

## Playing Conditions

The Laws of Cricket 2000 Code 2<sup>nd</sup> Edition – 2003 will apply except when varied below. Where this code has been amended competition regulation has been added in brackets to help identify the change. Where the current law is quoted, either in part or full, the phrase 'Laws 2003' follows the text.

### 1. Duration of Matches

#### 1.1 All Matches

Matches will consist of one innings per side and each innings will be limited to 30 overs.

All sides are expected to complete the bowling of their overs within 2 hours 10 minutes playing time. This time includes an allowance of 10 minutes for drinks – see 2.3 below.

### 2. Hours of Play and Intervals

#### 2.1. Start and Cessation Times

- (a) Scheduled start of play will be as programmed.
- (b) Scheduled finish of first innings: + 2hrs 10 min.
- (c) Scheduled start of Interval: + 2hrs 10 min.
- (d) Scheduled start of second innings: + 2hrs 30 min.
- (e) Cessation of play: + 4 hrs 40 mins.

#### 2.2 Sessions of Play and Interval Between Innings

There will normally be two sessions of play each of 2 hours and 10 minutes, separated by an interval of 20 minutes.

#### 2.3 Interval for Drinks

One drinks interval per innings shall be permitted, taken after 15 overs have been bowled.

A maximum time of 10 minutes is scheduled for this interval during which time coaches/managers will be allowed onto the playing area. Under conditions of extreme heat the umpires may permit extra intervals for drinks.

A time allowance for all drinks breaks has been calculated into the overall time allowed for the innings and no extra time will be allowed for any extra drinks breaks that may be agreed. i.e. whatever time is taken for drinks, the overs still have to be completed within the stipulated time in 1 above.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No drinks will be taken onto the field of play without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket whites.

**Note:** Scheduled start and cessation times may be varied at the discretion of the Organising Committee prior to the Championships commencing. However, any such re-scheduling should allow for all matches to commence and conclude at the same time. Timings for intervals will also be varied accordingly.

**3. Appointment of Umpires**

The ICC European Officials Selection Committee will select the umpires for the event and the Tournament Referee and/or Umpire Manager will make the appropriate appointments within the event itself.

**4. Length of innings****4.1 General regulations for uninterrupted matches**

- a) Each team shall have the opportunity to bat for **30** overs. If they are dismissed before the completion of these **30** overs or a result is reached, the remaining overs will not be bowled.

If the side batting first are dismissed before the completion of their **30** overs, then for all subsequent purposes they are deemed to have faced their full quota of overs.

If the team batting first are dismissed before the completion of their **30** overs the team batting second are entitled to have the opportunity to bat for **30** overs except as provided for in c) below.

- b) Law 42.9 will **not** apply in the **1<sup>st</sup> Innings** and is replaced by the following:

The umpires will monitor the over rate as the innings progresses and will inform the fielding captain, at appropriate times, if the over rate is showing signs of slowing down to an unacceptable level. The umpires will take into account any circumstances that are outside the control of the fielding side when making this judgment (e.g. delays caused by the batting side: extended time taken to retrieve the ball: delays caused by serious injury(ies).)

If the team fielding first fail to bowl the required number of overs by the scheduled time for cessation of the first session, play will continue until the required number of overs has been bowled.

Unless otherwise determined by the Tournament Referee the innings for the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for the cessation of the first session. The over in progress at the scheduled cessation of time shall count as a complete over.

The Tournament Referee may increase the number of overs to be bowled by the team bowling second if, after consultation with the umpires, he is of the opinion that events beyond the control of the team bowling first prevented them from bowling the required number of overs. This decision will be made before the start of the 2<sup>nd</sup> innings.

- c) If the team batting first is all out and lose their last wicket at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval. (The over in which the last wicket falls to count as one complete over.)
- d) If the team fielding second fails to bowl **30** overs by the scheduled cessation time the hours of play shall be extended until the required number of overs have been bowled or a result reached.
- e) Law 42.9 **will** apply in the **2<sup>nd</sup> Innings**.

The umpires will monitor the over rate as the innings progresses and will inform the fielding captain, at appropriate times, if the over rate is showing signs of slowing down to an unacceptable level. The umpires will take into account any circumstances that are outside

the control of the fielding side when making this judgment (e.g.s. delays caused by the batting side: extended time taken to retrieve the ball: delays caused by serious injury(ies).)

If, having taken the above action, the umpires feel that no effort is being made to rectify the situation application of Law 42.9 will be made.

In the event of overs not being bowled within the scheduled time limit, 4.1(d) will be enforced.

#### **4.2 General regulations for delayed or interrupted matches**

- a) The object must always be to arrange the number of overs so that both sides have the opportunity of batting for the same number of overs. When a recalculation of overs is necessary, this calculation will be based on:

When a recalculation of overs is necessary, this calculation will be based on:

- **the total playing time remaining** in the match and will be calculated using 14.28 overs per hour as the norm
- where this calculation results in a part over – this figure will be rounded up to the next whole figure.

No re-arrangement of overs will take place until more than 60 minutes (or a figure\* determined by the Tournament Referee), in aggregate, of playing time has been lost. (Hence the cessation of play during a delayed or interrupted match can be extended by 1 hour.)

\* whatever this figure is, it will apply to all matches/venues in the Championship. The situation cannot be allowed whereby this allowance changes between venues/matches, within the same event.

- i) under this clause the shortest match that can be arranged is **12** overs per side. Any re-calculations that result in a match that **would start** with less than **12 overs per side** means that the match is abandoned as a No Result.
  - ii) If, during the match, any recalculations result in **BOTH** sides receiving less than **12** overs then the match is abandoned.
  - iii) If, during the match, any recalculations result in only one side receiving less than **12** overs the above clauses 4.2(a)(i)(ii) do not apply, and clause 4.3(b) comes into operation.
- b) If either side is dismissed before the completion of their agreed allocation of overs, it is deemed that they have faced their full quota of overs and any subsequent calculations e.g.Over Run Rate (ORR), will be based on their having faced their full quota of overs.
- c) If the team batting first are dismissed before the completion of their allocated overs the team batting second are entitled to bat for their full allocation except as provided for in 4.1(c) above.
- d) Even though a match may be reduced in length the principles laid out in 4.1.(b), (c), (d), and (e) above still apply. Any contravention of these Regulations will still attract the relevant penalties. The fact that a match is reduced in length does not negate the requirement that the overs have to be bowled within the laid down time limits – even though these limits will differ according to the unique circumstances surrounding a particular match.

#### **4.3 Delay to the start of, or interruption during, the 1<sup>st</sup> innings**

- a) Any recalculation of overs based on 4.2(a) will be divided by two and any odd over ignored. eg. A recalculation that gives 31 overs remaining (and taking into account the 15 overs that have already been played) would give a match total of 46 overs means that the match is now one of 23 overs per side.

Where the situation arises that, having done this calculation, the side batting first have already exceeded the new innings total for each side, their innings will be terminated immediately. The side batting second will receive the balance of the overs. e.g. match

reduced to **50** overs in total (**25** each) but side batting first have already received **29**.

Side batting second will bat for **21** ( $50 - 29 = 21$ ).

The target score for the side batting second will be calculated using the principles as laid down in 13.1(c) The Result. e.g. in the above – side batting first score 110 in their 29 overs giving ORR of 3.79. Target score for side batting second is  $21 \times 3.79 = 79.59 = \mathbf{80}$ .

- b) In order to constitute a match the side batting second must have the opportunity of facing a minimum of **40%** of the agreed number of overs made available to them at the start of their innings. Any subsequent recalculation of overs during the 2<sup>nd</sup> innings that results in the side batting second not having the opportunity to bat for **40%** of the overs made available at the start of their innings will result in the game being abandoned as a No Result. (For the purposes of this Regulation – where the allocated overs are an odd number the figure arrived at by taking **40%** will be rounded up to the next whole figure.)

#### **4.4 Interruption after 1<sup>st</sup> innings of 30 overs has been completed**

- a) Where the side batting first have completed their **30** over innings the side batting second must have the opportunity to bat for **12** overs in order to constitute a match. Recalculation of overs during the 2<sup>nd</sup> innings that results in the side batting second not having the opportunity to bat for **12** overs will result in the game being abandoned as a No Result.

#### **5. Restrictions on the Placement of Fielders**

- 5.1 **For the entire length of the innings:** at the instant of delivery, there may not be more than five fielders on the leg side.

**The relevant drawing to explain these markings will be found under Appendix 1 in the ICC Playing Handbook 2007-8**

#### **OUTER CIRCLES**

- 5.2 Two **outer** semi-circles shall be drawn on the field of play. The semi-circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles is 27.5m. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by continuous painted white line or 'dots' at 4.5 m intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 18 cm in diameter. **These discs will NOT be fixed to the ground by means of a nail/pin or any other dangerous, sharp object.**

- 5.3 **For the first 8 overs:** at the instant of delivery, no more than two fielders are permitted to be outside this **outer** fielding restriction area.

- 5.4 **For the remaining overs:** no more than 5 fielders are permitted outside this **outer** fielding restriction area.

#### **INNER CIRCLES**

- 5.5 Two **inner** circles shall be drawn on the field of play. The circles have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The field restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. (The final mark of the 15 yard radius shall be a line placed at an angle of 45 degrees, measured from the popping crease at a point level with the middle stump).

**For the first 8 overs:** at the instant of delivery, there must be a minimum of two stationary fielders within this **inner** fielding restriction area. When a fast bowler is bowling the two stationary fielders may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarked area) provided only that they are standing in slip, leg slip, or gully positions.

- 5.6 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 5.3 and 5.5 above shall be reduced proportionately in a ratio of 10:35 in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Original match length of 30 Overs					
<b>Amended Overs</b>	<b>Fielding restrictions</b>	<b>Amended Overs</b>	<b>Fielding restrictions</b>	<b>Amended Overs</b>	<b>Fielding restrictions</b>
1	0	13	3	25	7
2	0	14	4	26	7
3	0	15	4	27	7
4	1	16	4	28	8
5	1	17	4	29	8
6	1	18	5	30	8
7	2	19	5		
8	2	20	5		
9	2	21	6		
10	2	22	6		
11	3	23	6		
12	3	24	6		

Where the number of overs for the team batting second is reduced (including under the provisions of clauses 4.1.(b) and/or 4.1.(c) above), the aim will be to maintain the restrictions in 5.3 and 5.5 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

- 5.7 In the event of infringement of any of the above fielding restrictions, the striker's end umpire will call and signal "No Ball".

## 6. **Number of Overs Per Bowler**

No bowler shall bowl more than **6** overs in an innings.

If the start of the match is delayed and the overs are reduced for both teams, no bowler may bowl more than one fifth of the total overs allowed. Where the total overs are not equally divisible by 5, one additional over shall be allowed, to as many bowler's as is necessary, in order to make up the balance. eg. in a game reduced to 22 Overs per side, and using 5 bowler's, their allocations would be: 5 – 5 – 4 – 4 – 4 = 22.

In a match where the innings of either or both sides is reduced after the start of the match, the maximum number of overs allowed per bowler shall remain as at the start of the match.

In the event of a bowler becoming ill, injured or suspended thus being unable to complete an over, the remaining balls will be bowled 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.

**7. Law 2 - Substitutes and runners**

Law 2.1 will apply with the following amendment:

Substitutes must come from that country's official Squad Registration for that Championship. However, should such a substitute take the field, therefore resulting in more than two 4 year residents being on the field at the same time, that player will not be allowed to act as a substitute.

In exceptional circumstances the Tournament Referee has the authority to allow someone other than a Registered Player to act as substitute (competition regulation).

**8. Law 2.5 - Fielder absent or leaving the field**

Law 2.5 shall apply 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, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without consent of the umpire. The umpire shall give such consent as soon as practicable (Laws 2003).

If the player is absent from the field for 15 minutes or longer:

- (a) the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent (Laws 2003).
- (b) the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or if earlier, when his side has lost 5 wickets (competition regulation).

The restriction in (a) and (b) above shall not apply if the player has been struck 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 for medical attention (in the case of a bowler, this dispensation shall apply only once in respect of any one external injury) (competition regulation). Nor shall it apply if the player has been absent for exceptional and acceptable reasons (other than injury or illness) and consent for a substitute has been granted by the umpire (competition regulation).

Note: Time lost for an unscheduled break in play shall be counted as time on the field, for any fielder, provided that fielder comes onto the field of play immediately play resumes (Laws 2003).

**9. Law 14 Declaration and Forfeiture**

Law 14 will not apply in this Competition. The captain of the batting side may not declare his innings closed at any time during the course of a match nor can he forfeit an innings (competition regulation).

**10. Wides and No Balls**

10.1 Law 25.1 Wide Ball - Judging a Wide

No delivery will be called Wide if it  
- comes into contact with the striker's bat or person or  
- is called as a No ball (Laws 2003)

For all other deliveries the following interpretation will apply:

**Off side Wides**

Two white lines will be painted joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be 35" (88.90cms) from the centre of the middle stump. (see Appendix A).

Any delivery that passes **over** or **outside** of this line will be called Wide by the umpire.

It does not matter that the striker may move thus bringing the ball into an area where he could play a normal cricket stroke – it will still be a Wide (competition Regulation).

It will also be a Wide if the batsman moves away from the ball and it passes over or outside of this white line (competition regulation).

**Leg side Wides**

The line markings mentioned above **do not** apply to leg side deliveries.

A ball will be judged as Wide if it passes the striker behind his legs when standing in a normal guard position (competition regulation).

If the striker moves across to the off side to play the ball and the ball passes behind his legs the umpire will have to imagine the profile of the striker standing in a normal guard position, and only provided that the ball would have passed behind this profile, will he call it Wide. If the ball would have hit this profile it will not be a Wide (competition regulation).

Umpires are instructed to apply a consistent interpretation in regard to this Law

Umpires should try and be consistent:

- in their own interpretation
- with the interpretation of their colleagues
- with the interpretation adopted throughout the whole Championship.

**11. Law 42.6 - Dangerous and unfair bowling****11.1 Law 42.6 (a) (ii) Bowling of fast short pitched balls**

This part of the Law defines what constitutes a fast short pitched delivery and the only difference between the Law and the ICC European requirement is that the word 'shoulder' replaces 'head'. All this modification does is to lower the height at which the ball becomes a No ball (competition regulation).

It must be understood that this type of delivery will only attract the disciplinary procedure (Law 42.7) should the umpire deem it to come under the auspices of dangerous and unfair bowling. If he does not then it is simply a No ball and no further action need be taken. (Laws 2003)

**11.2 Law 42.6 (b) i) and ii) Bowling of high full pitch balls**

This Law is amended to the following:

Any delivery (irrespective of its speed) which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. Any such delivery will be called as a No ball by the bowler's end umpire and will be followed by the appropriate disciplinary action as laid down in Law 42.7. The umpires will ensure that no such deliveries go unpunished (competition regulation).

**11.3 Law 42.8 Deliberate bowling of high full pitched balls**

This law will be enforced with the proviso that the criteria in 11.2 above will apply when judging the legality of the full pitch delivery (competition regulation).

**12. The Ball**

The ICC European Office will provide new balls for each match.

A new ball will be used at the start of each innings.

The umpires will decide if and when a ball becomes unfit for use. They will be the sole judges of both when it should be replaced and the selection of the replacement. They will inform the fielding captain and batsmen at the crease of their decision (Laws 2003).

**13. The Result****13.1 All Matches**

- (a) When there is no interruption after play has commenced and when both sides have had the opportunity, subject to the provisions of 4 above, of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- (b) In the event of a tie, the following will apply: The team losing the lesser number of wickets shall be the winner, if the result cannot be decided in this way, the winner shall be the team with the higher score (irrespective of wickets lost) after 15 overs, or if still equal, after 14 overs, etc.
- (c) If, due to suspension of play during the 2<sup>nd</sup> innings, the number of overs in that innings has to be revised to a lesser number than that originally allotted, then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This will be calculated on the basis of over run rate (ORR).

**Over Run Rate** - in general, this is the average number of runs scored per over during a side's innings.

**Team batting first.** ORR is calculated by dividing the runs scored by the number of overs made available to them. If the side batting first is dismissed in less than the overs made available to them the ORR will be calculated based on the fact that they batted for their full allocation of overs.

The target score for the side batting second will be calculated by multiplying the ORR achieved by the side batting first by the number of overs made available to the side batting second. To obtain the target score this resulting number is either:

- i) rounded up to the next whole figure or
- ii) where this figure is already a whole number, 1 run will be added.

**Team batting second.** If a side is prevented from batting for their allotted number of overs because of prevailing conditions their ORR will be calculated using the actual number of overs they were able to bat. Any part over will be rounded up to the next whole number.

- (d) If a match is abandoned before it has been played to a conclusion, and the team batting second has received its minimum number of allotted overs (as laid down in 4 above), the result shall be decided by over run rate. The side with the higher ORR will be the winner.

If the ORR is the same the side losing the lesser number of wickets in the first 17 overs of each innings will be the winner. If this is still equal a count back system will apply until a winner is found. i.e. side losing the lesser number of wickets in the 16<sup>th</sup> over – counting back until an over is reached whereby the number of wickets lost differs.

- (e) All matches, in which both teams have not had the opportunity of batting for the minimum number of overs as laid down in 4 above, shall be decided by 13.1(f).
- (f) In the event of it not being possible to achieve a result with the above, the match will be recorded as:
- a) in a Group match – No Result
  - b) in a Knock-out match – the winner will be the team who has the best Net Run Rate, of the two teams, going into the match.

APPENDIX A

