

PLAYING CONDITIONS FOR PREMIER, PRESIDENTS AND SUNDAY LEAGUE (TIME CRICKET) COMPETITION

1. GENERAL

Subject to the provisions of these conditions, the Laws of Cricket and the By-Laws and General Regulations of the Board shall apply

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:

Sunday:

09:15 to 12:30	Morning Session
12:30 to 13:10	Luncheon interval
13:10 to 15:40	Afternoon Session
15:40 to 16:00	Tea interval
16:00 to 18:00	Evening Session

NB. Subject to a minimum of 20 overs in the last hour.

Should they not be bowled, play shall be extended past the scheduled close, until either:

- A result is achieved
- The 20 overs are bowled
- The players have cause to leave the field, and there is no further play.

2.2. Changing agreed time for intervals (refer Law 15.5)

In the event of playing time being lost the umpires and captains together may alter the time of the lunch and or tea intervals. (Subject to the availability of lunch)

2.3. Session Defined

For the purpose of these conditions, "session" means the period between the scheduled times of play from the start of a day's play to lunch (morning session), from lunch to tea (afternoon session), or from tea to close of play (evening session).

2.4. Lunch Interval Advanced

If no play is possible from the scheduled start of play until 11:00, lunch, subject to availability, may be taken from 11:00 onwards if the consent of both captains and umpires is obtained. If not, then it shall be taken at 12:00.

2.5. Tea Interval Delayed

If 1 wicket remains when a tea interval is reached, play shall continue for a further 30 minutes, or until the players have cause to leave the field, whichever is soonest. If the innings has not ended at the end of the extra 30 minutes, the usual interval shall then be taken.

2.6. When Drinks Shall be Taken

Drinks shall be taken during an unbroken session of 2 hours or longer, and shall be taken on the field of play. However, more than one drinks break may be taken in a morning session. Subject to a maximum of 5 minutes, the actual time taken for each drinks break shall be deducted from the total time of the innings for the purpose of calculating over rates. The time taken for drinks shall be recorded in the appropriate block on the result card.

2.7. Captains May Agree to Abandon Match

At or after 17:00 the captains may agree to abandon the match if they think that there is no possibility of it being played to a further conclusion.

3. THE BALL

3.1. Ball to be used

Premier League (Time Cricket): Only a 4-Piece Platypus Special Turf ball may be used

Presidents League: Only a new 4-piece GCB ball or a 4-piece Platypus Special Turf/Match 156gsm ball can be used

Sunday One: Only a new 4-piece GCB ball or a 4-piece Platypus Special Turf/Match 156gsm ball can be used.

Sunday Two – Sunday Five: Only a new 2-piece GCB ball or a 2-piece Platypus Red Thunder/Googly Longlife ball can be used.

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.

3.2. New Ball

A new ball may be taken after 75 overs have been bowled.

3.3. Second innings

It is **not necessary** to start either second innings of the match with a new ball. However if a used ball is used, it must be mutually acceptable to both captains and umpires. In the event of a dispute, the umpires shall have the final decision of selection.

3.4. Supply of used balls

The home team shall have a minimum supply of 6 used balls (related to the prescribed ball per league qualification) available to replace lost or unfit balls. These balls shall be in the possession of the umpires, before the toss (refer point 21.8 Penalty Points).

Umpires to check new balls and supply of used balls at least 15 minutes prior to the start of the game. Any non compliance with the Bye laws and playing conditions must be immediately noted on the result card.

4. THE PITCH

4.1. Rolling ,Sweeping and Remarking

Groundsmen shall be instructed by the umpires that except for rolling and sweeping, as 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.

4.2. Equipment Unavailable

In the event of a roller being requested by the batting side, and not being available, or sweeping or re-marking not possible, play shall continue. A report is to be submitted to the GCB who will decide what action, if any, shall be taken.

5. NUMBER OF PLAYERS PRESENT

Before a match may commence, at least 9 players from each team must be present. Play may be delayed for up to 1 hour beyond the scheduled start of the match, to allow teams to fill the minimum complement of players. If, after an hour's delay, sufficient 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.

6. LATE STARTS

- 6.1. Both teams are required to be at the ground on which the fixture is to be played at least 15 minutes before the scheduled start of play.
- 6.2. The team arriving late (the defaulter) will forfeit the toss, and the non-defaulter shall have the option of batting or fielding first. This provision shall apply even if the match starts on time.
- 6.3. If the defaulter bats first, the amount of time lost by which the start is delayed because of 5 or 6.2 shall be deducted from the 2 hours 45 minutes actual batting time. The final 20 overs will not be affected. If play starts on time, however, there shall be no deduction of overs.
- 6.4. If the non-defaulter bats first, its innings shall proceed in the normal manner, in accordance with 7.3 below.

7. DELAYED START

- 7.1. Play may be delayed for up to 1 hour beyond the scheduled start of play to allow teams to fill the minimum complement of players.
- 7.2. If a side is not present or insufficient players from a side are present 15 minutes before the scheduled or re-scheduled start of play, the defaulting side shall forfeit the toss.
- 7.3. If the defaulting side is requested to bat, their 2 hours 45 minutes of batting time shall be reduced by the time lost. If the non-defaulting team bats first, their innings shall not be reduced in time.
- 7.4. If, after an hours delay, insufficient players are present the match shall be abandoned and awarded to the non-defaulting side.
- 7.5. In the event of both sides failing to have the minimum number of players present, at the scheduled start of play, play may be delayed for up to 1 hour beyond the scheduled start of play. There shall be no adjustment made to the duration of the innings.
- 7.6. If, after an hours delay, insufficient players are present from both sides, the match shall be abandoned and both sides shall be penalised.
- 7.7. The nomination of players shall be made in writing and handed to the umpires no later than 15 minutes before the scheduled or re-scheduled start of play.

8. SUBSTITUTES

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

- 8.1. 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, excluding the length of any scheduled break. The 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 may bowl immediately on his return. A batsman requiring such medical attention may resume his innings, after returning, at a fall of a wicket or if another batsman retires.

8.2. Restriction on substitutes

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

8.3. 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 Umpires may allow a substitute for any other acceptable reason.

8.4. 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.

9. ENFORCED DECLARATION

9.1. Close of Innings of Team batting first

The innings of the team batting first shall close at the end of the 20th over bowled after 2 hours and 45 minutes of actual batting time after the start of a match.

In the event of play being delayed or the innings of the side batting first being interrupted due to weather or ground conditions, that side shall, nevertheless still be entitled to bat for the stipulated 2 hours and 45 minutes prior to commencement of the final 20 overs. The umpires shall signal to the scorers and inform the players when the 20 overs preceding the enforced declaration are to begin.

If any break in play occurs (weather/light) during the final 20 overs of the side batting first, no reduction in the number of overs shall be made on the resumption.

9.2. Limitation on Second Innings of Both Teams

The second innings of both sides shall close at the fall of the 5th wicket, or at a declaration or forfeiture of that innings. Where a batsman has retired and is unable to resume his innings at the fall of the 4th wicket, he shall be regarded as being out and the innings shall be closed.

10. PRACTICE ON THE FIELD

10.1. Refer Law 17 of Code Second Edition 2003:

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 any 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

(i) Must not continue later than 30 minutes before the scheduled time or any rescheduled time for play to start on that day.

- (ii) 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
- 10.2. 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 the soonest.
- 10.3. 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 10.2.

11. 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.

12. HELMETS AND OTHER PROTECTIVE EQUIPMENT

12.1. 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.

12.2. 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.

12.3. 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.

12.4. Ball striking a fieldsmen's helmet

If having been played by a batsman, or having come directly off his person, the ball rebounds directly from a fieldsmen'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 fieldsmen. Note: the ball is not dead in these circumstances.

13. DANGEROUS AND UNFAIR BOWLING

13.1. Law 42.6 (a) shall be replaced by the following:

- a) A bowler shall be limited to two short-pitched deliveries per over.
- b) A fast short-pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the batsman standing upright at the crease.
- c) Any short pitched delivery above head height where the batsman is unable to play a normal cricket stroke shall be called "wide" and count as one of the two short pitched deliveries allowed in the over.

- d) In the event of a bowler bowling more than two short-pitched deliveries in an over, the umpire at the bowlers' end shall call and signal "No Ball". The umpire at the bowlers end shall also invoke the process of caution, final warning, and if necessary, removal of the bowler for the duration of the innings.

Note: The above is not a substitute for Dangerous and Unfair Bowling, which umpires are able to apply at any time.

14. TIME WASTING

14.1. Batsman 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 a wicket falls until he arrives at the wicket to take guard, or if not the striker, the striker is ready to take guard.

14.2. Umpires and Captains to ensure Play speeded up

Umpires and captains are expected to tighten up on starting times and play in general. If in the opinion of the umpires, the fielding side has been prejudiced by this failure, either by incurring penalties or losing the bonus point, the scorers shall be directed to adjust the duration of the innings up to a maximum of 10 minutes. This will apply only where official umpires are present.

15. OVER-RATES

15.1. Penalties for Failure to Maintain Over-rate

The following penalties will be deducted from the fielding side for failing to maintain an average over-rate of 15 overs per hour during an innings. Penalties will apply in respect of each match played and shall only apply to the first innings.

The following penalty points will apply:

Overs per hour	Deductions
14 to 14.99	1 points
13 to 13.99	2 points
Less than 13.00	3 points

15.2. Penalties not applied if innings under 180 minutes

Penalties shall NOT apply if an innings, for any reason, is shorter than 180 minutes, whether completed or not.

15.3. Allowances for Time Lost

15.3.1. Where Allowances may be made:

In arriving at the total time a team was in the field, allowance may be made for time lost to the fielding side because of:

- lost ball and retrieving ball
- intrusion on the field of play, where any single intrusion holds up play for 2 minutes or more
- the need to replace an injured umpire
- stoppage caused by injury to a player or umpire where any single injury holds up play for more than 2 minutes.
- the taking of drinks on the field - subject to a maximum of 5 minutes the actual time taken shall be deducted from the total time of the innings for the purpose of calculating over rates - this deduction to be reflected on the result card.

- f) time taken to investigate a batsman's arrival.
- g) All time allowances shall be deducted from the total time of the innings and only the net time shall be recorded on the card. Time allowances shall be recorded in the appropriate blocks on the result card.

15.3.2 Where Allowances may not be made

No other causes leading to a hold up in play will be considered as warranting a deduction of time from the overall duration of an innings. Thus no time allowance will be granted for stoppages of play due to such matters as:

- a) the changing of batsmen at the fall of a wicket
- b) the moving of sight-screens
- c) any other breaks of play that is accepted as normal to the game.

The umpires will, however, keep a note of extenuating circumstances and report these to the Board.

16. WIDE BALLS

- 16.1. 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.
- 16.2. 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 wide balls.

17. NO BALL

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

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

UMPIRES EVALUATION REPORT CARDS

It will be the responsibility of each club to complete an official Umpires Evaluation Forms as prescribed. The form must be submitted to the GCB offices within 7 days of the match. Failure to do so will result in a deduction of 2 match points.

20. SCORING SYSTEM

20.1. Ordinary Points

Outright Win after winning on first innings	13 points
Outright Win after losing on first innings	7 points
Outright Win after tie on first innings	7 points
Outright loss after leading on first innings	6 points
Outright loss after losing on first innings	0 points
Outright loss after tie on first innings	3 points
Outright tie after leading on first innings	9 points
Outright tie after losing on first innings	5 points
Outright tie after tie on first innings	8 points
First innings lead in a drawn match	6 points
First innings tie in a drawn match	3 points
First innings loss in a drawn match	0 points
First innings draw in a drawn match or a match is washed out and prevents play	3 points
Non defaulting team in a match not played	13 points
Defaulting team in a match not played	-13 points

20.2. Bonus Points

- Batting: 1 point for every 30 runs scored after 150 runs in the first 60 overs.
- First batting bonus point at 150 runs.
- A maximum of seven batting bonus points can be achieved in a match (330 runs in 60 overs.)
- Bowling: 1 point to the fielding side for 1st 3rd 5th 7th 9th wicket taken during the first 60 overs of the opposing team.

Note: Bonus points do not apply in the second innings of either side.

20.3. Drawn match where neither side earns a minimum of 2 bonus points

In cases where neither side has earned 2 or more bonus points, (or a match does not take place due to adverse weather or ground conditions), in addition to the 3 points for a draw, each side shall receive a minimum of 2 bonus points.

20.4 In the event of two teams finishing on equal points in a league, the right to play in the final will be determined in the following order of priority (if relevant)

The team with the most number of wins
 If still equal,
 The team with the least number of losses.
 If still equal,
 The team with the most Match points.
 If still equal,
 The team with the most Bonus points
 If still equal,
 The result(s) of the fixture(s) involving the two sides in the league during the season
 If still equal,
 The toss of a Coin

21. PENALTY POINTS

21.1. For failing to bowl at the required rate of 15 overs per hour, see 15.1

- 21.2. For a late start, the offending team(s) shall be penalised 1 point. Repeated offences may incur an additional penalty, which shall be applied at the discretion of the Board.
- 21.3. For failing to enter on the result card the number of overs bowled in each innings and/or the net duration of the each innings, the offending team (i.e. the bowling team) shall be penalised 2 points.
- 21.4. For a result card incompletely filled-in in any respect of each innings bowling details, both teams shall be penalised 1 point. The maximum result-card penalty that a team may incur, however, shall be 2 points.
- 21.5. Where official umpires are present, for an umpires evaluation report not being compiled the offending team will be fined R250, and penalised 2 points.
- 21.6. For defaulting from a fixture the offending team shall be penalised -13 points, and will be considered to have played the match
- 21.7. A team defaulting 3 times in a season shall be expelled from the league and its matches expunged from the league records (see also General Regulations 6.5).
- 21.8. A home side not complying with 3.4 (supply of used balls) will have 2 points deducted.



Gauteng
Cricket Board