

BARBADOS CRICKET ASSOCIATION

BCA LIMITED OVER COMPETITIONS

Playing Conditions

(Incorporating the Code of the MCC The Laws of Cricket 2017 Code (3rd Edition - 2022)

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BCA Limited Overs Competitions – Playing Conditions

INTRODUCTION

I. BCA Competitions

The BCA has continued its organization of the Limited Over format by making it open to all clubs in each division. The Limited overs competitions are divided into the following divisions: -

a) BCA Super Cup for Elite & First Division teams combined

b) BCA 40-Over Shield for Intermediate, Schools & Second Division teams Combined

II. Names of the Competition

The names of the Competitions shall respectively be: -

BCA BCA SUPER CUP COMPETITION

BCA SHIELD 40-OVER COMPETITION

III. Intro

a) This competition shall be organised by the Barbados Cricket Association.

b) The Competition shall be held among the clubs of the Elite & First Division combined for the SuperCup, and the Intermediate, the schools, and the Second Division for the Shield 40-Over competition.

c) All clubs by virtue of their participation in this competition are deemed to be bound by ALL the terms and conditions stipulated in the SPECIAL CONDITIONS AND REGULATIONS OF PLAY APPROVED BY THE BOARD OF MANAGEMENT OF THE BARBADOS CRICKET ASSOCIATION (BCA), and to have expressly waived ALL their rights under paragraph 19 and 20 of the BCA Rules.

d) The Laws of Cricket 2017 Code (3rd Edition 2022) is the base of these regulations, as such all clauses not altered or changed herein shall revert to the Laws of Cricket.

e) The winning team will be presented with the **BCA Super Cup, and the BCA 40-Over Shield,** for Elite & First Division, Intermediate Division, Schools Division, and Second Division teams respectively, which shall be held for one (1) year.

IV. Apparel

a) All players must wear the appropriate StoneHill coloured clothing provided by the BCA throughout the competitions, except in exceptional circumstances. Clubs are required to print a number (10 to 12 inches in height) on the back of each playing shirt for the purpose of easily identifying the players from the furthest boundary. The names of players on the back of the shirt is optional.

b) Colored batting and wicket-keeping pads/clads must be worn by all players in the Cup Competition. The players in Shield competition must wear coloured pads.

c) Footwear - At least 20% of the upper, tongue and laces, shall be white. However, the footwear of the primary colour of the playing uniform will be allowed for all of the Competitions.

V. General

a) All clubs shall only be permitted to enter one team in each Division of the Competition.

b) A player shall not be declared to represent more than one (1) team in the Competition, on the same day, or weekend, or rescheduled match in the same Series of the competition. A player declared to play in one (1) Competition or team shall be deemed ineligible to play or substitute in another Competition for his club on the same day, or weekend. Exception to this shall be the players of the Barbados Youth and Ladies (IWP) players under the strict provisions of clause 8 of the BCA Special Conditions and Regulations of Play. **These players are allowed to represent 1 club other than the BCA Youth and their school team during the year.**

c) A club competing in the Cup Competition shall register and maintain a minimum of five (5) seeded players.

d) Players who have played Test or First Class or List A or CPL or IPL cricket and the likes in the last 3 years are automatically seeded to the higher division that their club plays.

e) In order to play in the play-off phase of the Shield Competition, a Player must have satisfied the requirements of the eligibility chart as per clause 8.6 of the BCA Special Conditions and Regulations of Play. See also clause 8 of the BCA Special Conditions and Regulations of Play for a full explanation of this chart.

f) Where a player has not played in any matches of the Cup, or Shield Competition prior to the Play-Off phase, that player will be eligible to play in the Play-offs phase for his registered team, as long as there is compliance with clause (d) and (e) above.

g) Should a player breach regulations (V.) f) & g) above, the team for which the player played will lose the match, and their opponents shall advance to the next round/series.

h) All matches shall be played in the format specified by the BCA with the champion team being determined at the conclusion of the Finals. (see the **Match Schedule Document - Appendix B of the Special Conditions and Regulations of Play**)

i) All clubs in any division that fail to nominate and present to the Match Referee or Umpires as applicable, at least seven (7) of the nominated players at start of the game will forfeit their match. The start time for each game is 9:45 am for the BCA Super Cup, and 11:00 am for all other Limited over matches (as shown in Appendix B of the Special Conditions and Match Schedule Document). See also clause 12.7 - Hours of Play of these Playing Conditions.

j) All COVID-19 protocols & directives have ceased.

k) The Eligibility regulations for the Play-Offs of any BCA Competition see clause 8.6 of the BCA Special Conditions and Match Schedule Document

VI. Format

a) The teams shall be organised in zones as determined by the BCA to accommodate the number of teams participating.

b) The tournament will then conclude with Group of 16 -for Shield Only- no Reserve day; Quarter-final, Semi-Final and Final matches, each with a reserve day- for the Super Cup Only, as per the Match Schedule Document - Appendix B of the Special Conditions and Regulations of Play.

c) In the Zonal Competition the Points shall be allocated as follows: -

Winning Team	2 points
Losing Team	0 points
Incomplete match (both teams), or tie	1 points
Abandoned match (both teams)	1 points

An incomplete match is a match which started but in which there was no winner.

d) At the end of the Group Stage, the team in each Group/Zone with the highest number of points shall be at the top of the table and the team with the lowest shall be at the bottom. In the event of teams finishing on equal points in their respective zones the higher placed team will be decided as set out in

Clause 16.10 below.

VII. Play-Offs

a) The top teams from each Zone plus the highest ranked 2nd placed team of the Super Cup shall advance to the Semi-Finals as per the Match Schedule Document - Appendix B of the Special Conditions and Regulations of Play, and Leader Board determined by the points system set out in VI. c) and VI. d) above.

b) The top teams from each zone in the Shield shall advance to the Group of 16 as per the Match Schedule Document - Appendix A of the Special Conditions and Regulations of Play, and Leader Board determined by the points system set out in VI. c) and VI. d) above.

c) The teams shall be placed in the knock-out chart as per the Match Schedule Document - Appendix B of the Special Conditions and Regulations of Play.

d) All games in the Group of 16 and the Quarter-finals will be played at the venue of the zone winner or higher ranked team whichever is applicable.

e) The Semi-Finals and Finals will be played at venues to be determined by the organising committee. For guidance, at the Group of 16 and the Quarter-Final stage no team shall play another team that originated from its own zone.

f) Match expenses incurred, other than for the Semi-Finals and Finals rounds, shall be the responsibility of the home team which shall be entitled to all gate receipts. The BCA shall be responsible for the payment of all Umpires' fees. Clubs will be responsible for the provision of all replacement balls during matches.

g) The Semi-Finals and Final rounds shall be played at venues to be decided by the Organising Committee unless otherwise determined by the BCA and all expenses shall be the responsibility of the BCA which shall be entitled to all gate receipts.

h) The winner of each of the Group of 16 matches will advance to the quarter-finals.

i) The winner of each quarter-final match will advance to the semi-finals. Each winner of a semi-final match shall advance to the final.

j) In the event that any of the Group of 16, quarter-finals or semi-final matches end in a no decision, tie, or is abandoned, the higher ranked team from the preliminary rounds will advance to the later series of matches.

k) Clubs may be seeded.

l) Winning Clubs shall receive prizes as determined by the BCA in association with the Sponsor at the start of the Competition.

m) No individual team member shall benefit financially from the above-mentioned awards and all funds received shall be spent for the benefit of the Club.

VIII. Protests, Complaints, and Appeals

a) Clubs and Umpires are advised that protests and complaints affecting the outcome of matches must reach the Secretariat of the Barbados Cricket Association not later than 4:00 p.m. on the first working day after the incident in question.

b) "Working day" means any day from Monday to Friday excluding a public holiday

c) Other complaints, other than those captured at Clause VIII. a) above, must be submitted within five (5) working days, and will be dealt with by the Secretariat of the BCA.

d) All protests or complaints must be submitted in written form and be accompanied by a hearing fee of five hundred dollars ($500.00). [As per Special Conditions and Regulations].

e) All such matters except a matter arising at Clause VIII. c) will be dealt with as prescribed in the **SPECIAL CONDITIONS AND REGULATIONS OF PLAY APPROVED BY THE BOARD OF MANAGEMENT OF THE BARBADOS CRICKET ASSOCIATION** (BCA), and in particular its Dispute Resolution Provision at Clause 16.

All communications to the Board shall be addressed to the Secretary and all communications by Clubs to the Board and by the Board to Clubs shall be made through the Secretaries of such Clubs, and all Clubs must notify the Secretary of the names and addresses of the Secretaries of such Clubs from time to time.

Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires. Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise. Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team. Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

1 THE PLAYERS

1.1 Number of players

A match is played between two sides, each of eleven players, one of whom shall be captain.

1.2 Nomination and replacement of players

1.2.1 Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the BCA Match Referee or Umpires (if no Match Referee appointed) before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

1.2.2 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable BCA Regulations pertaining to local cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the BCA Code of Conduct), the Anti-Discrimination Code for Players and Player Support Personnel, the Anti- Doping Code and the Anti-Corruption Code.

1.2.3 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

1.2.3.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

1.2.3.2 Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

1.2.4 A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in clause 1.2.5.2 above (for example, the player is not permitted to enter the on-field 'dug-out').

1.3 Captain

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

1.3.2 If a captain is not available to nominate the players, then any person associated with that team may act as his/her deputy to do so. See clause 1.2.

1.3.3 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. See clause 13.4 (The toss).

1.4 Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as

within these Playing Conditions.

2 THE UMPIRES

2.1 Appointment and attendance

The following rules for the selection and appointment of Limited Over umpires shall be followed as far as it is practicable to do so:

2.1.1 The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least forty-five (45) minutes before the scheduled start of play,

2.1.2 The following Match Officials are to be appointed for each Limited Over match:

2.1.2.1 One (1) BCA Match Referee, appointed by the BCA for the Cup matches and for the semi-finals and Finals of the Shield Competition.

2.1.2.2 One (1) DLS Match Manager, appointed by the BCA for the Cup matches. The BCA may appoint the match referee for all Play-Off matches of the Shield.

2.1.2.3 Two (2) on-field umpires appointed for all matches except the Final shall be appointed by the Barbados Cricket Umpires Association (BCUA). Umpires for the Final shall be selected by the BCA from a panel of not less than four (4) submitted by the BCUA.

2.1.3 The Umpires' fees shall be determined by the BCA.

2.1.4 The Umpires shall submit the sheet with the names of all nominated players (or an electronic image of the sheet) to the Barbados Cricket Umpires Association (BCUA) on or attached to the forms supplied by the BCUA.

2.1.5 Neither team shall have a right of objection to the appointment of any umpire or match referee.

2.2 Change of umpire

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he/she is injured or ill.

2.3 Decisions of the BCA

The umpires shall note the following as determined by the BCA;

2.3.1 the balls to be used at the start of any innings shall be BCA/StoneHill white cricket balls. See clause 4 (The ball).

2.3.2 the hours of play and the times and durations of any agreed intervals.

2.3.3 which clock or watch and back-up time piece is to be used during the match.

2.3.4 the boundary of the field of play. See clause 19 (Boundaries).

2.3.5 the use of covers. See clause 10 (Covering the pitch).

2.3.6 any special conditions of play affecting the conduct of the match.

2.3.7 inform the scorers of agreements in 2.3.2, 2.3.3, 2.3.4 and 2.3.6.

2.4 The wickets, creases and boundaries

As per the Laws of Cricket.

2.5 Conduct of the match, implements and equipment

As per the Laws of Cricket.

2.6 Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

2.7 Fitness for play

As per the Laws of Cricket.

2.8 Suspension of play in dangerous or unreasonable circumstances

2.8.1 All references to ground include the pitch. See clause 6.1 (Area of pitch).

2.8.2 If at any time the umpires together agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, following consultation with the BCA Match Referee or Umpires (if no Match Referee appointed).

2.8.3 If circumstances are warranted, the umpires shall stop play and instruct the Home team groundsmen to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.

2.8.4 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

2.8.5 Light Meters

These are not used

2.8.6 Use of artificial lights

These are not used.

2.8.7 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.

2.8.8 The safety of all persons within the ground is of paramount importance to the BCA. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the BCA Match Referee or Umpires (if no Match Referee appointed), should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, BCA Match Referee or Umpires (if no Match Referee appointed), the head of the relevant Ground Authority, the head of ground security and/or the police as the circumstances may require.

2.8.9 Where play is suspended under clause 2.8.8 above the decision to abandon or resume play shall be the responsibility of the BCA Match Referee or Umpires (if no Match Referee appointed) who shall act only after consultation with the head of ground security and the police.

2.9 Position of umpires

As per the Laws of Cricket.

2.10 Umpires changing ends

Shall not apply.

2.11 Disagreement and dispute

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also clause 31.6 (Consultation by umpires).

2.12 Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

2.13 Signals

2.13.1 The following code of signals shall be used by umpires.

2.13.1.1 Signals made while the ball is in play

No ball – by extending one arm horizontally.

Out – by raising an index finger above the head. (If not out, the umpire shall call Not out.) Wide – by extending both arms horizontally.

Dead ball – by crossing and re-crossing the wrists below the waist.

2.13.1.2 When the ball is dead, the bowler's end umpire shall repeat the signals in clause 2.13.1.1, with the exception of the signal for Out, to the scorers.

2.13.1.3 The signals listed below shall be made to the scorers only when the ball is dead.

Boundary 4 – by waving an arm from side to side finishing with the arm across the chest. Boundary 6 – by raising both arms above the head.

Bye – by raising an open hand above the head.

Five Penalty runs awarded to the batting side – by repeated tapping of one shoulder with the opposite hand.

Five Penalty runs awarded to the fielding side – by placing one hand on the opposite shoulder. Leg bye – by touching a raised knee with the hand.

Revoke last signal – by touching both shoulders, each with the opposite hand.

Short run – by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

Free Hit – after signaling the No ball, the bowler's end umpire extends one arm straight upwards and moves it in a circular motion.

Powerplay Over – by rotating his/her arm in a large circle.

2.13.1.4 All the signals in clause 2.13.1.3 are to be made by the bowler's end umpire except that for Short run, which is to be signaled by the umpire at the end where short running occurs. However, the bowler's end umpire shall be responsible both for the final signal of Short run to the scorers and, if more than one run is short, for informing them as to the number of runs to be recorded.

2.13.2 The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.

If several signals are to be used, they should be given in the order that the events occurred.

2.14 Informing the umpires

Wherever the umpires are to receive information from captains or other players under these Playing Conditions, it will be sufficient for one umpire to be so informed and for him/her to inform the other umpire.

2.15 Correctness of scores

Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.

The umpires shall ensure that they are able to contact the scorers at any time during the match and at its conclusion to address any issues relating to the correctness of scores.

2.16 Match Referees

A Match Referee shall be appointed for all matches of the Cup Competition, and the Semi-Finals and Final of each of the Shield Competition, to act on behalf of the BCA to ensure that the conduct of the game is upheld.

3 THE SCORERS

3.1 Appointment of scorers

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

3.2 Correctness of scores

The scorers shall frequently check to ensure that their records agree and consult with the umpires if necessary. See clause 2.15 (Correctness of scores).

3.3 Acknowledging signals

The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.

4 THE BALL

4.1 Weight and size

The ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

4.2 Approval and control of balls

4.2.1 The BCA shall provide white BCA/StoneHill cricket balls for its Super Cup for Elite & First Division teams combined, Shield 40-Over for Intermediate Division & Second Division teams combined. The BCA/StoneHill balls must be used at the start of each innings. Any club failing to produce the sponsors supplied (BCA/StoneHill) ball at the start of an innings will forfeit the match. Spare used balls for changing during a match, which shall also be of the same quality and wear shall be provided by the respective clubs.

4.2.2 The fielding captain or his nominee shall allow the umpire to inspect the ball when taking the field, and on request by the umpire at any time.

4.2.3 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place, as per the post Covid protocols decided.

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

4.3 New ball

Cup Competitions

4.3.1 Each fielding team shall have two new balls for its innings, to be used in alternate overs i.e. one from each end for overs 1 to 34.

4.3.2 At the end of over 34, the fielding team will choose one of the two balls from the innings to be used for all the remaining overs of the innings. The other ball will be added to the supply of replacement balls for the innings.

4.3.3 In a match reduced to 25 overs or less per side before the first innings commences, each team shall have only one new ball for its Innings.

Shield Competition

4.3.3 Each fielding team shall have one new balls for its 40 over innings.

5 Ball lost or becoming unfit for play

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batter and the fielding captain.

5.1 THE BAT

As per the Laws of Cricket.

6 THE PITCH

6.1 Area of pitch

As per the Laws of Cricket.

6.2 Fitness of pitch for play

As per the Laws of Cricket.

6.3 Selection and preparation

As per the Laws of Cricket.

6.4 Changing the pitch

6.4.1 If the on-field umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise the BCA Match Referee or Umpires (if no Match Referee appointed).

6.4.2 The on-field umpires and the BCA Match Referee or Umpires (if no Match Referee appointed) shall then consult with both captains. If the captains agree to continue, play shall resume.

6.4.3 If the decision is not to resume play, the on-field umpires together with the BCA Match Referee or Umpires (if no Match Referee appointed) shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the BCA Match Referee or Umpires (if no Match Referee appointed) must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

6.4.4 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:

6.4.4.1 In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 16.4.2.

6.4.4.2 In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.

6.4.5 Throughout the above decision making processes, the BCA Match Referee or Umpires (if no Match Referee appointed) shall keep informed both captains and the head of the Ground Authority. The head of the Home team groundsmen shall ensure that suitable and prompt public announcements are made.

6.5 Non-turf pitches

All Limited Over matches shall be played on natural turf pitches. The use of PVA and other adhesives in the preparation of pitches is not permitted.

7 THE CREASES

7.1 The creases

As per the Laws of Cricket.

7.2 The bowling crease

As per the Laws of Cricket.

7.3 The popping crease

As per the Laws of Cricket.

7.4 The return creases

As per the Laws of Cricket.

7.5 Additional Crease Markings

As a guideline to the umpires for the calling of Wides on the offside, the crease markings detailed in paragraph 1 of Appendix C may be marked in white at each end of the pitch.

8 THE WICKETS

8.1 Description, width and pitching

As per the Laws of Cricket.

8.2 Size of stumps

As per the Laws of Cricket.

8.3 The bails

As per the Laws of Cricket.

8.4 Dispensing with bails

As per the Laws of Cricket.

8.5 LED Wickets

The use of approved LED Wickets is permitted. Refer also to paragraphs 3.8.1.6 and 4.2 of Appendix D.

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

9.1 Rolling

The pitch shall not be rolled during the match except as permitted in clauses 9.1.1 and 9.1.2.

9.1.1 Frequency and duration of rolling

During the match the pitch may be rolled at the request of the captain of the side batting second, for a period of not more than 7 minutes, before the start of the second innings.

9.1.2 Rolling after a delayed start

In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

9.1.3 Choice of rollers

If there is more than one roller available the captain of the batting side shall choose which one is to be used. The following shall apply in addition to clause 9.1:

9.1.4 Prior to the scheduled time for the toss, the artificial drying of the pitch and outfield shall be at the discretion of the Ground Authority. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Ground Authority, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

9.1.5 The umpires may instruct the Home team groundsmen to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

9.1.6 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

9.2 Clearing debris from the pitch

9.2.1 The pitch shall be cleared of any debris

9.2.1.1 between innings. This shall precede rolling if any is to take place.

9.2.2 The clearance of debris in clause 9.2.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.

9.2.3 In addition to clause 9.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

9.3 Mowing

9.3.1 Responsibility for mowing

9.3.1.1 All mowings which are carried out before the match shall be the sole responsibility of the Ground Authority.

9.4 Watering the pitch

The pitch shall not be watered during the match.

9.5 Re-marking creases

Creases shall be re-marked whenever either umpire considers it necessary.

9.6 Maintenance of footholes

The umpires shall ensure that the holes made by the bowlers and batters are cleaned out and dried whenever necessary to facilitate play.

The umpires shall allow, if necessary, the returfing of footholes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

In addition, the umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's footholes.

9.7 Securing of footholds and maintenance of pitch

During play, umpires shall allow the players to secure their footholds by the use of sawdust provided that no damage to the pitch is caused and that clause 41 (Unfair play) is not contravened.

9.8 Protection and preparation of adjacent pitches during matches

The protection (by way of an appropriate cover) and preparation of pitches which are adjacent to the match pitch will be permitted during the match subject to the following:

9.8.1 Such measures will only be possible if requested by the Home team groundsmen and approved by the umpires before the start of the match.

9.8.2 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

9.8.3 The preparation work shall be carried out under the supervision of the fourth umpire.

9.8.4 The consent of the captains is not required but the umpires shall advise both captains and the BCA Match Referee or Umpires (if no Match Referee appointed) before the start of the match on what has been agreed.

10 COVERING THE PITCH

Cup Competition

10.1 The use of covers in the Cup competition is mandatory.

Shield Competition

10.2.1. Any Club, in the Shield Competition, which seeks permission to use covers during the season must make such a request of the BCA, prior to the start of the season and indicate in which Competition it intends to use them.

10.2.2 If approval is granted, covers must be used in all matches played by the Club in the Competition for which approval is granted.

10.2.3 Permission for the use of covers will NOT be granted after the season has started.

10.2.4 Any team which has been granted permission to use covers must use them in all matches for which the

request has been granted by the BCA.

10.2.5 The pitch shall be covered as in 10.3 to 10.5 below and must be covered for the duration of the match.

10.3 Before the match

The use of covers before the match is the responsibility of the Home team groundsmen and may include full covering if required.

The pitch shall be entirely protected against rain up to the commencement of play.

However, the Home team groundsmen shall grant suitable facility to the captains to inspect the pitch before the nomination of their players and to the umpires to discharge their duties as laid down in clauses 2 (The umpires), 6 (The pitch), 7 (The creases), 8 (The wickets), and 9 (Preparation and maintenance of the playing area).

10.4 During the match

The pitch shall be entirely protected against rain up to the commencement of play, and for the duration of the period of the match.

The covers must totally protect the pitch and also the pitch surroundings, to a minimum of 5 metres either side of the pitch, and any worn or soft areas in the outfield.

The bowlers' run-ups shall be covered during inclement weather, in order to keep them dry, to a distance of at least 10 x 10 metres.

10.5 Removal of covers

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2 ½ hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

11 INTERVALS

11.1 An interval

11.1.1 The following shall be classed as intervals.

- Intervals between innings.
- Intervals for meals.
- A drinks interval
- Any other agreed interval.

11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of clause 24.2.6.

11.2 Duration of interval

11.2.1 Except in circumstances provided for in clause 11.2.2 below, there shall be a 30 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.2.2 Umpires/BCA Match Referee may adjust the length of the interval between innings, provided that the scheduled length of the interval in an uninterrupted match is a minimum of 15 minutes and a maximum of 30 minutes.

11.3 Allowance for interval between innings

Law 11.3 of the Laws of Cricket shall not apply.

11.4 Changing agreed times of intervals

11.4.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence after the interval.

Note: The prescribed interval timings above may be reduced by the Umpires/BCA Match Referee taking into account the intention of not having a prolonged interval after a lengthy interruption close to the conclusion of the innings of the team batting first. However, the minimum interval shall not be less than 10 minutes.

11.5 Intervals for drinks

Cup Competition

11.5.1 Two drinks breaks per session shall be permitted, each after 70 continuous minutes of play.

Shield Competition

11.5.2 Two drinks breaks per session shall be permitted, each after 55 continuous minutes of play.

11.5.3 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in clause 24.1.4).

11.6 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.

12 START OF PLAY; CESSATION OF PLAY

12.1 Call of Play

As per the Laws of Cricket.

12.2 Call of Time

As per the Laws of Cricket.

12.3 Removal of bails

As per the Laws of Cricket.

12.4 Starting a new over

As per the Laws of Cricket.

12.5 Completion of an over

As per the Laws of Cricket.

12.6 Conclusion of match

12.6.1 The match is concluded

12.6.1.1 as soon as a result as defined in clauses 16.1 to 16.5 (The result) is reached.

12.6.1.2 as soon as the prescribed number of overs have been completed

12.6.1.3 The match is concluded if, without a conclusion having been reached under 12.6.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

12.7 Hours of Play; Minimum Overs Requirement

Cup Competition

12.7.1 There shall be 2 innings of 3 hours and 30 minutes each, separated by a maximum 30 minute interval between innings. Refer to clauses 11.2.1 and 11.2.2.

12.7.2 Play shall begin at 9:45 AM. **There shall be no grace period.**

Shield Competition

12.7.3 There shall be 2 innings of 2 hours and 50 minutes each, separated by a maximum 30 minute interval between innings. Refer to clauses 11.2.1 and 11.2.2.

12.7.3.1 The normal hours of play shall be 11:00 a.m. to 5:20 p.m. with a luncheon interval of thirty (30) minutes at

1:50 p.m. or, at the end of the innings of the team batting first, or at the conclusion of the required number of overs.

12.7.3.2 If either team has fewer than seven (7) players the match cannot begin, however, if within fifteen (15) minutes of the scheduled or re-scheduled start of play the offending team(s) attain(s) a complement of seven (7) or more players the match shall begin.

12.7.3.3 The offending team(s) shall, however, attract a penalty of twenty-five (25) runs i.e. twenty-five (25) runs are deducted from whatever total the team makes or from the total which their opponents are required to achieve.

12.7.3.4 If the offending team attains its complement of players after fifteen (15) minutes but before half an hour has elapsed the team is subject to a further penalty of twenty-five (25) runs as provided at 12.7.3.3 above.

12.7.3.5 If after thirty (30) minutes either team still does not have a minimum number of players then the offending team forfeits the match and its opponents are awarded full points.

12.7.3.6 If neither team has a minimum number of players the match is abandoned and neither team receives any points.

12.7.3.7 Hours of play may be adjusted and but not extended to account for the grace time granted if teams arrive late.

If either team, in any of these competitions (Cup, and Shield) cannot maintain a minimum of seven (7) nominated players on the field of play during their fielding innings, the offending team shall forfeit the match, except in the case of injury to a nominated player; during the match, a team will be allowed a substitute for that player and shall not forfeit the match.

12.8 Minimum Over Rates

Cup Competition

12.8.1..1 The minimum over rate to be achieved in limited over Cup Matches shall be 14.28 overs per hour.

Shield Competition

12.8.1.2 The minimum over rate to be achieved in limited over Shield and Plate Matches shall be 14.1 overs per hour.

12.8.2 The actual over rate shall be calculated at the end of each innings by the umpires.

12.8.3 In calculating the actual over rate for the match, allowances will be given as follows:

12.8.3.1 The time lost as a result of treatment given to a player by an authorised medical personnel on the field of play;

12.8.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;

12.8.3.3 The time taken for all third umpire consultations and any umpire or player reviews;

12.8.3.4 The time lost as a result of time wasting by the batting side; and

12.8.3.5 The time lost due to all other circumstances that are beyond the control of the fielding side, including retrieving balls.

12.8.4 In the event of any time allowances being granted to the fielding team under clause 12.8.3.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

12.8.5 If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

12.8.6 The current over rate of the fielding team (+/- overs compared to the minimum rate required), to be advised by the 3rd umpire every 30 minutes as a minimum, shall be displayed on a scoreboard or replay screen.

13 INNINGS

13.1 Number of innings

13.1.1 A match shall be one innings for each side.

13.2 Alternate innings

Each side shall take their innings alternately.

13.3 Completed innings

A side's innings is to be considered as completed if any of the following applies

13.3.1 the side is all out.

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

13.3.3 the prescribed number of overs have been bowled to the batting side.

13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the BCA Match Referee or Umpires (if no Match Referee appointed), not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

13.5 Decision to be notified

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed.

13.6 Duration of Match

13.6.1 All matches will consist of one innings per side, each innings being limited to a maximum of 50/40 overs. All matches shall be of one day's scheduled duration. For the play-off matches, the BCA has made provisions for a reserve day on which an incomplete match may be replayed or continued from the scheduled day.

13.6.2 If the match is to be continued on the reserve day, every effort shall be made to complete the match on the scheduled day with any necessary reduction in overs taking place and only if the minimum number of overs necessary to constitute a match cannot be bowled on the scheduled day will the match be completed on the reserve day.

13.6.3 If the match has started on the scheduled day and overs are subsequently reduced following an interruption, but no further play is possible, the match will resume on the reserve day under the same assumption that the last ball was played on the scheduled day. Refer to Appendix G.

13.7 `Length of Innings

13.7.1 Uninterrupted Matches.

Cup Competition

13.7.1.1 Each team shall bat for 50 overs unless all out earlier.

13.7.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs have been bowled. The interval shall be 30 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

13.7.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be

entitled to bat for 50 overs.

13.7.1.4 If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

13.7.1.5 A Penalty of 9 runs per over bowled after the scheduled time for cessation shall be applied against the offending team, taking into account the allowances recorded under clause 12.8.3.

Penalties shall apply for slow over rates as set out in the BCA Code of Conduct.

Shield Competition

13.7.1.6 Each team shall bat for 40 overs unless all out earlier.

13.7.1.7 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the allocated number of overs have been bowled. The interval shall be 30 minutes.

13.7.1.8 If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.

13.7.1.9 If the team fielding second fails to bowl 40 overs by the scheduled cessation time, play shall continue until the allocated number of overs have been bowled.

13.7.1.10 A Penalty of 9 runs per full over bowled after the scheduled time for cessation shall be applied against the offending team, taking into account the allowances recorded under clause 12.8.3.

Penalties shall apply for slow over rates as set out in the BCA Code of Conduct.

13.7.2 Delayed or Interrupted Matches

13.7.2.1 Delay or Interruption to the Innings of the Team Batting First (see paragraph 1 of Appendix E)

Cup Competition

13.7.2.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

13.7.2.1.2 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second,

subject to a result not being achieved earlier.

13.7.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.20, then the first innings is terminated and the provisions of 13.7.2.2 below take effect.

13.7.2.1.4 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.28 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.

13.7.2.1.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

13.7.2.1.6 A Penalty of 9 runs per over bowled after the scheduled time for cessation shall be applied against the offending team, taking into account the allowances recorded under clause 12.8.3.

Penalties shall apply for slow over rates as set out in the BCA Code of Conduct).

Shield Competition

13.7.2.1.7 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.25 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

13.7.2.1.8 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 15 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

13.7.2.1.9 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.25, then the first innings is terminated and the provisions of 13.7.2.2 below take effect.

13.7.2.1.10 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.11 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.

13.7.2.1.11 I f the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the allocated number of overs have been bowled. The Umpires shall record the number of overs **started** at the scheduled time.

13.7.2.1.12 A Penalty of 9 runs per over bowled after the scheduled time for cessation shall be applied against the offending team, taking into account the allowances recorded under clause 12.8.3.

Penalties shall apply for slow over rates as set out in the BCA Code of Conduct).

13.7.2.2 Delay or Interruption to the innings of the Team Batting Second (see paragraph 2 of Appendix E)

Cup Competition

13.7.2.2.1 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 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

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

13.7.2.2.3 To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

13.7.2.2.4 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.

13.7.2.2.5 A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.

13.7.2.2.6 If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

13.7.2.2.7 A Penalty of 9 runs per over bowled after the scheduled time for cessation shall be applied against the offending team, taking into account the allowances recorded under clause 12.8.3.

Penalties shall apply for slow over rates as set out in the BCA Code of Conduct).

Shield Competition

13.7.2.2.8 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 14.11 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

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

13.7.2.2.10 To constitute a match, a minimum of 15 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

13.7.2.2.11 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.

13.7.2.2.12 A fixed time will be specified for the close of play by applying a rate of 14.11 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.

13.7.2.2.13 If the team fielding second fails to bowl the revised overs by the scheduled or re- scheduled close of play, play shall continue until the allocated number of overs have been bowled. The Umpires shall record the number of overs started at the scheduled time.

13.7.2.2.14 A Penalty of 9 runs per over bowled after the scheduled time for cessation shall be applied against the offending team, taking into account the allowances recorded under clause 12.8.3.

Penalties shall apply for slow over rates as set out in the BCA Code of Conduct).

13.8 Extra Time

There is no extra time to be added to any innings in these competitions, except in the event that a Super Over is necessary after a tie in the 2 innings as per clause 16 below; on the condition that the umpires agree that ground, weather and light conditions allow for play to continue, the Super Over(s) shall be played.

13.9 Number of Overs per Bowler

13.9.1 No bowler shall bowl more than 10/8 overs in an innings.

13.9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

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

13.9.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

13.9.5 The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

14 THE FOLLOW-ON

Shall not apply.

15 DECLARATION AND FORFEITURE

Shall not apply.

16 THE RESULT

16.1 A Win

Cup Competition

16.1.1 Unless the winner is determined by DLS (see clause 16.4) the side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See clause 13.3 (Completed innings). Note also clause 16.4 (Winning hit or extras).

16.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 16.2), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

16.1.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared a No Result.

Shield Competition

16.1.4 Unless the winner is determined by Run Rate (see clause 16.4), the side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See clause 13.3 (Completed innings). Note also clause 16.4 (Winning hit or extras).

16.1.5 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 16.2), a result can be achieved only if both teams have had the opportunity of batting for at least 15 overs, unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs.

16.1.6 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 15 overs, shall be declared a No Result.

16.2 BCA Match Referee or Umpires (if no Match Referee appointed) awarding a match

16.2.1 A match shall be lost by a side which either

16.2.1.1 concedes defeat or

16.2.1.2 in the opinion of the BCA Match Referee or Umpires (if no Match Referee appointed) refuses to play and the BCA Match Referee or Umpires (if no Match Referee appointed) shall award the match to the other side.

16.2.2 If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the BCA Match Referee or Umpires (if no Match Referee appointed) of this fact. The BCA Match Referee or Umpires (if no Match Referee appointed) shall together with the umpires ascertain the cause of the action. If the BCA Match Referee or Umpires (if no Match Referee appointed), after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he/she shall so inform the captain of that side. If the captain persists in the action the BCA Match Referee or Umpires (if no Match Referee appointed) shall award the match in accordance with clause 16.2.1.2 above.

16.2.3 If action as in clause 16.2.2 above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 13.7.2 (Delayed and Interrupted Matches) and 11.4 (Changing agreed times for intervals) above.

Note: In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the BCA Code of Conduct.

16.3 All other matches – A Tie or No Result

16.3.1 A Tie

16.3.1.1 If the teams' scores are equal after both innings have been completed (if applicable under DLS – see clause 16.4), then a Super Over shall be played. If the Super Over is a tie, then unless exceptional circumstances arise (see paragraph 26 of Appendix F) subsequent Super Overs shall be played until there is a winner. Note that a maximum of 3 series of Super Overs are allowed. Should it not be possible to play or to complete the Super Overs needed to determine a winner, the match shall be tied.

16.3.2 No Result

See clause 16.1.3 above.

16.4 Calculation of the Target Score

16.4.1 Interrupted Matches

Cup Competition

16.4.1.1 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 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using DLS. The target set will always be a whole number and one run less will constitute a Tie (refer to the Duckworth/Lewis/Stern Regulations).

Shield Competition

16.4.1.2 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. This revised target is to be calculated using Run-Rate in the Intermediate, Second, and Schools Division. The target set will always be a whole number and one run less will constitute a Tie (refer to the Run-Rate Regulations Clause 16.13).

16.4.2 Prematurely Terminated Matches

Cup Competition

16.4.2.1 If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension using DLS. 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.

Shield Competitions

16.4.2.2 If the innings of the side 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 with the Run-Rate determined at the instant of the suspension using the Run-Rate Calculation - Clause 16.12. 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.

16.5 Winning hit or extras

16.5.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.18.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.8.

16.5.2 The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the batters before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.

16.5.3 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 side's total and, in the case of a hit by the bat, to the striker's score.

16.6 Statement of result

If the side 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, unless clause 16.4.2.1 (Prematurely Terminated Matches) applies.

If, without having scored a total of runs in excess of the total scored by the opposing side, the innings of the side 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 side by Penalty runs.

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

If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match

Conceded or Match Awarded, as the case may be.

16.7 Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires. See clause 2.15 (Correctness of scores).

16.8 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 clause 16.9, they shall adopt the following procedure.

16.8.1 If, when the players leave the field, the side batting last has not completed its innings and, either

the number of overs to be bowled in that innings has not been completed, or

the end of the innings has not been reached

then, unless one side 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. The number of overs 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.

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

16.9 Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see clauses 2.15 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.

16.10 Points

16.10.1 The Points table for the competition shall be compiled by BCA, the positions in which shall be determined by the number of points gained with points being awarded as follows:

16.10.1 Preliminary Matches

The points system is as follows:

Win	2
Tie, No Result or abandoned	1
Loss or Forfeit	0

At the end of the Group Stage, the team in each Group/Zone with the highest number of points shall be at the top of the table and the team with the lowest shall be at the bottom

16.10.2 Where teams have an equal number of points their relative positions shall be determined by the following:

16.10.2.1 If the teams have equal points, then the team with the higher or highest number of points earned per games scheduled to be played shall overcome.

16.10.2.2 If after 16.10.2.1 above, the teams are still equal, then in such a case the team with the higher net run rate (as calculated in clause 16.12 below) will be placed in the higher position; this may be taken down to any number of decimal places to determine which team may triumph.

16.10.2.3 If still equal at the end of the regular season, then the team position will be determined by drawing lots.

16.10.3 References in clause 16.10 to 'matches' shall not include the play-off matches

Reference to "**games scheduled to be played" shall mean all games fixtured by the BCA and listed in their fixtures of the current year, it shall not include a bye.**

16.11 Play-off matches – Group of 16, Quarter-Finals, Semi-Finals, and Finals

16.11.1 Reserve days set aside for the Semi-Finals of the Super Cup, and the Finals of the Shield 40-Over and the Super Cup competitions. There will be no other Reserve Days set aside.

16.11.2 A Reserve Day will be set aside in the event that there is no play or if any matches as outlined in 16.11.1 above end in a "No Decision".

16.11.3 If there is no play on the Reserve Day or the match ends in a "No Decision", tie, or abandoned, the team which has the higher ranking from the preliminary rounds, see clause 18 of the BCA Special Conditions and Match Schedule Document, shall advance to the next round.

16.11.4 In the event that two teams had placed in the same position in the preliminary rounds, the team with the higher ranking from the preliminary rounds, see clause 18 of the BCA Special Conditions and Match Schedule Document, shall advance to the next round.

16.11.5 If any of the Group of 16, Quarter-finals, Semi-Finals matches are tied, or there is no result, the

following shall apply:

16.11.5.1 the relevant teams shall compete in a Super Over to determine which team is the winner of the match in question; and

16.11.5.2 if conditions do not permit a Super Over within the time available to determine the winner or if the Super Over is tied following the completion of all mechanisms as described in Appendix F then the team which, at the end of the relevant regular Season, finished in the higher position in the Points table (in accordance with clause 16.10 above), and therefore the higher ranking from the preliminary rounds, see clause 18 of the BCA Special Conditions and Match Schedule Document will be deemed the winner of the relevant play-off match.

16.11.6 If any of the Finals matches are tied, or there is no result, after the Reserve Day, the two teams shall be joint champions for the year.

The procedure for any Super Over shall be as set out in Appendix F.

16.12 Net Run Rate

16.12.1 A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the season, the average runs per over scored against that team throughout the season.

16.12.2 In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

16.12.3 Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis/Stern, for net run rate purposes, team 1 will be accredited with team 2's Par Score on abandonment off the same number of overs faced by team 2. Where a match is concluded but with Duckworth/Lewis/Stern having been applied at an earlier point in the match, team 1 will be accredited with 1 run less than the final Target Score for team 2 off the total number of overs allocated to team 2 to reach the target.

16.13 Run Rate for Shield teams

The run rate (runs/overs) of a team batting first shall be calculated as follows:

16.13.1 The run rate of a team shall be based on the number of overs to which the team had been entitled.

16.13.2 If the team batting second has not had the opportunity to bat for the required number of overs and provided it has batted for at least 15 overs and has neither been bowled out nor has passed its opponent's score, the result shall be based on the run rate.

16.13.3 The team with the higher run rate shall be the winner.

16.13.4 If due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, its target score shall be the next highest integer (whole number) after the revised number of overs (this includes the over(s) bowled before the interruption) is multiplied by the run rate of the team batting first.

16.13.5 Example:

16.13.5.1 Run Rate = Total Score divided by Total Overs bowled or in the case of a team which has been bowled out, 40 overs.

16.13.5.2 Calculations must be done to three (3) decimal places.

16.13.5.3 Remaining Overs = (Remaining Overs before suspension) minus (Overs lost due to suspension).

16.13.5.4 Total Overs Possible = Remaining Overs + Overs already Bowled

16.13.5.5 Target Score = [(Total Overs x Run Rate of Team Batting First), rounded-up] + 1

16.13.5.6 In all calculations involving the number of overs in a completed innings, "Over.Ball" shall be used in the calculation;

16.13.5.7 Example: If an interruption occurs in the first innings of the match after 21.5 overs being bowled and the team batting at 153/5, the run rate of the team batting first shall be determined by the runs scored divided by the overs faced in this case 21.833 (which is 21 overs plus 5/6 of an over). Run Rate 153/21.833 =7.008

The Team batting second target score would therefore be the total number of overs agreed to be bowled multiplied by the run rate of the team batting first rounded up, plus 1 run. NB Any fractions when calculated shall be rounded up to the nearest whole number.

Therefore, if the Team batting second is allotted 20 overs to bat; the Target score is 20 multiplied by 7.008 =140.16 rounded up is 141 plus 1. Target score is therefore 142

16.13.6 In all cases the run rate of a team bowled out shall be based on the full quota of overs to which it had been entitled.

16.13.8 In a match interrupted in the second innings, the target score is set by the Umpires who shall decide on the number of overs to be bowled at the team batting second, with one over being deducted for every 4.25 minutes lost.

16.13.9 The game concludes when the target is reached, or when the revised number of overs is completed, or when the team batting second is bowled out.

16.13.10 In an incomplete match (a match which started but in which there was no winner) or in a match abandoned without a ball being bowled, or in a match in which both teams did not have the opportunity to face fifteen (15) overs Clause 3.) above shall apply.

17 THE OVER

17.1 Number of balls

As per the Laws of Cricket.

17.2 Start of an over

As per the Laws of Cricket.

17.3 Validity of balls

As per the Laws of Cricket.

17.4 Call of Over

As per the Laws of Cricket.

17.5 Umpire miscounting

17.5.1 If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.

17.5.2 If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, he/she may subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball.

17.5.3 Whenever possible, the third umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

17.6 Bowler changing ends

As per the Laws of Cricket.

17.7 Finishing an over

As per the Laws of Cricket.

17.8 Bowler incapacitated or suspended during an over

As per the Laws of Cricket.

18 SCORING RUNS

18.1 A run

As per the Laws of Cricket.

19 BOUNDARIES

19.1 Determining the boundary of the field of play

19.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See clause 2.3.4 (Consultation with Home Board).

19.1.2 The boundary shall be determined such that no part of any sight-screen, will, at any stage of the match, be within the field of play.

19.1.3 Not used

19.1.4 Not used

19.2 Identifying and marking the boundary

19.2.1 All boundaries must be designated by a rope, or similar object of a minimum standard as authorised by the BCA from time to time.

19.2.2 If the boundary is marked by means of an object that is in contact with the ground the boundary will be the edge of the grounded part of the object which is nearest the pitch.

19.2.3 An obstacle within the field of play shall not be regarded as a boundary unless so determined by the umpires before the toss. See clause 2.3.4 (Consultation with Home Board).

19.2.4 If an unauthorised person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batter is liable to be out as a result of the unauthorised person handling the ball.

19.3 Restoring the boundary

If a solid object used to mark the boundary is disturbed for any reason, then:

19.3.1 the boundary shall be considered to be in its original position.

19.3.2 the object shall be returned to its original position as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.

19.3.3 if some part of a fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.

19.4 Ball grounded beyond the boundary

19.4.1 1The ball in play is grounded beyond the boundary if it touches

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is grounded beyond the boundary.

19.4.2 The ball in play is to be regarded as being grounded beyond the boundary if

- a fielder, grounded beyond the boundary as in clause 19.5, touches the ball;
- a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

19.5 Fielder grounded beyond the boundary

19.5.1 A fielder is grounded beyond the boundary if some part of his/her person is in contact with any of the following:

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is in contact with the ground beyond the boundary;
- another fielder who is grounded beyond the boundary.

19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if, prior to their first contact with the ball, their final contact with the ground was not entirely within the boundary. This applies to any fielder who makes contact with the ball after it has been delivered by the bowler, whether or not the ball has previously been touched by another fielder.

19.5.2.1 If a fielder's first contact with the ball does not contravene 19.5.2, that fielder may then jump from outside the boundary in order to make contact with the ball whilst airborne. After making contact with the ball once airborne, all subsequent contact with the ground by that fielder, until the ball becomes dead, must be within the field of play. Any subsequent contact with the ground outside the boundary by that fielder during that delivery, whether or not in contact with the ball, will result in a boundary being scored.

19.5.2.2 If the ball is returned to the field of play, whether to another fielder or onto the ground, by a fielder who has jumped from outside the boundary, that fielder must land, and remain, within the boundary until the ball becomes dead. Otherwise a boundary shall be scored.

19.6 Boundary allowances

19.6.1 6 runs shall be allowed for a boundary 6; and 4 runs for a boundary 4. Boundary allowances previously established for specific grounds shall prevail over this clause and where applicable within these Playing Conditions. For example, grounds whose boundaries are designated as 4's and 3's shall maintain that status. See also clause 19.7.

19.7 Runs scored from boundaries

19.7.1 A boundary 6 will be scored if and only if the ball has been struck by the bat and is first grounded beyond the boundary without having been in contact with the ground within the field of play. This shall apply even if the ball has previously touched a fielder.

19.7.2 A boundary 4 will be scored when a ball that is grounded beyond the boundary

- whether struck by the bat or not, was first grounded within the boundary, or
- has not been struck by the bat.

19.7.3 When a boundary is scored, the batting side, except in the circumstances of clause 19.8, shall be awarded whichever is the greater of

19.7.3.1 the allowance for the boundary

19.7.3.2 the runs completed by the batters together with the run in progress if they had already crossed at the instant the boundary is scored.

19.7.4 When the runs in clause 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of clause 18.12.

19.7.5 The scoring of Penalty runs by either side is not affected by the scoring of a boundary.

19.8 Overthrow or wilful act of fielder

If the boundary results from an overthrow or from the wilful act of a fielder, the runs scored shall be any runs for penalties awarded to either side

and the allowance for the boundary

and the runs completed by the batters, together with the run in progress if they had already crossed at the instant of the throw or act.

Clause 18.12.2 (Batter returning to wicket he/she has left) shall apply as from the instant of the throw or act.

20 DEAD BALL

As per the Laws of Cricket.

21 NO BALL

21.1 Mode of delivery

As per the Laws of Cricket.

21.2 Fair delivery – the arm

As per the Laws of Cricket.

21.3 Ball thrown or delivered underarm – action by umpires

As per the Laws of Cricket.

21.4 Bowler throwing towards striker's end before delivery

As per the Laws of Cricket.

21.5 Fair delivery – the feet

As per the Laws of Cricket.

21.6 Bowler breaking wicket in delivering ball

As per the Laws of Cricket.

21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch

As per the Laws of Cricket.

21.8 Ball causing the striker to leave the pitch or ball coming to rest in front of striker's wicket

As per the Laws of Cricket.

21.9 Fielder intercepting a delivery

As per the Laws of Cricket.

21.10 Ball bouncing over head height of striker

Call of See clauses 22.1.1.2 and 41.6.1.7.

21.11 No ball for infringement of other Playing Conditions

As per the Laws of Cricket.

21.12 Revoking a call of No ball

As per the Laws of Cricket.

21.13 No ball to over-ride Wide

As per the Laws of Cricket.

21.14 Ball not dead

As per the Laws of Cricket.

21.15 Penalty for a No ball

As per the Laws of Cricket.

21.16 Runs resulting from a No ball – how scored

As per the Laws of Cricket.

21.17 No ball not to count

As per the Laws of Cricket.

21.18 Out from a No ball

As per the Laws of Cricket.

21.19 Free Hit

21.19.1 In addition to the above, the delivery following a No ball called (all modes of No ball) 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) then the next delivery will become a free hit for whichever batter is facing it.

21.19.2 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.

21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

21.19.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or

21.19.3.2 The No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

21.19.4 For clarity, the bowler can change his/her mode of delivery for the free hit delivery. In such circumstances Clause 21.1 shall apply.

21.19.5 The umpires will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

22 WIDE BALL

22.1 Judging a Wide

22.1.1 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 22.1.2

22.1.1.1 the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.

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

22.1.2 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.

22.1.3 Umpires are instructed to apply very strict and consistent interpretation in regard to this clause in order to prevent negative bowling wide of the wicket.

22.2 Call and signal of Wide ball

As per the Laws of Cricket.

22.3 Revoking a call of Wide ball

As per the Laws of Cricket.

22.4 Delivery not a Wide

As per the Laws of Cricket.

22.5 Ball not dead

As per the Laws of Cricket.

22.6 Penalty for a Wide

As per the Laws of Cricket.

22.7 Runs resulting from a Wide – how scored

As per the Laws of Cricket.

22.8 Wide not to count

As per the Laws of Cricket.

22.9 Out from a Wide

As per the Laws of Cricket.

23 BYE AND LEG BYE

As per the Laws of Cricket.

24 FIELDER'S ABSENCE; SUBSTITUTES

24.1 Substitute fielders

24.1.1 The umpires shall allow a substitute fielder

24.1.1.1 if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or

24.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, clause 42.4.1.

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him, subject to clauses 24.2 and 24.3.

24.1.4 Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

24.2 Fielder absent or leaving the field of play

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he/she to be regarded as having left the field of play.

24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,

24.2.2.1 an umpire shall be informed of the reason for this absence.

24.2.2.2 He/she shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.

24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

The player shall not be permitted to bowl in the match until he/she has either been able to field, or his/her team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 40 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

24.2.3.1 The player shall not be permitted to bat in the match until his/her team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his/her side has lost five wickets in its batting innings, he/she may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

24.2.3.2 If the player leaves the field before having served all of his/her Penalty time, the balance is carried forward as unserved Penalty time.

24.2.3.3 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 40 minutes, and that player shall not bowl until all of his/her Penalty time has been served.

24.2.3.4 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals between innings. For clarity, a player's Penalty time will continue to expire after he/she is dismissed, for the remainder of his/her team's batting innings.

24.2.3.5 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,

24.2.3.6 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his/her side is now batting.

24.2.3.7 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he/she is able to participate, and either takes the field on the resumption of play, or his/her side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.

24.2.3.8 Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

24.3 Penalty time not incurred

A nominated player's absence will not incur Penalty time if,

24.3.1.1 He/she has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

24.3.1.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.

24.3.1.3 the player is absent from the field for a period of 8 minutes or less.

24.4 Player returning without permission

If a player comes on to the field of play in contravention of clause 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.

- The umpire shall award 5 Penalty runs to the batting side.

- Runs completed by the batters shall be scored together with the run in progress if they had already crossed at the instant of the offence.

- The ball shall not count as one of the over.

- The umpire shall inform the other umpire, the captain of the fielding side, the batters and, as soon as practicable, the captain of the batting side of the reason for this action.

25 BATTER INNINGS

25.1 Eligibility to act as a batter

Only a nominated player may bat and, subject to clause 25.3, may do so even though a substitute fielder has previously acted for him.

25.2 Commencement of a batter innings

The innings of the first two batters, and that of any new batter on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batter innings shall be considered to have commenced when that batter first steps onto the field of play.

25.3 Restriction on batter commencing an innings

25.3.1.1 If a member of the batting side has unserved Penalty time, (see clause 24.2.7), that player shall not be permitted to bat until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his/her side has lost 5 wickets.

25.3.1.2 A member of the batting side's Penalty time is served during Playing time. In the event of an unscheduled stoppage, the stoppage time after the batter notifies an umpire in person that he/she is able to participate shall count as Penalty time served.

25.4 Batter retiring

25.4.1.1 A batter may retire at any time during his/her innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batter retiring.

25.4.1.2 If a batter retires because of illness, injury or any other unavoidable cause, that batter is entitled to resume his/her innings. If for any reason this does not happen, that batter is to be recorded as 'Retired – not out'.

25.4.1.3 If a batter retires for any reason other than as in clause 25.4.2, the innings of that batter may be resumed only with the consent of the opposing captain. If for any reason his/her innings is not resumed, that batter is to be recorded as 'Retired – out'.

25.4.1.4 If after retiring a batter resumes his/her innings, subject to the requirements of clauses 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another batter.

25.5 Runners

Runners shall not be permitted in any of the BCA competitions.

25.6 Dismissal and conduct of a batter and his/her runner

Not applicable

25.7 Restriction on the striker's runner

Not applicable

25.8 Striker's right to play the ball

The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicket-keeper or any other fielder (see Law 27.5 – Restrictions on actions of wicket-keeper and Law 27.6 – Interference with wicket-keeper by striker).

However, the striker may only attempt to play the ball if some of his/her bat or person, whether grounded or raised, remains within the pitch, as defined in Law 6.1 (Area of pitch). Should no part of the striker's bat or person remain within the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead ball.

26 PRACTICE ON THE FIELD

26.1 Practice on the pitch or the rest of the square

26.1.1.1 There shall not be any practice on the pitch at any time.

26.1.1.2 There shall not be any practice on the rest of the square at any time except with the approval of the umpires.

26.1.1.3 If approved by the umpires, the use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.

26.1.1.4 Bowling practice on the bowling strips referred to above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

26.2 Practice on the outfield

26.2.1.1 On any day of the match, all forms of practice are permitted on the outfield

– before the start of play;

– after the close of play; and

– during the interval or between innings

providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

26.2.1.2 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:

- only the fielders as defined in paragraph 7 of Appendix A participate in such practice.

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

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

- the umpires are satisfied that it will not contravene either of clauses 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side).

Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the other conditions in this clause.

26.3 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 clauses 41.9 (Time wasting by the fielding side) or 41.12 (Fielder damaging the pitch).

26.4 Penalties for contravention

All forms of practice are subject to the provisions of clauses 41.3 (The match ball – changing its condition), 41.9 (Time wasting by the fielding side) and 41.12 (Fielder damaging the pitch).

26.4.1 If there is a contravention of any of the provisions of clause 26.1 or 26.2, the umpire shall

- warn the player that the practice is not permitted;

- inform the other umpire and, as soon as practicable, both captains of the reason for this action.

26.4.1.1 If the contravention is by a batter at the wicket, the umpire shall inform the other batter and each incoming batter that the warning has been issued. The warning shall apply to the team of that player throughout the match.

26.4.2 If during the match there is any further contravention by any player of that team, the umpire shall

- award 5 Penalty runs to the opposing side;

- inform the other umpire, the scorers and, as soon as practicable, both captains, and, if the contravention is during play, the batters at the wicket.

27 THE WICKET-KEEPER

As per the Laws of Cricket.

28 THE FIELDER

28.1 Protective equipment

As per the Laws of Cricket.

28.2 Fielding the ball

As per the Laws of Cricket.

28.3 Protective helmets belonging to the fielding side

As per the Laws of Cricket.

28.4 Limitation of on side fielders

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

28.4.2 At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line.

28.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.5 Fielders not to encroach on pitch

As per the Laws of Cricket.

28.6 Movement by any fielder other than the wicket-keeper

As per the Laws of Cricket.

28.7 Restrictions on the placement of fielders - Cup & Shield Competitions

28.7.1 In addition to the restrictions contained in clause 28.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

28.7.2 The following fielding restrictions shall apply:

28.7.2.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to paragraph 2 of Appendix C). 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.

28.7.2.2 At the instant of delivery:

Cup Competition

28.7.2.2.1 Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

28.7.2.2.2 Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive

28.7.2.2.3 Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

28.7.2.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10
50	10	30	10

28.7.2 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

28.7.3 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No ball.

Shield Competition

28.7.4.1 Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.

28.7.4.2 Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive

28.7.4.3 Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive

28.7.4.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8

28.7.4 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No ball.

29 THE WICKET IS DOWN

As per the Laws of Cricket.

30 BATTER OUT OF HIS/HER GROUND

As per the Laws of Cricket.

31 APPEALS

As per the Laws of Cricket.

32 BOWLED

As per the Laws of Cricket.

33 CAUGHT

As per the Laws of Cricket.

34 HIT THE BALL TWICE

As per the Laws of Cricket.

35 HIT WICKET

As per the Laws of Cricket.

36 LEG BEFORE WICKET

As per the Laws of Cricket.

37 OBSTRUCTING THE FIELD

As per the Laws of Cricket.

38 RUN OUT

As per the Laws of Cricket.

39 STUMPED

As per the Laws of Cricket.

40 TIMED OUT

40.1 Out Timed out

As per the Laws of Cricket except 40.1.1 which shall read: -

40.1.1 After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be ready to receive the ball, or for the other batter to be ready to receive the next ball within 2 minutes of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out.

All other sub-clauses remain.

41 UNFAIR PLAY

41.1 Fair and unfair play – responsibility of captains

As per the Laws of Cricket.

41.2 Fair and unfair play – responsibility of umpires

As per the Laws of Cricket.

41.3 The match ball – changing its condition

As per the Laws of Cricket.

41.4 Deliberate attempt to distract striker

As per the Laws of Cricket.

41.5 Deliberate distraction, deception or obstruction of batter

As per the Laws of Cricket.

41.6 Bowling of dangerous and unfair short pitched deliveries

As per the Laws of Cricket.

In addition to the application of the Laws of Cricket as instructed, a bowler shall be limited to two fast short-pitched delivery per over.

41.7 Bowling of dangerous and unfair non-pitching deliveries

As per the Laws of Cricket.

41.8 Bowling of deliberate front-foot No ball

As per the Laws of Cricket.

41.9 Time wasting by the fielding side

As per the Laws of Cricket.

41.10 Batter wasting time

As per the Laws of Cricket.

41.11 The protected area

As per the Laws of Cricket.

41.12 Fielder damaging the pitch

As per the Laws of Cricket.

41.13 Bowler running on protected area

As per the Laws of Cricket.

41.14 Batter damaging the pitch

As per the Laws of Cricket.

41.15 Striker in protected area

As per the Laws of Cricket.

41.16 Batters stealing a run

As per the Laws of Cricket.

41.17 Penalty runs

As per the Laws of Cricket.

42 PLAYERS' CONDUCT

This entire clause is managed by the administration of the BCA Code of Conduct.

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