+27 11 340 1500
+27 11 880 6229
cglcricket.org.za
lions@cricket.co.za

Imperial Wanderers Stadium,
Corlett Drive, Illovo,
Johannesburg
PO Box 55309, Northlands, 2116

CENTRAL GAUTENG LIONS

PLAYING CONDITIONS: 2025/2026

TIME CRICKET COMPETITION

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.

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. 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. (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.)

1.4. All wicketkeepers (regardless of age, skill or ability) **WILL** wear a helmet when standing up to the stumps. Fielders 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 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 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 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 any 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 in regard 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.

- 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. (See 28.1.)
- The overs for the day shall be reduced at the rate of 16 overs per hour, and the first innings maximum overs will be reduced proportionally, whichever team is batting.

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
Scheduled start of match.	09:15
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
After forfeiting the toss the defaulting team has a maximum of 60 minutes to have at least 9 players present at the match venue for the match to commence	10h00
Awarding of the match to the non-defaulting team.	10h00
Reporting of the matter to CGL	10h00

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. They shall conform to Addendum - Ball hereto.

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

5.2. Spare Balls

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

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

A match shall consist of two innings for each team with the following restrictions:

6.1.1. In the event of a team winning the toss and electing to bat the first innings of the match will be limited to a maximum of 65 overs.

6.1.2. In the event of a team winning the toss and electing to field the first innings of the match will be limited to a maximum of 75 overs.

6.1.3. There is no restriction on the number of overs in any of the other innings of the match.

6.2. Alternate innings

The teams shall take their innings alternately except where an innings is forfeited or a follow-on is enforced.

6.3. Completed innings

A team's innings is deemed to be complete if any of the following applies:

6.3.1. the team is all out. (Please note 6.5)

6.3.2. at the fall of a wicket or the retirement of a batsman, further balls remain to be bowled but no further batsman is available to come in.

6.3.3. the captain declares the innings closed.

6.3.4. the captain forfeits the innings.

6.4. A **minimum** of 120 overs per match must be accounted for.

6.5. In the event of either team batting in its second innings on the day and are five wickets down, they shall be deemed to be all out.

6.6. In the event of a match starting late or time being lost due to the conditions of ground, weather or light, the maximum overs for the first innings of the match will be reduced proportionally at the rate of 16 overs per hour.
(All part overs are to be ignored – i.e. only full overs to be reduced in all calculations)

(i) Example 1:

A match starts 90 minutes late due to a wet outfield, therefore 24 overs were lost.

- In the event of the team winning the toss and electing to bat the first innings of the match shall be limited to a maximum of 52 overs.

  Proportional overs lost: 24 total over lost x 65 ÷ 120 = 13
  Maximum overs available in 1st Innings: 65 – 13 = 52

- In the event of a team winning the toss and electing to field the first innings of the match shall be limited to a maximum of 60 overs.

  Proportional overs lost: 24 total over lost x 75 ÷ 120 = 15
  Maximum overs available in 1st Innings: 75 – 15 = 60

(ii) Example 2:

A match starts on time, but gets influenced by rain and 1 hour and 55 minutes were lost, after the team batting first completed 32 overs of their innings.

1 hours and 55 minutes lost equates to 30.66 overs lost.
Rounded down to 30 overs.

- In the event of the team winning the toss and electing to bat the first innings of the match shall be limited to a maximum of 49 overs.

  Proportional overs lost: 30 total over lost x 65 ÷ 120 = 16.25 ➔ 16
  Maximum overs available in 1st Innings: 65 – 16 = 49

- In the event of the team winning the toss and electing to field the first innings of the match shall be limited to a maximum of 57 overs.

  Proportional overs lost: 30 total over lost x 75 ÷ 120 = 18.75 ➔ 18
  Maximum overs available in 1st Innings: 75 – 18 = 57

6.7. Extra Time

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

6.8. Number of Overs per Bowler

There is no limitation to the number of overs a bowler may bowl in an innings, subject to the bowling directives applicable to underage players.

6.9. Minimum Number of Overs Required to be Bowled

6.9.1. The required over rate to be achieved by the fielding team shall be 16 overs per hour.

6.9.2. Over rates are to be reckoned as exclusive of drinks breaks.

6.9.3. In calculating the minimum number of overs required to be bowled, the following time allowances shall be made:

6.9.3.1. 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;

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

6.9.3.3. The time lost as a result of time wasting by the batting team; and

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

6.9.4. The over rates achieved will be assessed at the end of the match by the umpires. If the assessed rates are below 16 overs per hour, the following shall apply:

6.9.4.1. 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 6.9.5 shall be applied.

6.9.4.2. 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 assessment as they deem appropriate.

6.9.4.3. In the event of any time allowances being granted to the fielding team under 22.2 (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.

6.9.5. The Clubs Administrator shall then apply the appropriate penalty as stated in the CGL Playing Conditions (as below):

The following penalties will be deducted from the fielding team for failing to maintain an average over rate of 16 overs or more per hour during an innings:

Overs per Hour	Deduction
15.20 to 15.99	1 point
14.80 to 15.19	2 points
Less than 14.80	3 points

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

Note:

Penalties will only apply to innings longer than 2h30 in duration.

7. INTERVALS

7.1. Duration of intervals

7.1.1. An interval for lunch or tea shall be of the duration detailed below, taken from the call of Time before the interval until the call of Play on resumption after the interval.

7.1.1.1. Lunch Interval: 40 minutes

7.1.1.2. Tea Interval: 20 minutes

7.1.2. An interval between innings shall be 10 minutes, commencing from the close of an innings until the call of Play for the start of the next innings.

See, however, 7.2, 7.4 and 7.5.

7.2. Allowance for interval between innings

In addition to the provisions of Law 11.5 and Law 11.6,

7.2.1. if an innings ends when 10 minutes or less remain before the time agreed for close of play, or when there are less than 2 overs remaining to complete the minimum over requirement on the day, whichever is applicable, there shall be no further play on that day.

7.2.2. if a captain declares an innings closed during an interruption in play of more than 10 minutes duration, provided that at least 10 minutes remain of the interruption, no adjustment shall be made to the time for resumption of play on account of the 10 minute interval between innings, which shall be considered as included in the interruption. If less than 10 minutes remain of the interruption when the captain declares the innings closed, or forfeits an innings, the next innings shall commence 10 minutes after the declaration or forfeiture is made.

7.2.3. if a captain declares an innings closed during any interval other than an interval for drinks, provided that at least 10 minutes remain of the interval, the interval shall be of the agreed duration and shall be considered to include the 10 minute interval between innings. If less than 10 minutes remain of the interval when the captain declares the innings closed, or forfeits an innings, the interval shall be extended as necessary and the next innings shall commence 10 minutes after the declaration or forfeiture is made.

7.3. Changing agreed times of intervals

If, at any time during the match, either playing time is lost through

- adverse conditions of ground, weather or light;
- or in exceptional circumstances,
- or the players have occasion to leave the field other than at a scheduled interval,

the time of the lunch interval or of the tea interval may be changed if the two umpires and both captains so agree, provided that the requirements of clauses 7.1 and 7.4, 7.5 and 7.6 are not contravened.

7.4. Changing agreed time for lunch interval

7.4.1. If an innings ends when 10 minutes or less remain before the agreed time for lunch, the interval shall be taken immediately. It shall be of the agreed duration and shall be considered to include the 10 minute interval between innings.

7.4.2. If because of adverse conditions of ground, weather or light, or in exceptional circumstances, a stoppage occurs when 10 minutes or less remain before the agreed time for lunch, then, whether or not agreement is reached in the circumstances of clause 7.3, the interval shall be taken immediately. It shall be of the agreed duration. Play shall resume at the end of this interval or as soon after as conditions permit.

7.4.3. If the players have occasion to leave the field for any reason when more than 10 minutes remain before the agreed time for lunch then, unless the umpires and captains together agree to alter it, lunch shall be taken at the agreed time.

7.5. Changing agreed time for tea interval

7.5.1. If an innings ends when 30 minutes or less remain before the agreed time for tea, the interval shall be taken immediately. It shall be of the agreed duration and shall be considered to include the 10 minute interval between innings.

7.5.2. If, when 30 minutes remain before the agreed time for tea, an interval between innings is already in progress, play shall resume at the end of the 10 minute interval, if conditions permit.

7.5.3. If, because of adverse conditions of ground, weather or light, or in exceptional circumstances, a stoppage occurs when 30 minutes or less remain before the agreed time for tea, then unless there is an agreement to change the time for tea, as permitted in clause 7.3, the interval shall be taken immediately. The interval shall be of the agreed duration. Play shall resume at the end of the interval or as soon after as conditions permit.

7.5.4. If a stoppage is already in progress when 30 minutes remain before the agreed time for tea, 7.3 shall apply.

7.6. Lunch or tea interval – 9 wickets down

7.6.1. For the lunch interval and for the tea interval;

7.6.1.1. If either, 9 wickets are already down when 3 minutes remain to the scheduled time for the interval,

7.6.1.2. or the 9th wicket falls within this 3 minutes, or at any time up to and including the final ball of the over in progress at the scheduled time for the interval, then the provisions of Law 12.5.2 shall not apply and the interval will not be taken until the end of the over that is in progress 30 minutes after the originally agreed time for the interval, unless the players have cause to leave the field of play or the innings is completed earlier.

7.6.2. For the purposes of this section of the Playing Conditions, the retirement of a batter is not to be considered equivalent to the fall of a wicket.

7.6.3. However, if at the conclusion of this additional 30 minutes, if a smaller number of runs are required to win the match, and both captains wish to continue playing in order to achieve a definite result other than a draw, play will continue until either the match concludes or the players have cause to leave the field for any other reason.

7.7. Drinks Breaks

7.7.1. Two drinks breaks per session, where the session is 39 or more overs (143 mins or more), shall be taken, evenly spread during the session.

7.7.2. One drinks break shall be taken where the session is between 26 and 38 overs (94 mins to 142 mins), taken in the middle of such session.

7.7.3. NO drinks break shall be taken where the session is 25 or less overs (93 mins or less).

7.7.4. A drinks interval shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls or a batsman retires within 5 minutes of the agreed time then drinks shall be taken immediately.

7.7.5. Intervals for drinks may not be taken during the last hour of the match, as defined in clause 8.2.4 (Last hour of match – number of overs).

7.7.6. Under conditions of extreme heat the umpires may permit extra intervals for drinks.

7.7.7. 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.

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

7.7.9. Allowances will be made in respect of drinks breaks for calculating the over rate of an innings.

7.8. Scorers to be informed

The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this clause.

7.9. Additional Time to Obtain a Result

The umpires may decide to play 30 minutes (a minimum of eight overs) extra time at the scheduled lunch or tea interval if:

- either captain requests such; and/or
- in the umpires' opinion, it would bring about a result in that session.

If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

8. START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following:

8.1. Start and Cessation Times

Period	Start Time	Cessation Time
1st Session	09:15	12:30
Lunch	12:30	13:10
2nd Session	13:10	15:30
Tea	15:30	15:50
3rd Session	15:50	17:00
Last Hour	17:00	18:00

8.2. Minimum Overs in the Day

8.2.1. Subject to clause 8.2.2 and 8.2.3 below:

(a) Play shall continue until the completion of the minimum of 120 overs or the completion of the total recalculated minimum overs in an interrupted match.

(b) A minimum of 104 overs (or 16 overs less than the total recalculated minimum overs in an interrupted match) shall be bowled during the playing time other than the last hour of the match.

If any of the minimum overs have not been bowled when one hour of the scheduled playing time remain, the last hour of the match for the purposes of clause 8.2.4 shall be delayed and will only commence immediately following the completion of these minimum overs.

8.2.2. Reduction in minimum overs

Except in the last hour of the match, for which clause 8.2.4 makes provision, if play is suspended due to adverse weather or light or any other reason, the minimum number of overs shall be reduced by 1 over for each full 3.75 minutes of the aggregate playing time lost.

8.2.3. Change of Innings

Where there is a change of innings during a day's play (except where the change of innings occurs at lunch or tea or when play is suspended for any reason) 2 overs will be deducted from the minimum number of overs to be bowled.

The over in progress at the end of an innings is regarded as a completed over for the purposes of determining the minimum number of remaining overs to be bowled in the day, except when the change of innings occurs in the last hour of the match (see clause 8.2.7).

8.2.4. Last Hour

A minimum of 16 overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on 1 over for each full 3.75 minutes.

If both captains and coaches agree that there is no prospect of either team achieving a victory, they may approach the match officials and request that the match be finished at any time after the commencement of the last hour.

8.2.5. Last hour of match – number of overs

The bowler's end umpire shall indicate the commencement of these 16 overs to the players and to the scorers. The period of play thereafter shall be referred to as the last hour, whatever its actual duration.

During an uninterrupted last hour, play will continue until the end of the over in progress when 60 minutes have been played, or until 16 overs have been bowled, whichever is later.

8.2.6. Last hour of match – interruptions of play

If there is an interruption in play during the last hour of the match, the minimum number of overs to be bowled shall be reduced from 16 as follows:

- The time lost for an interruption is counted from the call of Time until the time for resumption as decided by the umpires.
- One over shall be deducted for every complete 3.75 minutes of time lost.
- In the case of more than one such interruption, the minutes lost shall not be aggregated; the calculation shall be made for each interruption separately.
- If an interruption is already in progress when one hour of playing time remains, only the time lost after this moment shall be counted in the calculation.
- The over in progress at the start of the interruption shall be completed on resumption and shall count as one of the minimum number of overs to be bowled.
- If, after the start of the last hour, an interruption occurs during an over, the over shall be completed on resumption of play. The two part-overs shall between them count as one over of the minimum number to be bowled.

8.2.7. Last hour of match – intervals between innings

8.2.7.1. If an innings ends so that a new innings is to be started during the last hour of the match, the interval starts with the end of the innings and is to end 10 minutes later.

8.2.7.2. If this interval is already in progress at the start of the last hour then, to determine the number of overs to be bowled in the new innings, calculations are to be made as set out in clause 8.2.7.5.

8.2.7.3. If the innings ends after the last hour has started, two calculations are to be made, as set out in clause 8.2.7.4 and clause 8.2.7.5.

The greater of the numbers yielded by these two calculations is to be the minimum number of overs to be bowled in the new innings.

8.2.7.4. Calculation based on overs remaining:

- At the conclusion of the innings, the number of overs that remain to be bowled, of the minimum in the last hour, to be noted.
- If this is not a whole number it is to be rounded up to the next whole number.
- Two overs, for the interval, to be deducted from the resulting number to determine the number of overs still to be bowled.

8.2.7.5. Calculation based on time remaining:

- At the conclusion of the innings, the time remaining until the agreed time for close of play to be noted.
- 10 minutes, for the interval, to be deducted from this time to determine the playing time remaining. If an interval is in progress at the agreed time for the start of the last hour, then the overs remaining of the interval after the agreed time shall be deducted from the overs required to be bowled in the last hour.
- A calculation to be made of one over for every complete 3.75 minutes of the playing time remaining, adding one over if a further part of 3.75 minutes remains. If the interval is in progress at the agreed time for the start of the last hour, then the overs in the last hour shall be reduced by one for each period of 3.75 minutes remaining of the interval after the agreed time.

8.3. Completion of last over of match

The over in progress at the close of play shall be completed unless either a result has been reached or the players have occasion to leave the field.

8.4. Bowler unable to complete an over during last hour of match

If, for any reason, a bowler is unable to complete an over during the last hour, i.e. he is incapacitated while running up to deliver the first ball of an over, or is incapacitated or suspended during an over, the umpire shall call and signal Dead ball.

Another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

The separate parts of such an over shall count as one over of the minimum to be bowled.

9. THE FOLLOW-ON

9.1. Lead on first innings

In a two-innings match of 1 day's duration, the team which bats first and leads by at least 75 runs shall have the option of requiring the other team to follow their innings.

9.2. Notification

A captain shall notify the opposing captain and the umpires of his intention to take up this option. Once notified, the decision cannot be changed.

10. DECLARATION AND FORFEITURE

10.1. Time of declaration

The captain of the team batting may declare an innings closed, when the ball is dead, at any time during the innings.

10.2. Forfeiture of an innings

A captain may forfeit either of his team's innings at any time before the commencement of that innings. A forfeited innings shall be considered to be complete.

10.3. Notification

A captain shall notify the opposing captain and the umpires of any decision to declare or to forfeit an innings. Once notified, the decision cannot be changed.

11. THE RESULT

11.1. A Win – two-innings match

The team which has scored a total of runs in excess of that scored in the two completed innings of the opposing team shall win the match.

11.2. All other matches – A Tie or Draw

11.2.1. Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal.

11.2.2. Draw

The result of a match shall be a Draw when it is not determined in any of the ways stated in clauses 11.1, 11.2.1 or 11.3 or 11.4.4.

11.3. Winning hit or extras

11.3.1. As soon as a result is reached as defined in clauses 11.1, 11.2.1 or 11.3 or 11.4.4, the match is at an end. Nothing that happens thereafter shall be regarded as part of it.

11.3.2. If a boundary is scored before the batters have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the team's total and, in the case of a hit by the bat, to the striker's score.

11.4. Statement of result

11.4.1. If the team batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall.

11.4.2. If, without having scored a total of runs in excess of the total scored by the opposing team, the innings of the team batting last has been completed, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that team by Penalty runs.

11.4.3. If the team fielding last wins the match, the result shall be stated as a win by runs.

11.4.4. If the match is decided by one team conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.

11.5. Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires.

11.6. Mistakes in scoring

If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to 11.7, they shall adopt the following procedure.

11.6.1. If, when the players leave the field, the team batting last has not completed its innings and

either the number of overs to be bowled in the last hour has not been completed
or the agreed time for close of play has not been reached

then, unless one team concedes defeat, the umpires shall order play to resume.

Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed or time for close of play has been reached, whichever is later.

The number of overs and time remaining shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.

11.6.2. If, at this call of Time, the overs have been completed and no playing time remains, or if the team batting last has completed its innings, the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

11.7. Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match the result cannot thereafter be changed.

12. 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 after completing a run or runs, unless it is the end of an over.

13. DEAD BALL

Refer Law 20.

14. NO BALL

Refer Law 21.

Please note: Free hits do NOT apply.

15. WIDE DELIVERIES

Law 22 shall apply subject to the following:

15.1. Judging a Wide

15.1.1. If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 15.1.2

15.1.1.1. 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.

15.1.1.2. the ball passes above the head height of the striker standing upright at the popping crease.

15.1.2. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.

15.1.3. For bowlers attempting to utilise the rough outside a batsman's leg stump, not necessarily as a negative tactic, the strict limited over wide interpretation shall be applied.

15.1.4. For bowlers who umpires consider to be bowling down the leg side as a negative tactic, the strict limited over wide interpretation shall be applied.

15.2. Delivery not a Wide

15.2.1. The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving,

either causes the ball to pass wide of him, as defined in clause 15.1.2.

or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

15.2.2. The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

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

15.4. A 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 21.2 (short pitched deliveries) shall apply, i.e. warning related to short pitched deliveries.

16. FIELDERS ABSENCE; SUBSTITUTES

16.1. Law 24.1.1.2 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.

16.2. 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 **120 minutes**.

16.3. Penalty Time Carried Forward into Batting Innings

The player shall not be permitted to bat until, in the 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 **120 minutes**) or when his side has lost five wickets, if earlier.

16.4. Penalty Time Not Incurred

16.4.1. The restriction in clauses 16.2 and 16.3 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. Neither shall it apply if the player has been absent for a very exceptional and wholly acceptable reason.

16.4.2. 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, he shall be allowed to count any such stoppage time as playing time, provided he personally informs the umpires when he is fit enough to take the field had play been in progress.

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

16.4.4. 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.

17. BATTER'S INNINGS; RUNNERS

Law 25.5 will be replaced by the following:

No runners will be allowed

18. PRACTICE ON THE FIELD OF PLAY

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

18.1. Practice on the pitch or the rest of the Square

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

18.1.2. 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.

18.2. Practice on the Outfield

18.2.1. 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:

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

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

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

18.2.1.4. 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).

18.2.2. 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.

19. 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 team.

20. THE FIELDER

In addition to Law 28 please note the following:

20.1. Movement by Fielders

20.1.1. 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 his actions suggest he intends to play.

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

20.1.3. 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)

20.1.4. Except for the restrictions as per Law 28.4 (Limitation of on side fielders) there shall be no restriction on the number of fielders allowed to field on the leg-side.

20.2. Boundary 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)

21. LAW 41: UNFAIR PLAY

21.1. Changing Condition of the Match Ball

21.1.1. 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.

For the avoidance of any doubt:

- 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.

21.1.2. 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 side captain if he wants the match ball replaced.
- If so requested 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.

21.1.3. Regardless of whether a replacement ball has been chosen to be used, 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 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.

21.1.4. 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 21.1.2 and 21.1.3.

21.1.5. 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.

21.2. Short Pitched Deliveries

Law 41.6 shall be replaced by the following:

21.2.1. A Bowler shall be limited to **two** fast short pitched deliveries per over.

21.2.2. 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.

21.2.3. 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.

21.2.4. 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.

21.2.4.1. 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.

21.2.4.2. 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.

21.2.4.3. 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.

21.2.5. In addition, subject to clause 15.4, a ball 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.

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

- For a ball 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 ball 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.

21.2.7. Any fast short pitched delivery that is called a wide shall also count as one of the allowable short pitched deliveries in that over.

21.2.8. 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.

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

Law 41.7 shall be replaced by the following:

21.3.1. 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.

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

21.3.2.1. 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 side and the batters at the wicket of what has occurred.

21.3.2.2. Should there be any further instance where a high full pitched ball is bowled and is considered likely to inflict physical injury on the 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 the striker),
Law 41.5 (Deliberate distraction, deception or obstruction of a batter) and
Law 41.8 (Bowling of deliberate front foot no ball).

22. TIME WASTING

22.1. Time Wasting by the Fielding Team

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

22.1.2. If there is a further instance 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 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.

22.2. 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 3 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 is not in a position to receive the delivery or his partner is not ready to do so within **3 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.

23. OBSTRUCTING THE FIELD

23.1. Refer to Law 37

23.2. 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 affect 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.

24. STRIKER IN PROTECTED AREA

Law 41.15 refers

24.1. 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.

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

24.3. 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 team
- award any other 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding team)
- 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.

25. 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.

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

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

26. 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.

27. POINTS / SCORING

27.1. The following match points shall be awarded

Result	Points
Outright Win	13
Outright Win after trailing on first innings	7
Outright Win after tie on first innings	10
Outright loss after leading on first innings	6
Outright loss	0
Outright loss after tie on first innings	3
Outright tie after leading on first innings	9
Outright tie after trailing on first innings	5
Outright tie after tie on first innings	8
First innings Win in a match	6
First innings tie in a match	3
First innings loss in a match	0
First innings draw in a drawn match or a match is washed	3
Non defaulting team in a match not played	13
Defaulting team in a match not played	-13

27.2. The following bonus points shall be awarded

Batting

1st Innings Total	Bonus Points
0 - 99	0
100 - 129	1
130 - 159	2
160 - 189	3
190 - 219	4
220 - 249	5
250 - ∞	6

Bowling

Wickets taken in 1st Innings	Bonus Points
0	0
1 or 2	1
3 or 4	2
5 or 6	3
7 or 8	4
9	5
10	6

28. PENALTY POINTS

28.1. 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.

28.2. 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.

29. RESULT CARDS

29.1. Responsibility of the Scorers

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

29.2. Duty of the Captains

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

29.3. Duty of the Umpires

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

29.4. 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.

30. 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.