second innings.

  5.00 runs per over x 22 overs = 110 runs (par score)
  110 runs + 1 run = 111 runs (target score)
  Please note: 110 is a tie score in this instance, and 109 or less will be a losing score.

6.3.3.3. Prematurely Terminated Matches – Average Run Rate

If the innings of the team batting second is suspended (with at least 15 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 with the team with the higher average run rate being the winner.

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

Penalties Runs for slow over rates shall apply. Please refer to 6.3.1.1.

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

6.3.4.1. 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 15 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.

Penalties Runs for slow over rates shall apply. Please refer to 6.3.1.1.

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.

6.3.4.2. Prematurely Terminated Matches – DLS

If the innings of the team batting second is suspended (with at least 15 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.

Penalties Runs for slow over rates shall apply. Please refer to 6.3.1.1.

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.

6.3.5. Examples of Calculating Time of each Innings and the Number of Overs to be Bowled

(a) Example 1

The start of play is delayed by 36 minutes due to a wet patch on the pitch.

36 minutes are lost, and from the table in 6.4 this is equivalent to 9 overs.

Either team would lose 4 ½ overs, rounded down to 4.

Each team shall therefore receive 31 Overs.

To be bowled in 31 x 4 = 124 min.

The new playing times are:

1st Innings: 13:36 – 15:40
Interval: 15:40 – 16:00
2nd Innings 16:00 – 18:04

(b) Example 2

(i) The start of play for a Saturday match is delayed by 57 minutes.

From the table 6.4, 14 full overs are lost, i.e. 7 overs from each innings.

Now each team shall bat for 35 - 7 = 28 overs, which are to be bowled in 112 minutes.

The new playing times are:

1st Innings:	13:57 – 15:49
Interval:	15:49 – 16:09
2nd Innings	16:09 – 18:01

(ii) Conditions as in (i), but a further 50 minutes are lost during the innings of the team batting first after batting for 3 overs which took 13 minutes.

From the table 6.4 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.

The new playing times are:

1st Innings:	13:57 – 14:10 (13 min)
Interruption:	14:10 – 15:00
1st Innings (Cont):	15:00 – 16:15 (75 min = 88 min – 13 min)
Interval:	16:15 – 16:35
2nd Innings	16:35 – 18:03 (88 min)

(iii) Conditions as in example (ii) but during the innings of the team batting second, 12 minutes are lost after they batted for 2 overs which took 10 minutes.

From the table 6.4, 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 new playing times are:

1st Innings:	13:57 – 14:10 (13 min)
Interruption:	14:10 – 15:00
1st Innings (Cont):	15:00 – 16:15 (75 min = 88 min – 13 min)
Interval:	16:15 – 16:35
2nd Innings	16:35 – 16:45 (10 min)
Interruption:	16:45 – 16:57
2nd Innings (Cont):	16:57 – 18:03 (66 min = 76 min – 10min)

(iv) Conditions as in (ii), but instead of 12 minutes, 36 minutes are lost during the innings of the team batting second.

From the table 6.4, this is equivalent to 9 overs. The team batting second can only receive 22 – 9 = 13 overs only.

The match is a draw because the innings is now reduced to fewer than 15 overs.

(c) Example 3

No time is lost during the innings of the team batting first (Innings finishing at 15:22), but 48 minutes are lost through rain in the innings of the team batting second after they have batted for 42 minutes and received 8.2 overs.

From the table 6.4, this is equivalent to 12 overs lost.

The team batting second shall now bat for 35 – 12 = 23 overs to be bowled in 92 minutes.

The new playing times are:

1st Innings:	13:00 – 15:22
Interval:	15:22 – 15:40
2nd Innings	15:40 – 16:22 (42 min – 8.2 Overs)
Interruption:	16:22 – 17:10
2nd Innings (Cont):	17:10 – 18:00 (50 min = 92 min – 42min)
	14.4 Overs to be bowled (23 – 8.2)

(d) Example 4

The match starts on time and the innings of Team 1, batting first, is interrupted by rain after 100 min. 22.2 overs have been bowled before the interruption with the score being 112 / 6.

The interruption lasts 2 hours.

The remaining time available in the day is 80 minutes.

18:00 – (13:00 + 01:40 + 02:00 = 16:40) = 01:20 i.e. 80 minutes.

The maximum overs available in the day is 20 and because Team 1 already received more than 20 overs their innings will be complete and Team 2 will receive the remaining 20 overs available.

Team 1, who batted for a 100 min, should have received 25 overs in that time.
Team 2 are therefore 2.4 overs short of the minimum required.

Penalty runs at 10 runs (or the run rate achieved during the innings if this is more than 10 runs per over) per full uncompleted over will be added to Team 1's innings, i.e. 2 x 10 = 20 penalty runs. (Assuming the run rate achieved is less than 10 runs per over)

The average run rate of team 1's innings will be calculated by Team 1's actual score + the calculated penalty runs divided by the total overs received + overs for which penalty runs were awarded.

Score: 112 + 20 = 132

Overs: 22.2 + 2 penalty overs = 24.2

Average Run Rate = 132 runs ÷ 24.2 overs = 5.42

Target Score = 20 Overs x 5.42 Runs / Over = 108.4

(Rounded up) = 109 runs to win on the Average Run Rate method.

Team 1 will have to bowl the 20 overs in 80 minutes and any overs not completed in this time will be subject to Penalty Runs.

If the Duckworth / Lewis / Stern method is to be used in this example (as in the case of Ladies Premier League matches) the following information needs to be provided to the scorers in order to determine the Par score.

Team 1		Team 2	
Score:	132	Overs:	20
Wickets	6		
Overs	24.2		
Total overs originally:	35		

(e) Example 5

The match starts on time and the innings of Team 1, batting first, is interrupted by rain after 40 min. 7.2 overs have been bowled before the interruption with the score being 42 / 3.

The interruption lasts 1½ hours.

The remaining time available in the day is 150 minutes.

18:00 – (13:00 + 00:40 + 01:30 + 00:20 = 15:30) = 02:30 i.e. 150 minutes.

Total overs available for the day are as follows:

Playing time completed:	40 min =	10 Overs (Should have been bowled)
Playing time remaining:	150 min =	37.5 Overs (Rounded up to 38)
Total Overs	10 + 38 = 48	
Total Overs per side	= 24 to be bowled in 96 minutes	

The new playing times are:

1st Innings:	13:00 – 13:40 (40 min : 7.2 Overs bowled)
Interruption:	13:40 – 15:10
1st Innings (Cont):	15:10 – 16:06 (56 min = 96 min – 40 min)
	24 – 7.2 = 16.4 Overs to be bowled
Interval:	16:06 – 16:26
2nd Innings:	16:26 – 18:02 (96 min : 24 Overs to be bowled)

Penalty Runs shall apply in either innings if the recalculated overs aren't bowled in the revised allowable time, i.e. 24 overs in 96 minutes.
Please refer to 6.3.1.1.

Because both teams will be receiving the same number of overs the Target score for team 2 will be 1 run more than the Score achieved by Team 1 if the Average Run Rate method is used.

However, If the Duckworth / Lewis / Stern method is to be used the Par score will be used and the following information will need to be provided to the scorers in order to determine it.

Team 1 – Score before interruption		Team 1 – Final Score		Team 2
Score:	42	Total Score	150	Overs: 24
Wickets	3	Wickets	8	
Overs	7.2	Overs	24	
Total overs originally:	35			

6.4. Table of Time and Overs

Overs shall be bowled, in both innings, 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 min 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	

6.5. Number of Overs Per Bowler

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

6.5.2. 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 according to the following formula:

Total Number of overs in Innings ÷ 5.

Example:

Match reduced to 22 overs per side, 22 ÷ 5= 4.4

Ignore the fraction: 5 Bowlers x 4 Overs each = 20 Overs.

22 Total Overs – 20 Overs = 2 Overs short, which will result in 2 bowlers being able to bowl 1 over more than the original 4 overs.

Therefore:
2 bowlers can bowl a maximum of 5 Overs each (10 overs) and 3 bowlers can bowl a maximum of 4 overs each (12 overs).

6.5.3. 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;
- has already completed their maximum quota;
- or be a bowler under suspension.

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

6.6. 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:

Saturday 1 to 6

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

Other 35 Over League matches

1st Innings	09h15	11h35
Interval	11h35	11h55
2nd Innings	11h55	14h15
Close	**14h15**	

6.7. Interval Between Innings

6.7.1. The Interval Between Innings shall be of the agreed duration of 20 minutes, less any time lost where the final over bowled finished after the original cessation time for the first innings.

Example:

The team bowling first ended the 35th over which started before 15:20 at 15:23.

3 minutes lost.

The change of innings interval will be reduced to 17 minutes instead of the 20 minutes allowed and the second innings will start at 15:40.

6.7.2. 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 of 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.

6.7.3. 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), except for the sole purpose of completing the over in progress at that time.

6.8. Drinks Breaks

6.8.1. One drinks break per session shall be permitted, half-way through the innings where the session is 26 or more overs (more than a 100 min).

6.8.2. If the total overs in an innings are an uneven number the fraction will be ignored when deciding when to take the drinks break. Eg. If the innings is 35 overs in duration, drinks will be taken after 17 overs.

6.8.3. In the event of a reduced innings, or part of a reduced innings where 25 or less overs (100 min or less) is to be played NO drinks break will be taken during that session.

6.8.4. The drinks break shall not exceed 5 minutes and must be taken on the field of play.

6.8.5. An individual player may be given a drink either at the boundary 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.

6.8.6. NO allowances will be made in respect of the drinks break for calculating the over rate of an innings.

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. DEAD BALL

Refer Law 20.

9. NO BALL

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

9.1. 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.

9.2. 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.

9.3. Field changes are not permitted for free hit deliveries unless there is a change of striker.

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.

9.4. 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.

9.5. Ball Pitching More than Once, Rolling or Pitching off the Pitch

The umpire shall call and signal No ball if a ball which he 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, before it reaches the bowling crease.

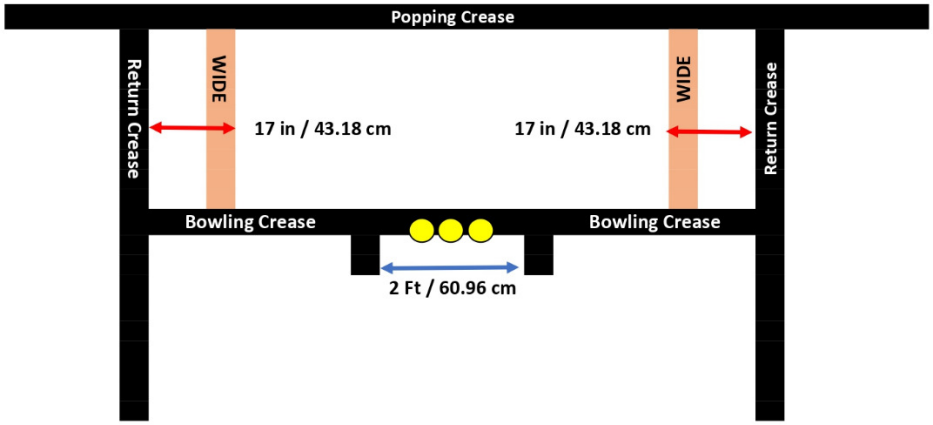
When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

9.6. Penalty runs

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

10. WIDE DELIVERIES

10.1. 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.



10.2. 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 batter's legs while in his normal stance shall be called a wide.

10.3. Together with points 10.1 and 10.2 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.

10.4. 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.

10.5. 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 16.2.5 (short pitched deliveries) shall apply, i.e. warning related to short pitched deliveries.

11. FIELDERS ABSENCE; SUBSTITUTES

11.1. Law 24.1 shall be amended as follows –

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

11.2. 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 for the reason of 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 **90 minutes**.

11.3. 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 **90 minutes**) or when his team has lost five wickets, if earlier.

11.4. Penalty Time Not Incurred

11.4.1. The restriction in clauses 11.2 and 11.3 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.

11.4.2. 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 circumstance 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.

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

11.4.4. 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.

12. BATTER'S INNINGS; RUNNERS

Law 25.5 will be replaced by the following:

No runners will be allowed

13. PRACTICE ON THE FIELD OF PLAY

Refer to the Laws of Cricket Code 2017 3rd Edition - 2022.

13.1. Practice on the Square

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

13.1.2. 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.

13.2. Practice on the Outfield

13.2.1. 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:

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

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

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

13.2.1.4. 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).

13.2.2. 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.

14. 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 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 and award 5 penalty runs to the batting side.

15. THE FIELDER – MEN'S AND LADIES CRICKET

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

15.1.1. The number of on-side (*Leg side) fielders at the instant of a delivery shall not exceed 5, not more than 2 of whom shall be behind the line of the popping crease.

15.1.2. 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.

15.2. Restriction on Placement of Fielders and Power Play

15.2.1. 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.

15.2.2. Boundary Measurements - Refer to clause 22.

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

15.2.4. After the first 10 overs a maximum of 5 fielders may be outside these semicircles.

15.2.5. In the circumstances where the number of overs of the batting team is reduced, the number of overs with 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 15.2.5 applies, the Power Play takes immediate effect. This applies even if the interruption has occurred mid-over.

15.3. Movement by Fielders

15.3.1. 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.

15.3.2. Notwithstanding the above, in all circumstances Law 28.4 (Limitation of on side fielders) shall apply along with clause 15.2.

15.3.3. 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 the wicket-keeper)
Law 41.4 (Deliberate attempt to distract the striker)

16. LAW 41: UNFAIR PLAY

16.1. Changing Condition of the Match Ball

16.1.1. 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.

16.1.2. 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 they want 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.

16.1.3. 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 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 CGL who shall take the necessary action against the player(s) responsible.

16.1.4. 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 16.1.2 and 16.1.3.
- If the further offence is committed by the fielding team, additionally the bowler's end umpire shall
- 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.

16.2. Short Pitched Deliveries

Law 41.6 shall be replaced by the following:

16.2.1. A Bowler shall be limited to **<u>one</u>** fast short pitched deliveries per over.

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

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

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

16.2.4.1. 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 batter at the wicket of what has occurred.

16.2.4.2. 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.

16.2.4.3. 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 batter 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.

16.2.5. In addition, subject to clause 10.5, a delivery that passes above head height of the batter 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.

16.2.6. Different signals shall be used to signify fast short-pitched deliveries.

- 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.

16.2.7. 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.

16.2.8. 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.

16.3. Bowling of **High Full Pitched Deliveries**

Law 41.7 shall be replaced by the following:

16.3.1. 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.

16.3.2. 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.

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

16.3.2.2. 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 batter 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).

17. TIME WASTING

17.1. Time Wasting by the Fielding Side

17.1.1. At 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.

17.1.2. If there is a further incident of time wasting by the fielding team 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 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 batter 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.

17.2. 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 ready 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.

18. OBSTRUCTING THE FIELD

18.1. Refer to Law 37

18.2. 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 batter crossing the pitch, law 41.14 (Batter damaging the pitch) shall also apply.

19. STRIKER IN PROTECTED AREA

Law 41.15 refers

19.1. 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.

19.2. 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 batter.
- inform the captain of the fielding team and, as soon as practicable, the captain of the batting team of what has occurred.

19.3. 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 team
- return any not out batter to his 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 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 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.

20. NON-STRIKER LEAVING HIS 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.

20.1. If the non-striker is out of his ground from the moment the ball comes into play until the instant 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.

20.2. 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.

21. 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 players' 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.

22. BOUNDARY AND FIELDING RESTRICTIONS MEASUREMENTS

The aim shall be to maximize the size of the playing area at each venue. With respect to the size of the boundaries, the following measurements should be used measured 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 (59.44 meters)

Ladies Cricket: No boundary shall be longer than 65 yards (59.44 meters) or shorter than 55 yards (50.29 meters)

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 as follows:

Men's Cricket: 30 yards (27.43 metres)

Ladies Cricket: 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.

23. 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 35 (thirty-five) over uninterrupted match they must achieve the target in 28 (twenty-eight) overs or less. If they achieve the target in 28 (twenty-eight) overs and 1 (one) ball, no batting bonus point will be awarded.

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.

24. PENALTY POINTS

24.1. 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.

24.2. 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.

25. RESULT CARDS

25.1. Responsibility of the Scorers

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

25.2. Duty of the Captains

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

25.3. 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.

25.4. 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.

26. 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 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.