

PART E: PLAYING REGULATIONS – 50 Over Limited Matches

E1 A Team

A team shall consist of not more than eleven (11) and not less than nine (9) players. All players are required to be registered in the prescribed manner.

No player under the age of 16 years old may play in the Premier League and no player under the age of 15 years old may play in any other senior club cricket league, unless formally approved by the Director of Club Cricket.

E2 Late arrivals

2.1 If a team does not have nine (9) or more players, nominated in terms of Law 1.2, present thirty (30) minutes after the scheduled start of the match, that team will be deemed to have lost the match and will be regarded as having defaulted the match (See clause 3 below).

A transgression of this Playing Regulation may result in a team being removed from the league.

2.2 If a team does not have nine (9) or more players, nominated in terms of Law 1.2, present at the time for the toss to take place the toss may be delayed for 15 minutes without a reduction in overs to allow players to arrive. The times for the match shall be adjusted by 15 minutes if the required 9 players arrive before the scheduled start of the match.

2.3 Teams and match officials, if any, are expected to be at the venue at the arrival time as specified in the hours of play

2.4 Teams causing a delay to the start of play either by:

- a. Arriving late. i.e. later than the scheduled start but before the thirty (30) minutes has expired,
- b. or by not taking the field on time
- c. or causing a delay to the start of play or to the start of an innings,

For any reason shall have overs deducted as set out below: -

| 0 – 15 MINUTES (or part thereof) | 16 – 30 MINUTES (or part thereof) |
|---|--|
| 4 overs deducted | 8 overs deducted |

E3 Defaults

3.1 In the event of a side defaulting by not reporting to a particular ground to fulfill a scheduled fixture, the opposing team will automatically be awarded four (4) match points. The defaulting team will have four (4) match points deducted from their accumulated total.

3.2 In all instances concerning defaults the Club Cricket Committee will consider the aspects as outlined in Playing Regulation - Part B (13).

3.3 No club shall have the right to claim any expenses resulting from a default.

E4 Cricket balls to be used

4.1 Premier, Promotion and Premier Reserve Leagues

A new red four (4) piece 156g Kookaburra Match cricket ball is to be used.

4.2 Directors and Executive Leagues

A new red four (4) piece 156g Winner Shadow cricket ball is to be used.

E5 Hours of play – Premier, Promotion and Premier Reserve League - ONLY

There will be 2 sessions of 3 hours and 15 minutes, each separated by a 30-minute interval between innings.

50 overs per side

| | | | |
|----------------|---|----------------------|---|
| Arrival Time | - | 09h00 | |
| Over rate | - | 3.9 minutes per over | |
| Toss Coin | - | 09h30/ 09h45 | (In playing attire) |
| First session | - | 10h00 - 13h15 | Drinks after 17 and 34 overs |
| Interval | - | 13h15 - 13h45 | unless altered in terms of clause 7 or 16 |
| Second session | - | 13h45 - 17h00 | Drinks after 17 and 34 overs |

Hours of play – Directors and Executive League – ONLY

There will be 2 sessions of 3 hours and 15 minutes, each separated by a 30-minute interval between innings.

50 overs per side

| | | | |
|----------------|---|----------------------------------|---|
| Arrival Time | - | 08h30 | |
| Over rate | - | 3.9 minutes per over | |
| Toss Coin | - | 09h00/ 09h15 (In playing attire) | |
| First session | - | 09h30 – 12H45 | Drinks after 17 and 34 overs |
| Interval | - | 12h45 - 13h15 | unless altered in terms of clause 7 or 16 |
| Second session | - | 13h15 - 16h30 | Drinks after 17 and 34 overs |

E6 Duration of match

- 6.1 A match shall be limited to one innings per side, which shall be a maximum of 50 overs.
- 6.2 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 has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 20 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.
- 6.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- 6.4 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.
- 6.5 Penalties shall apply for slow over rates:
 - (a) For each over short of the minimum overs required – one-point forfeiture from your log points.
 - (b) If the over rate is more than 2 overs short of the minimum overs required, the captain will in addition to the sanctions imposed, be charged under the Rules and Code of Conduct, conduct contrary to the spirit of the game, on the basis of time wasting.

E7 Interval

- 7.1 The interval shall fall between the innings. This interval shall not be dispensed with however it may be reduced to a minimum of 15 minutes in the event of inclement weather.
- 7.2 It is intended that the interval serve as a lunch break.
- 7.3 The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, in which case a ten- minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.
- 7.4 In the event that there is a change of innings **prior** to the scheduled interval time clause 5 above, the ten- minute break shall reduce the official lunch break by **10 minutes**.
- 7.5 If the innings of the team batting first is completed in less than 30 minutes prior to the scheduled interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

E8 Drinks on the field

- 8.1 Drinks shall only be taken onto the field at times in Clause 5 above or revised time in terms of Clause 16.
- 8.2 Players and Umpires shall not leave the field during this interval and the interval shall not exceed five (5) minutes. This shall be strictly adhered to except that drinks shall be taken immediately if a wicket falls within five (5) minutes of the time stated.
- 8.3 Drinks to be provided by the home team.

E9 The Bowler

- 9.1 No bowler shall bowl more than **10 overs** in a 50 over innings.
- 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.
- 9.3 Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

- 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.

E10 Wide Ball

- 10.1 Premier /Promotion & Premier Reserve League
 OFF SIDE - The restriction as regards the wide ball shall be the same as the National Limited Overs Competition.
 LEG SIDE - If any ball, deemed to be fairly delivered, passing to the leg side of leg stump it shall be called a wide. It shall not be a wide ball should it pass between the leg stump and the batsman.
 A ball that is above the steeper's head will also be called wide and will be one for the over.
- 10.2 Director & Executive League
 2 lines shall be marked one either side of the wickets parallel to the return crease 450mm from the return crease. The line shall extend from the popping crease to the bowling crease.
 Should a ball deemed to be fairly delivered pass between these lines it shall **not** be regarded as a wide ball.
 However, should it pass to the leg side of the leg side line or to the offside of the offside line it **shall** be regarded as a wide ball.
 Should a "player umpire" not apply this Bye Law correctly, their team shall be removed from the league and their playing record expunged.
- 10.3 In addition to the penalty run for bowling a Wide ball, any other runs resulting shall be scored as wide runs.

E11 No ball

Law 21.7 shall apply but in addition, either Umpire shall call and signal "No Ball" if a ball, which they consider to have been fairly delivered: -

- 11.1 Bounces two times or more before reaching the popping crease unless previously touched by the batsman or his bat.
- 11.2 Rolls along the ground before reaching the batsman.
- 11.3 Is a full pitch ball, which passes or would have passed above the striker's waist standing in an upright stance at the crease (slow or fast)
- 11.4 In addition to the penalty run for bowling a "No Ball", any other runs resulting shall be scored as runs to the batsman if hit or as extras, as the case may be.
- 11.5 The definition of a "short pitched" ball shall be as described in Law 41.6
- 11.6 A bowler shall be permitted to bowl TWO (2) short pitched balls (bouncer) per over. The umpire at the bowlers end shall call and signal "No Ball" upon the bowling of a THIRD short pitched ball in an over.
- 11.7 **Free Hit after any "No Ball" only applies to the Premier/Prem Reserve, Promotion League subject to an Official Eastern Cricket Umpire appointed by the ECUA officiating at a match.**

In addition to the above, the delivery following a "No Ball" called for any no ball (Law 21) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

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

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.

E12A Restrictions on the placement of the fielders

- 12.1 The number of legside fielders shall not exceed five (5), of whom, not more than two (2) may be behind the popping crease at the instant of the bowler's delivery. In the event of an infringement of this law, either Umpire shall call and signal "No Ball".
- 12.2 There are no other fielding restrictions other than those stated in Clause 12.1 for the Directors and Reserve Leagues, Powerplay and associated fielding restriction shall **not** apply in these leagues.

- 12.3 Powerplay and associated fielding restrictions shall ONLY apply to the Premier and Promotion League subject to an Official Eastern Cricket Umpire appointed by the ECUA officiating at a match.

E12B Premier, Promotion and Premier Reserve League Powerplay. (Subject to Clause 12.3)

In addition to the restrictions stated above in clause 12.1, further fielding restrictions shall apply as follows:

- 12.4 During the first ten (10) overs of an innings a **maximum** of two (2) fielders are allowed outside the 30 yard (27.4 m) circle. The fielding restriction areas should be marked by continuous painted white lines or 'dots' or white plastic or rubber discs at 5 yard (4.5 metres) intervals.
- 12.5 Between overs 11 to 40 a **maximum** of four (4) fielders are allowed outside the 30-yard (27.4m) circle.
- 12.6 In the final ten (10) overs (41 to 50) a **maximum** of five (5) fielders will be allowed to field outside The 30-yard (27.4m) circle
- 12.7 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below.

| Inning Duration | 1 st Power Play (overs) | 2 nd Power Play (overs) | 3 rd Power play (overs) |
|-----------------|---------------------------------------|---------------------------------------|---------------------------------------|
| 20 | 4(1-4) | 12(5-16) | 4(17-20) |
| 21 | 4(1-4) | 13(5-17) | 4(18-21) |
| 22 | 5(1-5) | 13(6-18) | 4(19-22) |
| 23 | 5(1-5) | 14(6-19) | 4(20-23) |
| 24 | 5(1-5) | 14(6-19) | 5(20-24) |
| 25 | 5(1-5) | 15(6-20) | 5(21-25) |
| 26 | 5(1-5) | 16(6-21) | 5(22-26) |
| 27 | 6(1-6) | 16(7-22) | 5(23-27) |
| 28 | 6(1-6) | 17(7-23) | 5(24-28) |
| 29 | 6(1-6) | 17(7-23) | 6(24-29) |
| 30 | 6(1-6) | 18(7-24) | 6(24-30) |
| 31 | 6(1-6) | 19(7-25) | 6(26-31) |
| 32 | 7(1-7) | 19(8-26) | 6(27-32) |
| 33 | 7(1-7) | 20(8-27) | 6(28-33) |
| 34 | 7(1-7) | 20(8-27) | 7(28-34) |
| 35 | 7(1-7) | 21(8-28) | 7(29-35) |
| 36 | 7(1-7) | 22(8-29) | 7(30-36) |
| 37 | 8(1-8) | 22(9-30) | 7(31-37) |
| 38 | 8(1-8) | 23(9-31) | 7(32-38) |
| 39 | 8(1-8) | 23(9-31) | 8(32-39) |
| 40 | 8(1-8) | 24(9-32) | 8(33-40) |
| 41 | 8(1-8) | 25(9-33) | 8(34-41) |
| 42 | 9(1-9) | 25(10-34) | 8(35-42) |
| 43 | 9(1-9) | 26(10-35) | 8(36-43) |
| 44 | 9(1-9) | 26(10-35) | 9(36-44) |
| 45 | 9(1-9) | 27(10-36) | 9(37-45) |
| 46 | 9(1-9) | 28(10-37) | 9(38-46) |
| 47 | 10(1-10) | 28(11-38) | 9(39-47) |
| 48 | 10(1-10) | 29(11-39) | 9(40-48) |

| | | | |
|----|----------|-----------|-----------|
| 49 | 10(1-10) | 29(11-39) | 10(40-49) |
|----|----------|-----------|-----------|

- 12.8 When there is no demarcation of the restricted areas mentioned above, the Umpires' shall be the sole judges of these imaginary areas.

E13 Fielder leaving the field

If at any time, for any reason other than illness or injury, a member of the fielding side leaves the field or fails to return after an interval, no substitute shall be allowed for the next 8 minutes of playing time.

E14 Helmets

When protective helmets are not in use by the fielding team they shall only be placed on the ground behind the wicketkeeper. In the event of the ball striking the helmet whilst in this position, whether played or not, 5 penalty runs shall be awarded. The fielding side may have more than one helmet in use at any one time.

E15 Declarations

No team shall declare their innings closed.

E16 Play suspended due to weather or light

NOTE: PREMIER LEAGUE ONLY will make use of the Duckworth/Lewis method when play has been suspended due to weather or light. All other leagues will make use of calculations 16.6 – 16.10

- 16.1 If, due to weather or light, the starting time of a match is delayed, or suspended, the object shall always be to re-arrange the number of overs so that both teams have the opportunity to bat for an equal number of overs.
- 16.2 The calculation for the number of overs to be bowled shall be based on the rate of one over or part thereof in the time remaining before the close of play.
- 16.3 A minimum of 20 overs per team will be necessary for a result to be obtained unless a team is bowled out in fewer than 20 overs or a team reaches its target in less than 20 overs.
- 16.4 If a side, batting first, is bowled out within the number of overs scheduled or agreed to be faced, its run rate shall be calculated on that number of overs scheduled or agreed to be faced, and not the overs actually faced.
- 16.5 The definition of **OVERS FACED** used in calculation below shall be: -
- Either the actual number of overs faced if a team is not bowled out in fewer than the scheduled number of overs or a revised number of overs as calculated below.
 - Or the number of scheduled overs or revised number of overs as calculated below if a team is bowled out in fewer than those overs.

16.6 CALCULATION FOR A DELAY OCCURRING BEFORE PLAY STARTS

Time remaining for Play (in min) = Scheduled duration (in min) - Time lost(in min) - 15min for interval.
Overs per side = Time remaining for Play / 6.8 or 7.6

16.7 CALCULATION FOR A DELAY OCCURRING DURING THE FIRST INNINGS

Overs remaining = (Time remaining for Play - 15min for interval) / 3.4 or 3.8
Overs per side = (Overs remaining + Overs bowled) / 2

Should the team batting first, already have exceeded the overs per side, calculated above, the following shall apply: -

The innings of the team batting first shall be immediately terminated and the runs scored to that point will be declared their total.

The team batting second shall bat for the remaining overs as calculated above.

Their target shall be calculated thus: -

Target = (Total of team batting first / Overs faced by team batting first) x Overs remaining

16.8 CALCULATION FOR A DELAY OCCURRING DURING THE INTERVAL

Overs for innings = Time remaining for play (in min) / 3.4 or 3.8
Revised target = (Total scored by team batting first / Overs faced) x Overs of team batting second

16.9 CALCULATION FOR A DELAY OCCURRING DURING THE SECOND INNINGS

Overs remaining = Time remaining for play (in min) / 3.4 or 3.8

Overs for innings = Overs remaining + Overs bowled

Revised target = (Total scored by team batting first / Overs faced) x Overs of team batting second

16.10 CALCULATION OF RESULT FOR A MATCH NOT COMPLETED BY THE SCHEDULED CLOSE

Total of team batting first / overs faced x Number of overs faced at scheduled close by team batting second.

Winning team is the team with the highest score.

16.11 The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter have been bowled out in less than the agreed number of overs.

16.12 If the overs in a match are reduced for any reason whatsoever and the team batting first is all out before the agreed number of overs, the team batting second shall not have the right to claim those overs not faced by the team batting first, as their own.

E17 Fitness of Ground, Weather and Light

17.1 Laws 3. 8, 3.9 & 3.10 of the Laws of Cricket 2000 Code shall apply. If no official Umpires are officiating in the match the fitness of the ground, weather and light shall rest in the hands of the Captains. (Refer Part C)

17.2 If no official ground authority is available not later than half an hour prior to the scheduled commencement of the match, the ground shall be considered to have been automatically handed over to the Umpire(s)/Captains as from that time.

17.3 If an officially appointed Umpire arrives at the ground later than fifteen minutes from the scheduled commencement of the match, the decision regarding the fitness of the ground for play BEFORE commencement of the match shall rest in the hands of the Captains.

17.4 The Umpires and the Captains shall see that all necessary steps are taken to improve the playing area, other than the pitch, in order to facilitate play at the earliest possible moment after rain. They shall instruct the grounds man to use every practicable means to remove water from the covers on the pitch and any other water surrounding the pitch or elsewhere on the playing area.

17.5 The use of naked flames or heat derived from naked flames to dry the pitch is strictly forbidden. Any club allowing the pitch to be dried in this manner may lose their financial grant. Willowmoore Park is exempt provided the drying is done by the groundsman.

17.6 No club shall have the right to claim any expenses resulting from a match not taking place due to ground weather or light.

17.7 No team is permitted to use artificial light (floodlights) to improve natural light in an effort to continue playing. The captain of the home side will automatically be suspended for a period of Two (2) weeks should he permit such artificial light to be used.

E18 Abandoned matches

18.1 Matches abandoned due to ground, weather or light conditions before a decision has been reached, shall not be regarded as postponed fixtures. In such cases points shall be awarded as laid down according to the state of the match and the time it was abandoned.

18.2 In the event of no official Umpire being present, the respective Captains shall decide in this regard. Result sheets shall be forwarded to the Union in the prescribed manner.

18.3 Matches abandoned for any other reason other than ground, weather and light will be viewed in a serious light. The team causing the abandonment of a match, by leaving the field or failing to resume play after an interruption or an interval, shall be deemed to have lost the match and will have six (6) deducted from their accumulated total. The opponents shall be awarded six (6) points for a win.

18.4 No club shall have the right to claim any expenses resulting from such an abandoned match.

E19 Matches not completed

In the case of limited over matches not completed, due to weather or the matches shall be regarded as a draw, unless a result on run rate can be calculated in terms of Clause 16 above. A minimum of 20 overs shall have been completed in each innings.

E20 Covering of the Pitch

20.1 The pitch may be entirely protected against rain up to the commencement of play in accordance with the practice in vogue at each ground. In addition, the area surrounding the pitch may be covered.

- 20.2 It is a requirement that teams playing in the Premier League Limited Over Cricket League have covers.
- 20.3 In the event of a Premier League game not being played due to the pitch not being covered, the following points will apply:
- | | | |
|-----------|---|----------|
| Home team | - | 0 points |
| Visitors | - | 4 points |

E21 The result

- 21.1 If no official Umpires are officiating in a match, any decision regarding the correctness of the score shall be the responsibility of the Captains. If the Captains cannot reach agreement regarding the correctness of the scores, they shall refer the matter to the EC Playing Regulations Committee for a final decision.
- 21.2 If a team has overs deducted as in Clause 2.2 above and the match has to be decided by a run rate calculation, due to ground, weather and light, the team having overs deducted shall automatically lose the match regardless of the outcome of the run rate calculation.

E22 A Tie

A tie may result in limited overs league matches. In such cases three (3) match points will be awarded to each side as in Clause 24 below.

E23 The Winner

The winner shall be a side scoring most runs in the overs permitted or having the better "Run rate" in a curtailed match, subject to Clause 16 above.

If it is not possible to bowl the minimum of 40 overs, 20 per team, the match will be a draw with two (2) match points awarded per side.

E24 Points scoring system

24.1 Premier League Only

| MATCH POINTS | | PENALTY POINTS | |
|--------------|-------|---|--------|
| Win | 4pts | Failure to fulfil a fixture | -4 pts |
| Win + BP | 5 pts | Failure to adhere to the Transformation Policy | -4 pts |
| Tie | 3 pts | Each unregistered player fielded by a team | -4 pts |
| Draw | 2 pts | Team responsible for abandoning a match | -4 pts |
| Loss | 0 pt | Team played with the incorrect ball | -1 pt |
| Loss + BP | 1 pt | Team fielding 2 nd failed to bowl the required overs in the time allowed | -2 pts |

24.2 Promotion, Premier Reserve, Directors & Executive League

| MATCH POINTS | | PENALTY POINTS | |
|--------------|-------|---|--------|
| Win | 4pts | Failure to fulfil a fixture | -4 pts |
| Tie | 2 pts | Each unregistered player fielded by a team | -4 pts |
| Draw | 2 pts | Team responsible for abandoning a match | -4 pts |
| Loss | 0 pt | Team played with the incorrect ball | -1 pt |
| | | Team fielding 2 nd failed to bowl the required overs in the time allowed | -2 pts |

E25 Bonus points (Applicable to Premier League Only)

NOTE: In a rain shortened match, NO bonus points will be awarded

25.1 Winning bonus points

Batting bonus point:

- a) For a team batting second, to achieve a batting bonus point, they must achieve the target score within 80% (1.25 rule) of the overs available to them i.e. in a 50 over uninterrupted match they must achieve the target in 40 overs or less. If they achieve the target in 40 overs and 1 ball, no batting bonus point will be awarded.

Bowling bonus point:

- a) For a team to be awarded a bowling bonus point, they must restrict the team batting second to 80% (1.25 rule) or less of the target score i.e. if the team batting first sets a target score of 100 runs, the team bowling second must restrict the batting team to 80 runs or less to qualify for the bowling bonus point.

25.2 Losing Bonus points

- a) For a team batting second, to achieve a losing batting bonus point, they must be bowled out with a score within 5% short of the target score i.e. if the team batting first sets a target score of 100 runs, the team batting second must achieve 95 runs or more to qualify for the batting bonus point.
- b) For a team bowling second, to achieve a losing bowling bonus point, the opposition must achieve the target no earlier than the last 5% of the overs available i.e. in a 50 over match the opposition must not achieve the target earlier than the first ball of the 48th over.

If the team batting second scores the winning runs off the last ball of the 47th over, no bonus point will be achieved.

Where a fraction is involved, the fraction of an over or run will always be rounded up i.e. 80.01111 runs will become a target of 81 runs.

PART F: PLAYING REGULATIONS – 40 & 35 Overs Limited Matches

F1 A TEAM

A team shall consist of not more than eleven (11) and not less than nine (9) players. The substitute law as used in international cricket is not in force and effect in Eastern Cricket club cricket.

No player under the age of 16 years old may play in the 1st League and no player under the age of 15 years old may play in any other senior club cricket league, unless formally approved by the Director of Club Cricket.

F2 LATE ARRIVALS

- 2.1 If a team does not have nine (9) or more players, nominated in terms of Law 1.2, present at the time for the toss to take place the toss may be delayed for 15 minutes without a reduction in overs to allow players to arrive. The times for the match shall be adjusted by 15 minutes if the required 9 players arrive before 12h00 (Sunday) or 13h15 (Saturday).
- 2.2 If a team does not have nine (9) or more players, nominated in terms of Law 1.2, present by 12h30 (Sunday) or 13h45 (Saturday), that team will be deemed to have lost the match. No match may take place should the match commence after 12h30 (Sunday) and 13h45 (Saturday).
- 2.3 A transgression of this Playing Regulation may result in a team being removed from the league. Such a team will be regarded as having defaulted the match. See clause D3.1 below.

A team, causing a match to start later than 12h15 (Sunday) or 13h30 (Saturday) but before 12h30 (Sunday) or 13h45 (Saturday), for any reason, shall have overs deducted at a rate of 1 over deducted for each 3,5 minutes or part thereof of time lost, to a maximum of 4 overs.

TEAMS AND MATCH OFFICIALS, IF ANY, ARE EXPECTED TO BE AT THE VENUE AT THE **ARRIVAL TIME** AS SPECIFIED BELOW.

F3 DEFAULTS

- 3.1 In the event of a side defaulting by not reporting to a particular ground to fulfil a scheduled fixture, the opposing team will automatically be awarded four (4) match points. The defaulting team will have four (4) match points deducted from their accumulated league total.
- 3.2 In all instances concerning a default the Club Cricket Committee will consider the aspects as outlined in Playing Regulation - Part B13.
- 3.3 No club shall have the right to claim any expenses resulting from a default.

F4 CRICKET BALLS TO BE USED

The specified cricket balls to be used in the leagues are as follows: -

- 4.1 **First League** - A new two (2) piece 156g Kookaburra Practice cricket ball.
- 4.2 **Chairman and Presidents Leagues** - A new four (4) piece 156g Winner Legend ball.
- 4.3 **Second, Third, Fourth and Fifth Leagues** - A new four (4) piece 156g Winner Legend ball.
- 4.4 **Colts League** – A new four (4) piece 156g Winner Legend ball.
- 4.5 **Women's League** - A new four (4) piece 142g Legend ball.
- 4.6 Teams using any other type of cricket ball, other than specified will be deducted one (1) match point.

F5 HOURS OF PLAY

5.1a SUNDAY 40 OVERS LEAGUES (CHAIRMANS & PRESIDENTS)

| | |
|------------------------|--|
| Total of 5 hours play: | 40 overs per side at an over rate of 3.8 minutes per over |
| Arrival Time | 11h35 |
| Toss Coin | 11h45 (Toss time may be revised to 12h00. See Clause 2.1) |
| Start Time | 12h00 (Start time may be revised to 12h15. See Clause 2.1) |
| 12h00 – 14h30 | Water break after 20 overs |
| 14h30 – 14h45 | Interval (unless altered in terms of E16 below) |
| 15h45 – 17h15 | Water break after 20 overs |

5.1b SUNDAY 40 OVERS LEAGUES (COLTS LEAGUE)

| | |
|------------------------|---|
| Total of 5 hours play: | 40 overs per side at an over rate of 3.8 minutes per over |
| Arrival Time | 08h45 |
| Toss Coin | 09h15 |
| Start Time | 09h30 |
| 09h30 - 12h00 | Water break after 20 overs |
| 12h00 - 12h15 | Interval (unless altered in terms of clause E16 below) |
| 12h15 - 14h45 | Water break after 20 overs |

Special Conditions for Colts League

- a) The league shall be restricted to players between the ages of 14 and 17
- b) Only two (2) senior players may be on the field during a match
- c) Senior players are not allowed to play in any other Sunday League (at the discretion of the Director of Club Cricket)
- d) Senior players are not to bat higher than no. 5
- e) Senior players are not to bowl in 1st 15 overs
- f) Players in Colts League should not to be Provincial selected players past U15 level
- g) The Director of Club Cricket may approve or decline any such player as mentioned above.

5.2 SATURDAY 35 OVERS LEAGUES (MENS AND LADIES)

| | |
|--------------------------|--|
| Total of 4.5 hours play: | 35 overs per side at an Over rate of 3.8 minutes per over |
| Arrival Time | 12h30 |
| Toss Coin | 13h00 (Toss Time may be revised to 13h15. see Clause 2.1) |
| Start Time | 13h15 (Start Time may be revised to 13h30. See Clause 2.1) |
| 13h15 - 15h30 | No drinks break |
| 15h30 - 15h45 | Interval (unless altered in terms of D16 below) |
| 15h45 - 18h00 | No drinks break |

F6 DURATION OF MATCH

A match shall be limited to one innings per side, which shall be a maximum of:

- 6.1 40 overs for the other Sunday limited over leagues.
- 6.2 20 and 35 overs for All Saturday Leagues.
- 6.3 If the team fielding first fails to bowl the required number of overs in the scheduled time E5 or revised time as calculated in Clause 16 below, play shall continue until the required number of overs has been bowled. The team fielding first shall only face the number of overs that they bowled in the scheduled time or revised time. Knockout matches shall be excluded.
- 6.4 Should the team bowling second not complete the required number of overs by the scheduled time or revised time for the completion of the match, play shall cease and the winner of the match shall be determined by the "Run rate" method as set out in Clause 16.5 below. Such a team shall have 2 points deducted from their accumulated total.

F7 INTERVALS

The interval shall fall between innings for all limited over matches. This interval shall not be dispensed with.

F8 DRINKS OR WATER BREAKS ON THE FIELD

Drinks or water breaks shall only be taken onto the field at times in Clause 5 above or revised time in terms of Clause 16. Players and Umpires shall not leave the field during this interval and the interval shall not exceed five (5) minutes. This shall be strictly adhered to except that drinks shall be taken immediately if a wicket falls within five (5) minutes of the time stated. Drinks break – home team to supply. Water break – each team to supply own.

F9 THE BOWLER

No bowler shall bowl more than:

- 9.1 Eight (8) overs in a 40 Over League match.
- 9.2 Seven (7) overs in a 35 Over League match.
- 9.3 There will be no limit on the bowlers run up.
- 9.4 In the case of a reduction in overs for whatever reason, the bowler's individual allocation of overs shall not be reduced.

F10 THE WIDE BALL

- 10.1 2 lines shall be marked one either side of the wickets parallel to the return crease 450mm from the return crease. The line shall extend from the popping crease to the bowling crease. See Annexure A: pitch markings
- 10.2 Should a ball deemed to be fairly delivered pass between these lines it shall **not** be regarded as a wide ball.
However, should it pass to the leg side of the leg side line or to the offside of the offside line it **shall** be regarded as a wide ball.
- 10.3 Should a "player umpire" not apply this Bye Law correctly, their team shall be removed from the league and their playing record expunged. See Annexure "A".
- 10.4 In addition to the penalty run for bowling a Wide ball, any other runs resulting shall be scored as wide runs.

F11 NO BALL: - MODE OF DELIVERY

Law 24.1 shall apply but in addition, either Umpire shall call and signal "No Ball" if a ball, which they consider to have, been fairly delivered: -

- 11.1 Bounces two times or more before reaching the batsman.
- 11.2 Rolls along the ground before reaching the batsman.
- 11.3 Is a full pitch ball, which passes or would have passed above the striker's waist standing in an upright stance at the crease. (slow or fast beamer)

- 11.4 A bowler shall be permitted to bowl One (1) short pitched balls (bouncers) per over. The umpire at the bowlers end shall call and signal "No Ball" upon the bowling of a second short pitched ball in an over. The definition of a short pitched ball shall be as described in Law 41.6.
- 11.5 In addition to the penalty run for bowling a No Ball, any other runs resulting shall be scored as runs to the batsman if hit or as extras, as the case may be.

F12 THE FIELDSMEN

The number of onside fielders shall not exceed five (5), of whom, not more than two (2) may be behind the popping crease at the instant of the bowler's delivery. In the event of an infringement of this law, either Umpire shall call and signal "No Ball".

F13 FIELDER LEAVING THE FIELD

If at any time, for any reason, a member of the fielding side leaves the field or fails to return after an interval, no substitute shall be allowed for the next eight (8) minutes of playing time.

F14 HELMETS

- 14.1 When protective helmets are not in use by the fielding team they shall only be placed on the ground behind the wicketkeeper. In the event of the ball striking the helmet whilst in this position, whether played or not, 5 penalty runs shall be awarded.
- 14.2 The fielding side may have more than one helmet in use at any one time.

F15 DECLARATIONS

No team shall declare their innings closed in limited over matches.

F16 PLAY SUSPENDED DUE TO WEATHER OR LIGHT

- 16.1 If, due to weather or light, the starting time of a match is delayed, or suspended, the object shall always be to re-arrange the number of overs so that both teams have the opportunity to bat for an equal number of overs.
- 16.2 The calculation for the number of overs to be bowled shall be based on the rate of one over or part thereof in the time remaining before the close of play.
- 16.3 A minimum of 20 overs per team will be necessary for a result to be obtained unless a team is bowled out in fewer than 20 overs or a team reaches its target in less than 20 overs.
- 16.4 If a side, batting first, is bowled out within the number of overs scheduled or agreed to be faced, its run rate shall be calculated on that number of overs scheduled or agreed to be faced, and not the overs actually faced.
- 16.5 The definition of **OVERS FACED** used in calculation below shall be: -
- Either the actual number of overs faced if a team is not bowled out in fewer than the scheduled number of overs or a revised number of overs as calculated below.
 - Or the number of scheduled overs or revised number of overs as calculated below if a team is bowled out in fewer than those overs.
- 16.6 **CALCULATION FOR A DELAY OCCURRING BEFORE PLAY STARTS**
 Time remaining for Play (in min) = Scheduled duration (in min) - Time lost (in min) - 15min for interval.
 Overs per side = Time remaining for Play / 6.8 or 7.6
- 16.7 **CALCULATION FOR A DELAY OCCURRING DURING THE FIRST INNINGS**
 Overs remaining = (Time remaining for Play - 15min for interval) / 3.4 or 3.8
 Overs per side = (Overs remaining + Overs bowled) / 2
- Should the team batting first, already have exceeded the overs per side, calculated above, the following shall apply: -
- The innings of the team batting first shall be immediately terminated and the runs scored to that point will be declared their total.
- The team batting second shall bat for the remaining overs as calculated above.
- Their target shall be calculated thus: -
 Target = (Total of team batting first / Overs faced by team batting first) x Overs remaining
- 16.8 **CALCULATION FOR A DELAY OCCURRING DURING THE INTERVAL**

Overs for innings = Time remaining for play (in min) / 3.4 or 3.8

Revised target = (Total scored by team batting first / Overs faced) x Overs of team batting second

16.9 CALCULATION FOR A DELAY OCCURRING DURING THE SECOND INNINGS

Overs remaining = Time remaining for play (in min) / 3.4 or 3.8

Overs for innings = Overs remaining + Overs bowled

Revised target = (Total scored by team batting first / Overs faced) x Overs of team batting second

16.10 CALCULATION OF RESULT FOR A MATCH NOT COMPLETED BY THE SCHEDULED CLOSE

Total of team batting first / overs faced x Number of overs faced at scheduled close by team batting second.

Winning team is the team with the highest score.

16.11 The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter have been bowled out in less than the agreed number of overs.

16.12 If the overs in a match are reduced for any reason whatsoever and the team batting first is all out before the agreed number of overs, the team batting second shall not have the right to claim those overs not faced by the team batting first, as their own.

F17 FITNESS OF GROUND, WEATHER AND LIGHT

17.1 Laws 2. 7, 2.8 & 2.9 of the Laws of Cricket 2017 Code shall apply. If no official Umpires are officiating in the match the fitness of the ground, weather and light shall rest in the hands of the Captains. (Refer Part C)

17.2 If no official ground authority is available not later than half an hour prior to the scheduled commencement of the match, the ground shall be considered to have been automatically handed over to the Umpire(s)/Captains as from that time.

17.3 If an officially appointed Umpire arrives at the ground later than fifteen minutes from the scheduled commencement of the match, the decision regarding the fitness of the ground for play **BEFORE** commencement of the match shall rest in the hands of the Captains.

17.4 The Umpires and the Captains shall see that all necessary steps are taken to improve the playing area, other than the pitch, in order to facilitate play at the earliest possible moment after rain. They shall instruct the grounds man to use every practicable means to remove water from the covers on the pitch and any other water surrounding the pitch or elsewhere on the playing area.

17.5 The use of naked flames or heat derived from naked flames to dry the pitch is strictly forbidden. Any club allowing the pitch to be dried in this manner may lose their financial grant. Willowmoore Park is exempt provided the drying is done by the groundsman.

17.6 No club shall have the right to claim any expenses resulting from a match not taking place due to ground weather or light.

17.7 No team is permitted to use artificial light (floodlights) to improve natural light in an effort to continue playing. The captain of the home side will automatically be suspended for a period of Two (2) weeks should he permit such artificial light to be used.

F18 ABANDONED MATCHES

18.1 Matches abandoned due to ground, weather or light conditions before a decision has been reached, shall not be regarded as postponed fixtures.

In such cases points shall be awarded as laid down according to the state of the match and the time it was abandoned.

18.2 In the event of no official Umpire being present, the respective Captains shall decide in this regard. Result sheets shall be forwarded to the Union in the prescribed manner.

18.3 Matches abandoned for any other reason other than ground, weather and light will be viewed in a serious light. The team causing the abandonment of a match, by leaving the field or failing to resume play after an interruption or an interval, shall be deemed to have lost the match and will have six (6) deducted from their accumulated total. The opponents shall be awarded six (6) points for a win.

18.4 No club shall have the right to claim any expenses resulting from such an abandoned match.

F19 MATCHES NOT COMPLETED

In the case of limited over matches not completed, due to weather or light, the matches shall be regarded as a draw, unless a result on run rate can be calculated in terms of Clause 16 above.

F20 COVERING OF THE PITCH

- 20.1 The pitch may be entirely protected against rain up to the commencement of play in accordance with the practice in vogue at each ground. In addition, the area surrounding the pitch may be covered.
- 20.2 It is not a requirement that teams playing in 40, 35 & 20 Over Limited cricket leagues has covers
- 20.3 In the event of a game not being played in any Knockout competition due to the pitch not being covered, the home team will be deemed to have lost the match.

F21 THE RESULT

- 21.1 If no official Umpires are officiating in a match, any decision regarding the correctness of the score shall be the responsibility of the Captains. If the Captains cannot reach agreement regarding the correctness of the scores, they shall refer the matter to the Club Cricket Committee for a final decision.
- 21.2 If a team has overs deducted as in Clause 2.2 above and the match has to be decided by a run rate calculation, due to ground, weather and light, the team having overs deducted shall automatically lose the match regardless of the outcome of the run rate calculation.

F22 A TIE

A tie may result in limited overs league matches. Refer to Clause 24 for points allocation.

F23 THE WINNER

- 23.1 The winner shall be a side scoring most runs in the overs permitted or having the better "Run rate" in a curtailed match, subject to F16 above.
- 23.2 If it is not possible to bowl the minimum of 40 overs, 20 per team, the match will be a draw and match points awarded as per Clause 24 per side.
- 23.3 If, for any reason, it is not possible to achieve a result in the first round of a Knockout match, the match will be decided on the toss of a coin.

F24 POINTS SCORING SYSTEM

| MATCH POINTS | | PENALTY POINTS | |
|--------------|-------|---|--------|
| Win | 4 pts | Failure to fulfill a fixture | -4 pts |
| Tie | 2pts | Each unregistered/ underage player fielded by a team | -4 pts |
| Draw | 2 pts | Team responsible for abandoning a match | -4 pts |
| Lost | 0 pt | Team played with the incorrect ball | -1 pt |
| | | Team fielding 2 nd failed to bowl the required overs in the time allowed | -2 pts |

PART G: PLAYING REGULATIONS – Saturday T20 League & Club 20 Over Competition Matches

G1 A TEAM

A team shall consist of not more than eleven (11) and not less than nine (9) players and all players are required to be registered in the prescribed manner.

No player under the age of 16 years old may play in the 1st League and no player under the age of 15 years old may play in any other senior club cricket league, unless formally approved by the Director of Club Cricket.

G2 LATE ARRIVALS

- 2.1 If a team does not have nine (9) or more players nominated in terms of Law 1.2, present at the scheduled start of the match, that team will be deemed to have lost the match. A friendly match will be played and the number of overs to be played will be determined in Clause 16.
- 2.2 If a team arrives late, a friendly match will be played and the team will be expelled from the competition and their playing record expunged from the log.

G3 DEFAULTS

In the event of a side defaulting by not reporting to a particular ground to fulfil a scheduled fixture or by arriving late, the opposing team will automatically be awarded four (4) match points in the league section.

G4 CRICKET BALLS TO BE USED

- 4.1 PREMIER CLUB 20 OVER COMPETITION - Premier & Promotion League
A new four (4) piece 156g pink Winner Shadow or a new four (4) piece pink 156g pink ball from the Callas range shall be used for the morning match and the same ball shall be retained and used for the afternoon match where a double header has been fixtured.
- 4.2 SATURDAY T20 CLUB LEAGUE
First League - A new two (2) piece 156g Kookaburra Practice cricket ball.
Second, Third, Fourth and Fifth Leagues - A new four (4) piece 156g Winner Legend ball.
Women's League - A new four (4) piece 142g Legend ball.
- 4.3 No artificial substance may be used to enhance the condition of the ball. Should any team be found to be guilty of artificially enhancing the condition of the ball that team will be deemed to have lost the match and the team will be expelled from the competition.

G5 HOURS OF PLAY

5.1 SATURDAY 20 OVERS LEAGUES (MENS AND LADIES)

| | | |
|------------------------|---|--|
| Total of 3 hours play: | 20 overs per side at an Over rate of 4 minutes per over | |
| Arrival Time | 12h30 | |
| Toss Coin | 13h00 | (Toss time may be revised to 13h15. see Clause 2.1) |
| Start Time | 13h15 | (Start Time may be revised to 13h30. See Clause 2.1) |
| 13h15 – 14h35 (80min) | No drinks break | |
| 14h35 – 14h55 (20min) | Interval (unless altered in terms of D16 below) | |
| 14h55 – 16h15 (80min) | No drinks break | |

5.2 PREMIER CLUB 20 OVERS COMPETITION (MENS)

| MORNING SESSION | AFTERNOON SESSION |
|---|---|
| Total of 3h15 min play: - 20 overs per side | Total of 3h15min play: -20 overs per side |
| 09h30 – 12h45 | 13h30 - 16h45 |

G6 DURATION OF MATCH

- 6.1 A match shall be limited to one innings per side, which shall be a maximum of 20 overs.
- 6.2 If the fielding team, fails to bowl the required number of overs in the scheduled time clause 5 or revised time as calculated in clause 16 below, 20 runs shall be added to the batting teams score for each uncompleted over. The team batting second shall be entitled to face the full complement of overs.
- 6.3 Play shall cease at the specified finishing time or revised time, which should be no later than 13h30 in any morning session / fixture involving the Director and Reserve League double header fixtures.

G7 INTERVALS

The interval shall fall between innings. This interval shall not be dispensed with.

G8 DRINKS ON THE FIELD

No drinks or water breaks shall be permitted.

G9 THE BOWLER

- 9.1 No bowler shall bowl more than four (4) overs.
- 9.2 There will be no limit on the bowlers run up.
- 9.3 In the case of a reduction in overs for whatever reason, the bowler's individual allocation shall not exceed 20% of the total overs to be bowled in the innings.

G10 WIDE BALL

- 10.1 2 lines shall be marked on either side of the wickets parallel to the return crease (450mm from the return crease). The line shall extend from the popping crease to the bowling crease. Refer to Annexure A: pitch markings.
- 10.2 Should a ball deemed to be fairly delivered pass between these lines it shall not be regarded as a wide ball.
- 10.3 However should it pass to the leg side of the leg side line or to the offside of the offside line it shall be regarded as a wide ball.
- 10.4 Should a "player umpire" not apply this Bye Law correctly, their team shall be removed from the league and their playing record expunged.
- 10.5 In addition to the penalty run for bowling a Wide ball, any other runs resulting shall be scored as wide runs.

G11 NO BALL

Law 21 shall apply but in addition, either Umpire shall call and signal "No Ball" if a ball, which they consider to have been fairly delivered: -

- 11.1 Bounces two times or more before reaching the popping crease unless previously touched by the batsman or his bat.
- 11.2 Rolls along the ground before reaching the batsman.
- 11.3 Is a full pitch ball, which passes or would have passed above the striker's waist standing in an upright stance at the crease. (Slow or fast beamer)
- 11.4 In addition to the penalty run for bowling a No Ball, any other runs resulting shall be scored as runs to the batsman if hit or as extras, as the case may be.
- 11.5 The definition of a short pitched ball shall be as described in Law 41.
- 11.6 A bowler shall **not** be permitted to bowl short-pitched balls (bouncers). Either umpire shall call and signal "No Ball" upon the bowling a short-pitched ball.

G12 THE FIELDSMEN

The number of onside fielders shall not exceed five (5), of whom, not more than two (2) may be behind the popping crease at the instant of the bowler's delivery. In the event of an infringement of this law, either Umpire shall call and signal "No Ball". There are **no** other fielding restrictions other than those stated above.
ie. **NO POWER PLAYS**

G13 FIELDER LEAVING THE FIELD

If at any time, for any reason, a member of the fielding side leaves the field no substitute shall be allowed.

G14 HELMETS

When protective helmets are not in use by the fielding team they shall only be placed on the ground behind the wicketkeeper. In the event of the ball striking the helmet whilst in this position, whether played or not, 5 penalty runs shall be awarded. The fielding side may have more than one helmet in use at any one time.

G15 DECLARATIONS

No team shall declare their innings closed.

G16 PLAY SUSPENDED DUE TO WEATHER OR LIGHT

- 16.1 If, due to weather or light, the starting time of a match is delayed, or suspended, the object shall number of overs. The calculation for the number of overs to be bowled shall be based on the rate of one over per 4 minutes or part thereof.
- 16.2 A minimum of **8 overs** per team will be necessary for a result to be obtained unless a team is bowled out in fewer than **8 overs** or a team reaches its target in less than 8 overs.
- 16.3 If a side, batting first, is bowled out within the number of overs scheduled or agreed to be faced, its run rate shall be calculated on that number of overs scheduled or agreed to be faced, and not the overs actually faced.
- 16.4 The definition of **OVERS FACED** used in calculation 16.8 and 16.9 below shall be: -
- (i) Either the actual number of overs faced if a team is not bowled out in fewer than the scheduled number of overs or a revised number of overs as calculated below.
 - (ii) Or the number of scheduled overs or revised number of overs as calculated below if a team is bowled out in fewer than those overs.
- 16.5 **CALCULATION FOR A DELAY OCCURRING BEFORE PLAY STARTS**
- Time remaining for Play (in min) = Scheduled duration (in min) - Time lost (in min) - 10min for interval
Overs per side = Time remaining for Play / 8
- 16.6 **CALCULATION FOR A DELAY OCCURRING DURING THE FIRST INNINGS**
- Overs remaining = (Time remaining for Play - 10min for interval) / 4
Overs per side = (Overs remaining + Overs bowled) / 2
- 16.7 **CALCULATION FOR A DELAY OCCURRING DURING THE FIRST INNINGS cont...**
- Should the team batting first, already have exceeded the overs per side, calculated above, the following shall apply: -
- a. The innings of the team batting first shall be immediately terminated and the runs scored to that point will be declared their total.
 - b. The team batting second shall bat for the remaining overs as calculated above.
Their target shall be calculated thus: -
Target = (Total of team batting first / Overs faced by team batting first) x Overs remaining
- 16.8 **CALCULATION FOR A DELAY OCCURRING DURING THE INTERVAL**
- Overs for innings = Time remaining for play (in min) / 4
Revised target = (Total scored by team batting first / Overs faced) x Overs of team batting second

16.9 CALCULATION FOR A DELAY OCCURRING DURING THE SECOND INNINGS

Overs remaining = Time remaining for play (in min) / 4

Overs for innings = Overs remaining + Overs bowled

Revised target = (Total scored by team batting first / Overs faced) x Overs of team batting second

16.10 MATCH NOT COMPLETED BY THE SCHEDULED CLOSE

Twenty runs shall be added to the score of the batting team for each over not completed in the scheduled or revised time.

16.11 The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter have been bowled out in less than the agreed number of overs.

16.12 If the overs in a match are reduced for any reason whatsoever and the team batting first is all out before the agreed number of overs, the team batting second shall **not** have the right to claim those overs not faced by the team batting first, as their own.

G17 FITNESS OF GROUND, WEATHER AND LIGHT

17.1 Laws 2, 7, 2.8 & 2.9 of the Laws of Cricket 2017 Code shall apply. If no official Umpires are officiating in the match the fitness of the ground, weather and light shall rest in the hands of the Captains.

17.2 If no official ground authority is available not later than half an hour prior to the scheduled commencement of the match, the ground shall be considered to have been automatically handed over to the Umpire(s)/Captains as from that time.

17.3 If an officially appointed Umpire arrives at the ground later than fifteen minutes from the scheduled commencement of the match, the decision regarding the fitness of the ground for play BEFORE commencement of the match shall rest in the hands of the Captains.

17.4 In order to facilitate play at the earliest possible moment after rain, the Umpires and the Captains shall see that all necessary steps are taken to improve the playing area, other than the pitch. The home team shall use every practicable means to remove water from the covers on the pitch and any other water surrounding the pitch or elsewhere on the playing area.

G18 ABANDONED MATCHES

18.1 Matches abandoned due to ground, weather or light conditions before a decision has been reached, shall not be regarded as postponed fixtures. In such cases points shall be awarded as laid down according to the state of the match and the time it was abandoned.

18.2 In the event of no official Umpire being present, the respective Captains shall decide in this regard. Result sheets shall be forwarded to the Union in the prescribed manner.

18.3 Matches abandoned for any other reason other than ground, weather and light will be viewed in a serious light. The team causing the abandonment of a match, by leaving the field or failing to resume play after an interruption or an interval shall be deemed to have lost the match. The opponents shall be awarded five (5) points for a win.

G19 MATCHES NOT COMPLETED

In the case of PRO / Club 20 matches not completed, due to weather or light, the matches shall be regarded as a draw, unless a result can be calculated in terms of **Clause 16** above.

G20 COVERING OF THE PITCH

The pitch may be entirely protected against rain up to the commencement of play in accordance with the practice in vogue at each ground. In addition, the area surrounding the pitch may be covered.

It is not a requirement that teams playing in Saturday T20 / Club 20 cricket leagues have covers.

G21 THE RESULT

- 21.1 If no official Umpires are officiating in a match, any decision regarding the correctness of the score shall be the responsibility of the Captains.
- 21.2 If the Captains cannot be reach agreement regarding the correctness of the scores, they shall refer the matter to the Club Cricket Committee for a final decision.

G22 A TIE

A tie may result in Saturday T20 / Club 20 League matches. Refer to points in **clause 25**

G23 THE WINNER

- 23.1 The winner shall be a side scoring most runs in the overs permitted or having the better "Run rate" in a curtailed match, subject to **clause 16** above.
- 23.2 If it is not possible to bowl the minimum of 16 overs, 8 per team, the match will be a draw.

G24 PLAYER RESTRICTIONS

No player may play for one team in the first session and a different team in the second session. Director & Reserve League teams shall be allowed to select alternative players for the afternoon fixture, than those who participated in the morning fixture in the case of a double header on the same day.

G25 POINTS SCORING SYSTEM

| MATCH POINTS | | PENALTY POINTS | |
|--------------|-------|--|--------|
| Win | 4 pts | Failure to fulfill a fixture | -4 pts |
| Tie | 2 pts | Each unregistered/ underage player fielded by a team | -4 pts |
| Draw | 2 pts | Team responsible for abandoning a match | -4 pts |
| Lost | 0 pt | Team played with the incorrect ball | -1 pt |