

PLAYING CONDITIONS FOR ALL SATURDAY COMPETITIONS

1. GENERAL

Subject to the provisions of these Playing Conditions, the Laws of Cricket and the By-laws and General Regulations of the Board, shall apply to this competition. Team Sheets are to be completed no later than 15 minutes before the start of the match and the toss may only take place once they have been exchanged.

2. HOURS OF PLAY

2.1. The hours of play will be:

13:00 to 15:20

15:40 to 18:00

2.2. Watches may not be adjusted

When the start of a match is delayed, watches may not be adjusted to allow for the time lost. The number of overs to be received by each side shall be calculated according to 7.2.1. This provision must be adhered to strictly.

2.3. Drinks

Drinks shall be taken *on the field of play* midway through each innings. The drinks break shall not exceed 5 minutes. No allowance will be made in respect of the drinks break for calculating the total time of an innings.

3. THE PITCH

Except for rolling and sweeping provided for in Law 10 of the Laws of Cricket, and the remarking of creases, the pitch shall be left untouched once the game has started.

4. THE BALL

4.1. Ball to be used

4.1.1. Saturday One

Only a new 4-piece GCB or 4-piece Platypus Special Turf/Match ball can be used.

4.1.2. Saturday Two to Saturday Eight

Only a new 2-piece GCB ball or a 2-piece Platypus Red Thunder/Googly Longlife ball can be used.

4.1.3. Variation of match ball

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

5. NUMBER OF PLAYERS PRESENT

Before a match may commence, at least 7 players from each team must be present. Play may be delayed 1 hour beyond the scheduled start of play, i.e. until 14:00, for teams to fill the minimum complement of players. If at 14:00 the minimum number of players are not present and play has not started, the match will be abandoned and awarded to the non-

defaulting team. The nomination of players, however, may not be delayed beyond 15 minutes before the **rescheduled** start. **The team arriving late will forfeit the toss.**

6. SUBSTITUTES

Law 2 of the Laws of Cricket shall apply. In this regard, specifically note the following:

6.1. Restriction on players for whom a substitute has acted

A player may bat, bowl or field even though a substitute has acted for him, provided that if a fielder leaves the field or fails to return after a break in play, he shall not bowl after his return to the field until he has been on the field for at least the length of time for which he was absent. This restriction shall not apply if a player/s has suffered an external injury (as opposed to an internal injury such as a pulled muscle) which requires medical attention. The affected player/s may bowl/bat immediately on their return.

6.2. Restriction on substitutes

A substitute shall not be allowed to bat, bowl, keep wicket, or captain the team.

6.3. Substitutes by right for fielder

Substitutes shall be allowed by right to field for any player who is injured or incapacitated during the match. The consent of the umpires is required for any other acceptable reason.

6.4. Rights of opposing captain

The opposing captain shall have no right of objection to any player acting as substitute, nor as to where he shall field. No substitute, however, shall act as wicket-keeper

6.5. Substitutes until 14:00 Hours

Until 14:00, the fielding side shall be permitted to field 2 substitute fieldsmen, but the captain of the side batting first may allow more than two substitutes, in terms of Law 2 of the Laws of Cricket. If a substitute leaves the field of play for any reason, another substitute shall be permitted to replace him immediately, i.e. without having to wait until the end of an over.

7. LENGTH OF INNINGS

7.1. Uninterrupted Match

7.1.1. Maximum Number of Overs

Any innings shall be limited to a maximum of 40 overs, which are to be bowled by the fielding side in not more than 140 minutes.

7.1.2. Close of Innings of Team Batting First

If the team fielding first fails to bowl 40 overs in 140 minutes, the over in progress shall be completed, and this shall end the innings. In these circumstances, the team batting second shall be entitled to bat for the full 40 overs or 140 minutes.

7.1.3. Start of Innings of Team Batting Second

The start of the innings of the team batting second may not be delayed beyond 15:40, unless the number of overs per innings is reduced, by agreement, between the Umpires and Captains. In such an instance the

length of each innings shall be adjusted by the same number of minutes to allow each side to have an equal amount of overs, and to allow for the re-scheduled interval between innings.

7.1.4. Close of Innings of Team Batting Second

Play shall not continue after 18:00 except for the sole purpose of completing an over in progress.

7.1.5. Penalties for failing to bowl Overs

For every over of the 40 or agreed number of overs (an interrupted match) not bowled by the fielding side in 140 minutes, 10 runs shall be added to the total of the batting side. These are to be known as penalty runs. An over in progress when time is reached at the end of an innings shall be completed and no penalty runs shall apply to that over.

7.2. Interrupted Matches

7.2.1. Number of Overs - Innings of Team Batting First interrupted

In matches where the start is delayed for any reason or play is suspended because of ground, weather or light conditions, the object shall always be to re-arrange the number of overs so that both teams shall have the opportunity to bat for the same number of overs (minimum of 15 overs each team, see section 15.1). The calculation of the number of overs to be bowled in the time remaining before the close of play at 18:00 (agreed number of overs), shall be done by reference to the table in 7.4.

7.2.2. Number of Overs - Innings of Team Batting Second interrupted

If it is not possible for the team batting second to bat for the same number of overs as the team batting first, because of a suspension of play during its innings, it shall bat for the number of overs to be calculated. The result of the match shall be determined in terms of 15.4.

7.2.3. Penalties for failing to bowl Overs

Refer 7.1.5.

7.2.4. Innings of Team Batting Second not longer than Team Batting First

The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first is all out before the agreed number of overs have been bowled.

7.3. Examples of Calculating Overs to be bowled

- a) The start of play is delayed for 50 minutes. From the table (7.4), 14 overs are lost, i.e. 7 from each innings. Now each team shall bat for $40-7 = 33$ overs, which are to be bowled in 116 minutes. Where the overs to be deducted are uneven, the figure obtained shall be rounded up to the next even number, e.g. where 39 minutes are lost, this is equivalent to 11 overs to be rounded to 12 overs.
- b) Conditions as in 7.3(a), but a further 75 minutes are lost during the innings of the team batting first. From the table (7.4), an additional 21 overs are lost, i.e. 11 overs from each innings. Each team shall now bat for $33-11 = 22$ overs, to be bowled in 77 minutes.
- c) Conditions as in example 7.3(b) but during the innings of the team batting second, 24 minutes are lost. From the table (7.4), this is equivalent to 6 overs. The team batting second shall now bat for $22-6 = 16$ overs, to be bowled in 56

minutes. The result shall be decided on the average run-rate in terms of condition 15.4. This is a calculated result.

- d) Conditions as in 7.3(c), but instead of 24 minutes, 40 minutes are lost during the innings of the team batting second. From the table (7.4), this is equivalent to 11 overs. The team batting second can receive $22-11 = 11$ overs only. The match is a draw, because the innings is now reduced to fewer than 15 overs (see section 15.1).
- e) No time is lost during the innings of the team batting first, but 45 minutes are lost through rain during the innings of the team batting second. From the table (7.4), this is equivalent to 12 overs. The team batting second shall now bat for $40-12 = 28$ overs to be bowled in 98 minutes. The result shall be decided on the average run-rate in terms of 15.4. This is a calculated result.

NOTE: The only time a "calculated" result can take place is when the team batting second is prevented by ground, weather or light conditions from receiving the same number of overs as the team batting first.

7.4. Table of Time and Overs

Overs shall be bowled at the rate of 40 overs in 140 minutes according to the following table –

4 mins	1 over	39 mins	11 overs	74 mins	21 overs	109 mins	31 overs
7 mins	2 overs	42 mins	12 overs	77 mins	22 overs	112 mins	32 overs
11 mins	3 overs	46 mins	13 overs	81 mins	23 overs	116 mins	33 overs
14 mins	4 overs	49 mins	14 overs	84 mins	24 overs	119 mins	34 overs
18 mins	5 overs	53 mins	15 overs	88 mins	25 overs	123 mins	35 overs
21 mins	6 overs	56 mins	16 overs	91 mins	26 overs	126 mins	36 overs
25 mins	7 overs	60 mins	17 overs	95 mins	27 overs	130 mins	37 overs
28 mins	8 overs	63 mins	18 overs	98 mins	28 overs	133 mins	38 overs
32 mins	9 overs	67 mins	19 overs	102 mins	29 overs	137 mins	39 overs
35 mins	10 overs	70 mins	20 overs	105 mins	30 overs	140 mins	40 overs

8. NUMBER OF OVERS PER BOWLER

8.1. Not more than 8 Overs

8.1.1. No bowler shall bowl more than 8 overs in an innings.

8.1.2. Should the number of overs be reduced because of a delayed start or a suspension in play, there shall be no reduction in this maximum number of overs per bowler. If a bowler breaks down and is unable to complete an over **for any reason**, the remaining balls shall be bowled by another bowler, provided that the bowler who completes the over shall not:

- be the bowler who bowled the previous over
- bowl the following over
- be a bowler who has already completed his quota of 8 overs
- be a bowler under suspension

The over so completed shall count as one of the 8 overs of the bowler who completes it.

9. PRACTICE ON THE FIELD

9.1. Refer Law 17 of Code 2000:

17.1(a) There shall be no bowling or batting practice on the pitch, or on the area parallel and immediately adjacent to the pitch, at any time on the day of the match.

17.1(b) There shall be no bowling or batting practice on any part of the square on any day of the match, except before the start of play or after the close of play on that day. Practice before the start of play must not

continue later than 30 minutes before the scheduled time or any rescheduled time for play to start on that day shall not be allowed if the umpires consider that, in prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

17.2 Trial Run up - No bowler shall have a trial run up between the call of Play and the call of Time unless the umpire is satisfied that it will not cause any waste of time.

9.2. A fielder contravening this playing condition may not bowl for either a half an hour of actual playing time, or one hour of ordinary time, whichever is soonest.

9.3. If a bowler contravenes the above during an over, he shall immediately be taken off and replaced by another bowler who did not bowl the previous over, is not bowling the next over, or is not under suspension. He shall not be permitted to bowl for the period as stipulated in 9.2

10. LAW 24: NO BALL

Law 24 of the Laws of Cricket shall apply with the following additions:

10.1. High Full Tosses

Either umpire shall call and signal "no ball" if any full toss passes, or would have passed, above the height of the stumps.

10.2. Short Pitched Deliveries

1 short-pitched delivery shall be allowed per over, adjudged as having passed over the batsman's shoulder standing upright at the crease.

In the event of a second short pitched delivery in the over, the umpire, after the call and signal of "no ball" and when the ball is dead, shall caution the bowler, and advise the relevant parties. This caution shall remain in force for the duration of the innings.

If there is a further infringement by the same bowler, the umpire, after the call and signal of "no ball", and when the ball is dead, shall instruct the captain to take the bowler off. He shall not bowl again in the innings. The over shall be completed by another bowler who is eligible to bowl.

Any short pitched delivery above head height were the batsman is unable to play a normal cricket stroke shall be called a "wide" and count as the one short pitched delivery allowed in the over

10.3. Penalty Runs

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

11. LAW 25: WIDE BALL

Umpires are instructed to apply a consistent interpretation of this Law in order to prevent negative bowling wide of the wicket. Any delivery not having been struck by the batsman nor having struck his person and not passing within 0.80m of the outer stumps shall be called "wide ball". A wide shall be called even if the striker moves his guard position to bring the ball within his reach. Pitches shall be marked in accordance with the provisions of 14.3 of By-laws and General Regulations. Persistent bowling down the leg side whether within the 0.80m tolerance would after an initial warning to the bowler, be called a wide.

a) For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over wide interpretation will be applied.

Wide Deliveries:

- A line shall be drawn, 17 ins / 43.18 cm in from the Return Crease, and shall extend 30 cm back from the Popping Crease, and 30 cm forward from the Bowling Crease. This line must be used to adjudge off-side wides only.
 - Umpires are instructed to apply very strict and consistent interpretation in this regard in order to prevent negative bowling wide of the wicket.
 - Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.
- b) A penalty of one run for a wide ball shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball, which is not a no ball, shall be scored as wides.

12. LIMITATION OF ON-SIDE FIELDSMEN

The number of on-side fieldsmen at the instant of the bowler's delivery shall not exceed 6, not more than 2 of whom shall be behind the line of the popping crease. If this playing condition is infringed, either umpire shall call and signal "no-ball" at the instant of delivery or as soon as possible thereafter.

13. HELMETS AND OTHER PROTECTIVE EQUIPMENT

13.1. Use of helmets by fielding side

The fielding side may use more than one helmet. Protective helmets, when not in use by members of the fielding side, shall only be placed on the ground behind the wicket-keeper. Five (5) penalty runs to be awarded if the ball strikes the helmet.

13.2. Holding of batsman's helmet

The batsmen's helmets will **not** be held by the umpires. A batsman who chooses to use a helmet is allowed to have it taken off at the end of an over, during any break in play or at the fall of a wicket, provided that no playing time is lost.

13.3. Changing of protective equipment

A batsman may change an item of protective equipment, other than a helmet, e.g. batting gloves etc. with the approval of the umpires. Gloves which have become so wet as to be unserviceable may be changed only with the approval of the umpires.

13.4. Ball striking a fieldsman's helmet

If having been played by a batsman, or having come directly off his person, the ball rebounds directly from a fieldsman's helmet onto the stumps with either batsman out of his ground, the batsman shall be "not out". Similarly, a batsman may not be caught if a ball, struck by him, has touched a protective helmet worn by a fieldsman. Note: in either instance, the ball is not "Dead"

14. TIMED OUT

An incoming batsman shall, on appeal, be timed out if he takes more than 3 minutes to come in, timed from the moment the wicket falls until the new batsman arrives at the wicket to take guard, or if not the striker, the striker is ready to receive the next delivery.

15. RESULT OF MATCH

15.1. Each Side to receive 15 Overs

A result can only be obtained if both teams have batted for a minimum of 15 overs, unless one team is all out in fewer than 15 overs, or unless the team batting second

scores enough runs to win in fewer than 15 overs. The result of a match in which either team does not have the opportunity to bat for a minimum of 15 overs shall be a draw.

15.2. Higher Number of Runs Winner

In any match in which both teams had the opportunity to bat for the agreed number of overs, subject to 15.1 above, the team scoring the higher number of runs shall be the winner.

15.3. Scores Equal

If the scores are equal, the result shall be a tie. No account shall be taken of the number of wickets lost by each team.

15.4. Side Batting Second does not receive agreed Overs

If, provided they have received the minimum of 15 overs, (unless they are all out in fewer than 15 overs) the team batting second has not had the opportunity of receiving the agreed number of overs, and has not been all out, or has not passed the score of the opposing team when the match is abandoned, the result shall be decided on the average run-rate throughout the innings of each team. If the team batting first is all out in fewer than its full quota of overs, the calculation of its average run-rate shall be based on the full number of overs to which it was entitled, and **not** on the number of overs in which it was dismissed. Run rates shall be calculated by dividing the team's total runs, including any penalty runs, by the number of overs received. For an incomplete over, the number of overs shall be rounded down for 3 balls or less delivered, and rounded up for 4 balls or more delivered. For example, 25 overs and 3 balls shall count as 25 overs for calculation purposes.

16. POINTS SCORING

- The winning side shall be awarded 4 points.
- Each side shall be awarded 3 points for a tie.
- Each side shall be awarded 2 points for a draw.
- No points shall be awarded to the losing side.
- The non-defaulting side in a match not played because of a default shall be awarded 4 points.
- The defaulting side in a match not played because of a default shall be penalised 4 points.
- Bonus points shall not apply in this competition.
- The team with the most points will be considered as winners of the league
- In the event of two teams having the same points for a play off
The GCB will first look at the team that has the most wins
If this is still equal the GCB will look at the number of draws of the two teams,
If this is still equal, the number of ties and wins by default will also be under scrutiny

Please note that if the fixtures in the event of the play offs do not take place due to the weather, the fixture will not take place at a later date, and the title will be shared

17. PENALTY POINTS

17.1. Late start

For a late start, the offending team(s) will be penalised 1 point. Repeated offences may incur an additional penalty which shall be applied at the discretion of the Board.

17.2. Incompletely-filled result card

For an incompletely-filled result card, both teams will be penalised 1 point.

17.3. Defaulting from a fixture

For defaulting from a fixture, the offending team will be penalised 4 points, and be considered to have played the match. A team defaulting 3 times in a season will be expelled from the league and its matches expunged from the league records (see also General Regulations 6.5).

17.4. Incomplete – filled Umpires evaluation

Where official umpires are present, for an umpires evaluation report not being compiled the offending team will be fined R250, and penalised 2 points.

18. RESULT CARDS

18.1. Responsibility of the scorers

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

18.2. Duty of the captains

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

18.3. Duty of the umpires

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

18.4. Result cards to be completed

Scorers, umpires and captains are to ensure that result cards are filled out and signed even if no play was possible. The card must be submitted to the GCB offices within 7 days of the match. Failure to do so will result in a fine of R50 as well as a deduction of 2 match points.

19. UMPIRES EVALUATION REPORT CARDS

It is the home team's responsibility to provide the Umpires Evaluation Report Card. Both captains shall jointly complete the official Umpires Evaluation Form as prescribed. The card must be submitted to the GCB offices within 7 days of the match.