

Hamilton and District Cricket League



Match Playing Conditions

Except as varied hereunder, ICC standard One-Day international match playing conditions and/or the MCC Laws of Cricket (2000 Code) 6h Edition - 2015 shall apply

(1) SUBSTITUTES

Law 2.1 shall be applied as modified:

Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted

The umpires shall have discretion, for wholly acceptable reasons, to allow a substitute for a fielder at the start of the match or any subsequent time. The substitute must be a registered player with the club involved in the substitution.

Law 2.5 shall be applied as modified: If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play:

- (a) the umpire shall be informed of the reason for fielder's absence,
- (b) The fielder shall not thereafter come on to the field during a session of play without the consent of the bowler's end umpire
- (c) the umpire shall give such consent as soon as practicable.

If the player is **absent from the field for longer than 8 minutes**:

- (i) The player shall not be permitted to bowl in that innings after his return until he has either been on the field, or his team has subsequently been batting, for the total length of playing time for which he was absent (Penance time), subject to a maximum cumulative penance time of 120 minutes. If any unexpired penance time remains at the end of the first innings, it is carried forward to the second innings of the match.
 - (ii) The player shall not be permitted to bat in the match until team's batting innings has been in progress for the length of playing time that is equal to the expired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 120 minutes. However, once his side has lost five (5) wickets in its batting innings, he may bat immediately.
- The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).
- (i) In the event of a fieldsman already being off the field at the commencement of an interruption in play, through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, providing that he personally informs the umpires when he is fit enough to take the field had play been in progress.

(2) **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 60 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.

UNINTERRUPTED MATCHES: In uninterrupted matches, each innings should end at or before, the scheduled or re-schedule time although the over in progress at this time should be allowed to complete if necessary. Each team shall bat for their allotted overs unless all out earlier.

Sides are expected to be in position to bowl the first ball of the last of their overs within the allotted playing time.

In the event of them failing to do so:

- a) Shall receive number of overs bowled at cut-off time when batting
- b) Shall continue to bowl the allotted overs unless batting team is all out earlier
- c) The batting side will be credited with six (6) runs for every whole over that has not been bowled by the scheduled or rescheduled cessation time.
- d) This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second.
- e) All penalties in this regard will be imposed immediately the ball becomes dead after the scheduled or re-scheduled cessation time for the innings even if this time is during an over.
- f) The penalty runs will be considered to be awarded at the instant of the last delivery. If the innings is terminated before the scheduled or re-scheduled cut-off time, based on the rescheduled cessation time for that innings then no over rate penalty will apply.
- g) If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.
- h) The umpire shall inform the fielding captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings.
- i) The umpire at the bowler's end will inform the fielding captain, the batsmen and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).
- j) In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one overs leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut-off time.
- k) The six runs/over penalty is the only penalty for slow overrate.
- l) For the purpose of net run-rate calculations, any runs accrued through application of this clause shall be included in calculations.
- m) If umpires have to award penalty runs for slow over rates, they must file a report with the Hamilton District Cricket League.
- n) The innings of the team batting second shall be limited to the same number of overs that it has bowled by the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

(3) DELAYED START DUE TO LATE ARRIVAL OF A TEAM:

a) **If the defaulting team bats first**, they are not entitled to the number of overs that would have been bowled during the delay.

1. For example, if the delay is twenty (20) minutes in a regular match then the maximum number of overs the defaulting team will face will be reduced to $(170-20)/4.2 = 36$ overs.

b) The fielding restriction overs will be 7+22+7

c) The team bowling is first is not penalized.

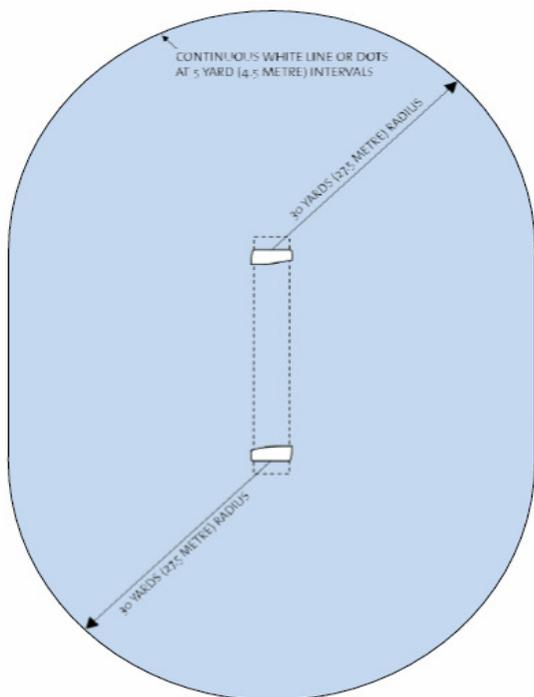
1. They can have five bowlers using the following scheme: 4 bowlers allowed 8 overs and 1 bowler 4 overs.

d) **If the defaulting team fields first**, they are required to bowl 40 overs by the scheduled interval or the recalculated number of overs due to an interruption. When they bat, they will receive full 40 overs or the recalculated number of overs due to an interruption.

In circumstances when the number of overs of the batting team is reduced, the number of Power-Play Overs shall be reduced in accordance with the table given in point:5 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.

(4) Restriction of the placement of Fielders : Fielding Circle:

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



(5) FIELDING RESTRICTIONS

Restrictions on the placement of fieldsmen:

Restrictions on the placement of fieldsmen:

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

2. In addition to the restriction contained in clause 1 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 (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

3. The following fielding restrictions shall apply:

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 attached Appendix 1). 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.

At the instant of delivery:

Powerplay 1: During the first block of Powerplay Overs (as set out below), **NO More than two (2)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.

Powerplay 2: **No more than four (4)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive.

Powerplay 3: **No more than five (5)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive.

NOTE: If team is playing with less than 11 players, the inner circle has to be filled first.

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

(5) Reduced overs - Power Play Chart

Duration	First Powerplay	Second Powerplay	3rd Powerplay
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

Approved by membership at SAGM on April 17, 2016 at Oakville.

38	8	23	7
39	8	23	8
40	8	24	8

*If more than 225 minutes of total time is lost (elapsed time), the game shall be abandoned.

6. If play is interrupted during an innings and the table in 5 (above) applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if interruption has occurred mid-over.

7) Illustrations 1:

A match starts as 40 overs, is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6 (Refer table in 4 above). Therefore the middle phase (Powerplay 2) fielding restrictions take immediate effect, when play resumes and last for a further 17.3 overs. The final phase (Powerplay 3) begins after 26 overs have been bowled.

Illustrations 2:

A match starts as 40 overs per innings, is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4 (Refer table in 4 above). When play resumes, the final phase (Powerplay 3) fielding restrictions apply for the remaining 3.1 overs.

6. At the commencement of the middle (Powerplay 2) and final (Powerplay 3) phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. (Powerplay signal)

7. In the event of an infringement of any of the above fielding restrictions, the striker end umpire shall call and signal 'No Ball'.

8. Once a side has nominated a Power-Play, the decision can not be reversed.

9. Each block of Power-Play Overs must commence at the start of an over.

8) NO BALL

(8.1) THE BOWLING OF FAST, SHORT-PITCHED BALLS {Law 42.6(a)}

(8.1.1) A bowler shall be limited to **two (2) fast short-pitched** deliveries per over.

(8.1.2) A fast short-pitched delivery is defined as a ball that passes or would have passed above shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head.

(8.1.3) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each short pitched delivery has been bowled.

(8.1.4) In addition, for the purpose of this regulation and subject to Clause 8.1.6 below, a ball that passes above head height of the batsman, when standing upright at the crease, that prevents him from being able to hit with his bat by means of a normal cricket stroke shall be called a 'Wide'.

(8.1.5) For avoidance of doubt, any fast short-pitched delivery that is called a 'Wide' under this playing condition shall also count as the allowable short-pitched delivery in that over.

(8.1.6) In the event of a bowler bowling more than two (2) fast short-pitched deliveries in an over as defined above, the umpire at the bowler's end shall call and signal 'No Ball' on each occasion.

(8.1.7) A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal 'No Ball' and then tap his head with the other hand.

(8.1.8) The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled over arm.

(8.1.9) Umpires are reminded that "For a delivery to be fair, in respect of the arm, the ball must not be thrown." If in the opinion of either umpire, the ball has been thrown, he shall call and signal 'No Ball' and follow the procedures as laid out in Law 24.2

(8.1.10) **THE BOWLING OF HIGH FULL-PITCHED BALLS {Law 42.6 (b)}**

(a) Any delivery which passes or would have passed on the full above waist height of the striker, standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury to the striker.

(b) In the event of a bowler bowling a full high pitched ball as defined in Clause 15 (a) above, the umpire at the bowler's end shall call and signal no ball.

If in the opinion of the umpire, such delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred.

(c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(d) The bowler thus taken off shall not be allowed to bowl again in that innings.

(e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

(f) The umpires will then report the matter to the HDCL Board.

(8.1.11) **DELIBERATE HIGH FULL PITCHED BALLS**

Law 42.8 Shall be replaced by the following:

If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, the caution and final warning process shall be dispensed with.

The umpire at the bowler's end shall call and signal 'no ball'. When the ball is dead, direct the captain of the fielding team to take the bowler off forthwith. Not allow the bowler to bowl again in that innings. Ensure the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

Report the occurrence as set out above in (15).

(8.1.12) **Bowler breaking wicket in delivering ball (Law 24.6)**

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under Law 42.15, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride. Laws 23.4(b)(viii), 23.4(b)(ix) and 24.10 will apply.

(**Delivery stride** is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.)

(8.1.13) **Foot Fault:** A front foot (popping crease & center line) and back foot (return crease) - foot fault will be called and signaled "NO Ball" by an umpire. (Law 24.5)

(8.2) **Free Hit after all modes of NO Ball:**

In addition to the above, the delivery following **all modes of NO Ball** 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 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 a wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker or the NO ball was result of a fielding restriction breach, in such case the field may be changed to the extent of correcting the breach.

The umpire will signal a free hit by (after the normal NO Ball signal) extending one arm straight upwards and moving it in a circular motion.

(9) WIDE BOWLING - JUDGING A WIDE

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

Any offside or leg side delivery, which, in the opinion of the Umpire, does not give the batsman a reasonable opportunity to score, shall be called a wide.

As a guide, on the leg side a ball landing clearly outside the leg stump and going further away shall be called a Wide.

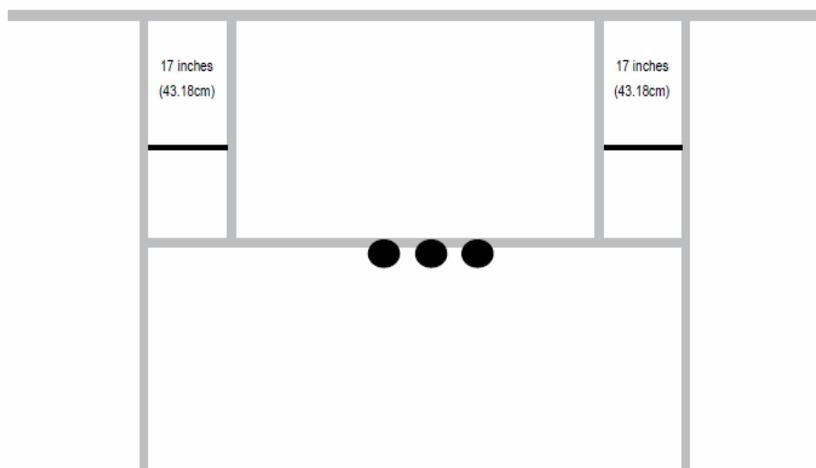
A penalty of one (1) run for a Wide shall be scored in addition to any other runs scored, any boundary allowance and any other penalties awarded. Apart from any award of a five (5) runs penalty, all runs resulting from a wide shall be scored as Wide and debited against the bowler.

NOTE: In addition, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide. For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over

(10) ADDITIONAL CREASE MARKING

The following shall apply in addition to Law 9: As a guideline to the umpires for the calling of wides on the offside, the crease markings detailed below shall be marked in white at each end of the pitch.

CREASE MARKING



(11) BALL BEYOND THE BOUNDARY

A ball may be caught, subject to the provisions of Law 32, or fielded after it has crossed the boundary, provided that

(i) The first contact with the ball is by a fielder either with some part of his person grounded within the

boundary, or whose final contact with the ground before touching the ball was within the boundary.

(ii) Neither the ball, nor any fielder in contact with the ball, touches or is grounded beyond the boundary at any time during the act of making the catch or of fielding the ball. The act of making the catch or of fielding the ball, shall start from the time when the ball first comes into contact with some part of the fielder's person and shall end when a fielder obtains complete control both over the ball and over his own movement and has no part of his person touching or grounded beyond the boundary.

(12) BATSMAN OUT OF HIS GROUND Law 29

(a) A batsman shall be considered to be out of his ground unless his bat or some part of his person is grounded behind the popping crease.

(b) Notwithstanding (a) above, if a running batsman, having grounded some part of his foot behind the popping crease, continues running further towards the wicket at that end and beyond, then any subsequent total loss of contact with the ground or both his person and his bat during his continuing forward momentum shall not be interpreted as being out of his ground.

(13) Time wasting by Batsman Law 42.10 shall apply,

Umpires will be the sole judge for time wasting, reasonable and unreasonable delays. Each team must try to bowl its' allotted number of overs in the stipulated time. Please refer to by-law 4.09. ????

Law 42.10 applies, subject to the following: If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within two (2) minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

(14) Bowler attempting to run out non-striker before delivery: Law 42.15

Law 42.15 shall be replaced by the following: The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon possible

(15) Law 40 - The Wicket keeper - Law 40.4 shall be replaced by the following:

After ball comes into play and before it reaches the striker, it is unfair if the wicket- keeper significantly alters his position in relation to the striker's wicket, except for the following:

1. movement for few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket
2. lateral movement in response to the direction in which the ball has been delivered
3. movement in response to the stroke that the striker is playing or that his actions suggest he intends to play,

however for the provisions of Law 40.3 (position of the wicket-keeper) shall apply.

In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

16) Law 41.7 - Movement by fielders and Significant movement by a fielder:

Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before it reaches the striker, is unfair except for the following:

1. minor adjustments to stance or position in relation to the striker's wicket.
2. movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position
3. movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

Notwithstanding (3) above, in all circumstances Law 41.5 (Limitation of ON side fielders) shall apply. however for the provisions of Law 40.3 (position of the wicket-keeper) shall apply.

In the event of unfair movement, either umpire shall call and signal Dead ball as soon as possible after the delivery of the ball. Also, note, the provisions of Law 42.4 (deliberate attempt to distract the striker).

(17) Switch hit before delivery: Law 42.15

The batsman is entitled to play switch-hit stroke. Batsman is allowed to alter from one stance or grip to another once the bowler has entered his delivery stride. If the bowler sees the batsman alter his grip or stance before he entered his delivery stride, he is NOT compelled to deliver the ball.

Once bowler entered his delivery stride, having seen the batsman change his grip and/or stance, may decide to bowl that delivery or not to bowl at the batsman, and he is entitled to do so.

Either case, Umpire will call and signal dead ball. However, Law 42.10 (batsman wasting Time) will apply.

APPENDIX 3

APPENDIX 3A

Calculation sheet for use when a delay or interruptions occur in the First Innings

Time

Net playing time available at start of the match	320 minutes (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost [C – (D + E)]	_____ (F)
Remaining playing time available (A - F)	_____ (G)
G divided by 4 (to 2 decimal places)	_____ (H)
Max overs per team [H/2] (round up fractions)	_____ (I)
Maximum overs per bowler [I / 5]	_____
Duration of Powerplay Overs (initial, batting side)	_____ + _____

Rescheduled Playing Hours

First session to commence or recommence	_____ (J)
Length of innings [I x 4] (round up fractions)	_____ (K)
Rescheduled first innings cessation time [J + (K – B)]	_____ (L)
Length of interval	_____ (M)
Second innings commencement time [L + M]	_____ (N)
Rescheduled second innings cessation time [N + K]	_____ *(O)

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Clause 12.4.2 a) iv). If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

APPENDIX 3B

Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time	_____ (P)
Rescheduled cut-off time allowing for full use of any extra time provision	_____ (Q)
Minutes between P and Q	_____ (R)
Potential overs to be bowled [R / 4] (round up fractions)	_____ (S)
Number of complete overs faced to date in first innings	_____ (T)

If S is greater than T then revert to Appendix 4A

If S is less than or equal to T then the first innings is terminated and go to Appendix 5A

APPENDIX 4

APPENDIX 4A

Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix 4B) _____ (A)

Scheduled length of innings: [$A \times 4$] (round up fractions) _____ (B)

Start time _____ (C)

Scheduled cessation time [$C + B$] _____ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [$A / 5$] _____ overs

Duration of Powerplay overs (initial, batting side) _____ + _____

APPENDIX 4B

Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

Time at start of innings _____ (A)

Time at start of interruption _____ (B)

Time innings in progress _____ (C)

Restart time _____ (D)

Length of interruption [$D - B$] _____ (E)

Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings) _____ (F)

Total playing time lost [$E - F$] _____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost [$G / 4$] (rounded down) _____ (I)

Adjusted maximum length of innings [$H - I$] _____ (J)

Rescheduled length of innings [$J \times 4$ rounded up] _____ (K)

Amended cessation time of innings [$D + (K - C)$] _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [$J / 5$] _____ overs