



SVGCA.Inc Premier and First Division
50 Overs
Playing Conditions 2018

Except as varied hereunder, the Laws of Cricket (2017 Code and any further amendments) shall apply.

Note: All references to ‘Governing Body’ within the Laws of Cricket shall be replaced by the ‘SVGCA or SVGCA Match Referee’ if any is in place.

Any reporting shall be done to the SVGCA Match Referee if any is assigned. Otherwise reporting shall be done directly to the SVGCA.

The SVGCA shall have the right to put a code of conduct in place if it deems necessary.

1. LAW 1 THE PLAYERS

1.1 Law 1.1 - Number of Players

Law 1.1 shall be replaced by the following:

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.

No match shall start if any of the teams have less than seven (7) players at the ground at the schedule or reschedule time to start.

1.2 Law 1.2 - Nomination of Players

Law 1.2 shall be replaced by the following:

1.2.1 Each captain shall nominate 11 players to the umpires. No player may be change after nomination without the consent of the opposing captain

1.2.2 All the nominated players MUST be registered as a member of that team with the SVGCA.

1.2.3

1.2.4 Nomination of players MUST be done no later than twenty (30) minutes before the schedule start.

1.2.5 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable SVGCA Regulations pertaining to cricket organised by the SVGCA. They will also be subject to any Code of Conduct that the SVGCA may put in place.

1.3 Law 1.3 – Captain

The following shall apply in addition to Law 1.3 (a):

The deputy must be one of the nominated members of the playing eleven

1.4 Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within The Spirit of Cricket as well as within these Playing Conditions

2 Law 2 - The Umpires

2.1 Law 2.1 - Appointment and attendance

Law 2.1 shall be replaced by the following:

2.1.1 The SVGCUA shall appoint umpires to all matches organised by the SVGCA who shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least 30 minutes before the scheduled start of any days play.

2.1.2 Neither team will have a right of objection to an umpire's appointment.

2.2 Law 2.4 To inform captains and scorers

The following shall apply in addition to Law 3.4 (i):

The umpires shall go to the wickets to ensure the match starts or restarts at the schedule or re-schedule time

2.3 Conduct of the match, implements and equipment

Before the toss and during the match, the umpires shall satisfy themselves that the conduct of the match is strictly in accordance with the laws of cricket and these Playing Conditions. They must also ensure that the implements used in the match conform to the Laws of the game.

2.4 Law 2.7 - Fitness for play

Laws 2.7 shall apply in addition to:

2.4.1 The umpires shall be the final judges of the fitness of the ground, weather and light for play. See Law 6.2 (Fitness of the pitch for play).

2.5 Law 2.8 - Suspension of play in dangerous or unreasonable conditions.

2.5.1 Suspension of play for adverse conditions of ground, weather or light

(a) (i) All references to ground include the pitch. See Law 6.1 (Area of pitch).

(b) If at any time the umpires together decide that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. If play is suspended both umpires must agree that the conditions have improved so that play can restart.

The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If any umpire consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.

The Umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

(c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.

- (d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

2.6 Advertising on grounds, perimeter boards and sightscreens

- 2.6.1 Advertising on the grounds or on any Perimeter Board is allowed. This will be at the discretion of the SVGCA in conjunction with any sponsors for the competition.
- 2.6.2 Sightscreens
 - a) Sightscreens will be provided at both ends if possible.

3 Law 4 - The Ball

3.1 Law 4.2 - Approval and control of balls

Law 4.2 shall be replaced by the following:

Red balls will be used for the competition. It is the responsibility of the teams to provide their own ball for the competition. Balls must be of a good quality approved by the SVGCA. (Grade A)

The umpires shall retain possession of the match ball throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

Each fielding team shall have one new ball for its innings.

3.2 Law 4.4 - New ball in a match of more than one day's duration

Law 4.4 shall not apply:

3.3 Law 4.5 - Ball lost or becoming unfit for play

Law 4.5 shall be replaced by the following:

- 3.3.1 In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had similar amount of wear.
- 3.3.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.
- 3.3.3 If the ball is to be replaced, the umpire shall inform the batsman and the fielding captain. Either the batsmen or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.
- 3.3.4 **It is the responsibility of the fielding team to find a replacement ball. This must be done within three (3) minutes after the decision to replace the ball. If,**

as decided by the umpires, a suitable replacement ball cannot be found within the 3 minutes the match will be awarded to the opposing team.

4 Law 6 - The Pitch

4.1 Law 6.3 - Selection and preparation

The following will apply in addition to Law 6.3:

4.1.1 The ground staff and umpires shall ensure that during the period prior to the start of play and during intervals the pitch is protected at all times. They along with the players and team coaches are the only persons who shall have access to the pitch area. Such access shall be subject to the following limitations:

- a. Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- b. No spiked footwear shall be permitted.
- c. No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
- d. Access shall not interfere with pitch preparation.

4.1.2 In the event of any dispute, the player(s) and his captain shall be reported to the SVGCA or the Match Referee if any is appointed.

4.2 Law 6.5 - Non-turf pitches

Law 6.5 shall not apply.

All matches shall be played on natural turf pitches. The use of PVA and other adhesives in the preparation of pitches is not permitted.

5. Law 7 - The Bowling, Popping and Return Creases shall apply

5.1 Additional Crease Markings

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 shall include an extra crease marking parallel to the return crease on either side of the wicket. This marking must be between the bowling and popping crease and 17 inches from the return crease. **(See Appendix 3)**

6. Law 8 – The Wickets

8.1 Protective Device

In order to protect players a device limiting the distance a bail can travel can be installed on the bails and stumps.

7. Law 9 - Preparation and Maintenance of the Playing Area

7.1 Law 9.1 - Rolling

The following shall apply in addition to Law 9.1:

7.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the ground curator.

Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground curator, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

7.1.2 The umpires may instruct the ground curator, to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

7.1.3 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

7.2 Law 9.6 - Maintenance of footholes

The following shall apply in addition to Law 9.6:

The umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.

8. Covering the Pitch

8.1 Law 10.1 - Before the match

The following shall apply in addition to Law 10.1:

The pitch shall be entirely protected against rain up to the commencement of play.

8.2 Law 10.2 - During the match

Law 10.2 shall be replaced by the following:

8.2.1 The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match.

8.2.2 Both teams are responsible to assist the grounds-men in replacing and removing the covers from the pitch.

8.3 Law 10.4 - Removal of covers

Law 10.4 shall be replaced by the following:

All covers shall be removed IMMEDIATELY after the toss is taken. Both teams are responsible for the covers at all times.

If a team refuses to participate in section 8.2.2, the umpire will submit a report to the SVGCA or Match Referee if any is assigned for action against the defaulting team.

9 Law 11 - Intervals

Law 11 shall apply subject to the following:

9.1 Law 11.5 - Changing agreed times for intervals – Interval between Innings

Luncheon Interval: The interval shall be of 40 minutes duration. The interval can be for a shorter period but both teams must agree for the change.

Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced. However such reduction must not allow the interval to be less than 15 minutes.

9.2 Law 11.9 - Intervals for Drinks

- 9.2.1 The provisions of Law 11.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.
- 9.2.2 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 other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.
- 9.2.3 Drinks interval shall be agreed to between the umpires and captains provided that Law 11.8 is not contravened. The batting team is responsible for all drinks interval.

10 Law 12 - Start of Play; Cessation of Play

Law 12 shall apply subject to the following

10.1 Law 12.1 – Start and Cessation Times

First Session 10:00 – 1:20

Interval 1:20 – 2:00

Second Session 2:00 – 5:20

- 10.2 Laws 12.4 to Law 12.8 shall not apply.
- 10.3 Laws 12.9, 12.10, and 12.11 shall apply in so far as they are relevant to a one innings limited overs type match.

11. Law 13 - Innings

Law 13 shall apply subject to the following (see also Clauses 12 and 13 below):

11.1 Law 13.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs. All matches shall be of one day's scheduled duration.

11.2 Law 13.2 – Alternate innings

Law 13.2 shall not apply

11.3 Law 13.3 – Completed innings

Laws 13.3.3, 13.3.4 and 13.3.5 shall not apply

11.4 Length of Innings

11.4.1 Uninterrupted Matches

- a. Each team shall bat for 50 overs unless all out earlier.

- b. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 15 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- c. If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- d. If the team fielding second fails to bowl 50 overs by the scheduled cessation of time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- e. Penalty runs shall apply if in the umpires' opinion either side is wasting time. (See section 23.4 & 5 below)

11.4.2 Delayed or Interrupted Matches

- a. Delay or interruption to the Innings of the Team Batting First (see Appendix 1)
 - i. When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour, which is inclusive of the provision of drinks intervals, in the total time available for play.
 - ii. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match a minimum of 20 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.
 - iii. As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4, then the first innings is terminated and the provisions of 11.4.2.b below take effect.
 - iv. A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play. If required the original time shall be extended to allow for one extra over for each team.
 - v. If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs has been bowled or the innings is completed. The interval shall be reduced to

enable the second innings to commence at the rescheduled time, subject to there being a minimum interval of 15 minutes.

- b. Delay of interruption to the Innings of the Team Batting Second (see Appendix 2)
 - i. When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
 - ii. In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
 - iii. To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to the innings not being completed earlier.
 - iv. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
 - v. A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays and interruptions in play will be taken into consideration in specifying this time.
 - vi. If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
 - vii. Penalty runs shall apply if in the umpires' opinion either side is wasting time. (See section 23.4 & 5 below)

11.5 Extra Time

Thirty minutes extra playing time can be added, only if, and only if there is a delay due to the condition of the ground, weather or light. If the match starts late or is delayed for any other reason overs shall be deducted.

11.6 Number of Overs per Bowler

No bowler shall bowl more than 10 overs in an innings.

In a delayed or interrupted where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total number of overs allowed.

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and 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.

If used the scoreboard shall show the total number of overs bowled and if possible the number of overs bowled by each bowler.

11.7 Law 13.4 - The toss

Law 13.4 shall be replaced by the following:

The captains shall toss for the choice of innings, on the field of play and in the presence of at least one of the Umpires. The Captain winning the toss **MUST** immediately inform the opposing captain and the Umpire(s) of his decision to bat or field. If he fails to do so it will be assumed that he is batting. The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the match to start. Note however, the provisions of Law 1.3 (Captain).

There shall be NO grace period.

12 Law 14 - The Follow-on

Law 14 shall not apply.

13 Law 15 - Declaration and Forfeiture

Law 15 shall not apply.

14 Law 16 - The Result

Law 16 shall apply subject to the following:

14.1 Law 16.1 - A win - two innings match shall not apply.

14.2 Law 16.2 - A win - one innings match shall apply in addition to the following:

14.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 16.3) or a captain refusing to remove his player off the field (Law 42.6), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

14.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 16.3) or a captain refusing to remove his player off the field (Law 42.6), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

14.2.3 If both captains refuse to remove their player in respect of the same incident the match shall be regarded as an abandoned match (Refer to Law 42.6.2)

14.3 Law 16.3 – Umpires awarding a match

Law 16.3 shall be replaced by the following:

- a. A match shall be lost by a side which either
 - (i) concedes defeat or
 - (ii) In the opinion of the Umpires refuses to play and the Umpires shall award the match to the other side.
- b. If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the Match Referee (if any is in place) of this fact. If no Match Referee is in place the umpires alone will make this determination. The umpires and Match Referee shall together ascertain the cause of the action. If after due consultation they decide that this action does constitute a refusal to play by one side, they shall so inform the captain of that side. If the captain persists in the action the Umpires shall award the match in accordance with (a)(ii) above.*
- c. If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 11.4.2.

* N/B In addition to the consequences of any refusal to play as prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible by the SVGCA.

14.4 Law 16.4 – Matches in which there is an agreement under Law 13.1.3

Law 16.4 shall not apply.

Law 16.5 shall apply in addition to the following:

- 14.4.1 If at the conclusion of the match the scores are equal, the result shall be a tie.
- 14.4.2 If a knock out match ends up a tie a super over will be played to decide the winner weather and light permitting. If the super over cannot be played then the team progressing to the next round or the winner of the competition will be the team that finished higher in the preliminary matches.
- 14.4.3 The umpires shall do everything possible within these playing conditions to get a result which includes reducing the match to the minimum number of overs required to constitute a match. If there is still no winner a reserve will be used only in the knock out stage of the competition.

14.5 Law 16.5.2 - A Draw shall not apply.

14.6 Prematurely Terminated Matches - Calculation of the Target Score

14.6.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted

(minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the **AVERAGE RUN RATE** method during the preliminary matches. The target set will always be a whole number and one run less will constitute a Tie.

14.6.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by using the **AVERAGE RUN RATE** method during the preliminary matches. If the scores are equal the match is a Tie. Fractions are to be ignored.

14.6.3 For any competition in which there are Quarter finals, Semi Finals and Finals the most recent Duckworth//Lewis/Stern method of calculating the target score will be used.

14.7 Correctness of result

Any query on the result of the match as defined in Laws 16.2, 16.3, 16.5, 16.8 and 16.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at the close of play.

15. Law 17 - The Over

Law 17 shall apply subject to the addition of the following to Law 17.5:

15.1 Law 17.5 - Umpire miscounting

Whenever possible the umpires shall liaise with the scorers to ensure no over is miscounted.

16. Law 19 – Boundaries

Law 19 shall apply subject to the following:

16.1 Law 19.2 – Identifying and marking the boundary.

The following shall apply in addition to Law 19.2:

All boundaries must be clearly marked so that the Umpires can see them from the pitch area. Where possible a rope or similar objects should be used.

16.2 Law 19.3 - Scoring a boundary

The following shall apply in addition to Law 19.3:

If an unauthorized person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handling the ball.

17. Law 21 - No Ball

Law 21 shall apply subject to the following:

17.1 Law 21.1 (b) Mode of delivery – shall be replaced by the following:

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 overarm.

17.2 Runs resulting from a No ball – how scored

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall be scored as Byes or Leg byes as appropriate.

17.3 Free hit after a No Ball

In addition to the above the delivery following any kind 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 a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

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

Neither field changes nor exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach. The field can be adjusted to correct the breach.

The bowler can change his mode of delivery for the free hit delivery.

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

18. Law 22 - Wide Ball

18.1 Law 22.1 - Judging a Wide

Law 22 shall apply with the following addition to Law 22.1:

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law 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.

If a ball passes outside the leg stump but between the striker and the leg stump it shall not be called a wide.

A penalty of one run for a wide 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 wide balls.

19. Law 24 – Fielders Absence – Substitutes

Law 24 shall apply subject to the following:

- 19.1 Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.
- 19.2 A player acting as substitutes shall be registered with the SVGCA as a player for that team.
- 19.3 Once a player acts as substitute he shall be deemed to have played for the team and cannot play with another team in that competition for that year.

20. Practice on the Field

Law 26.1 shall apply subject to the following:

20.1 Law 26.1 – Practice on the pitch or the rest of the square

- a) The use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.
- b) Bowling practice on the bowling strips referred to in (a) above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

21. Law 28 - Fielder

Law 28 shall apply subject to the following:

21.1 Law 28.1 - Protective equipment

The following shall apply in addition to Law 28.1:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

21.2 Restrictions on the placement of fielders

- 21.2.1 Through the match at the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 21.2.2 In addition to the restrictions in 21.2.1 above, further field restrictions apply to certain overs in each innings.
- 21.2.3 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. 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 – In an innings of 50 overs no more than two (2) fieldsmen shall be permitted outside this fielding restriction area between overs 1 to 10 inclusive.

Powerplay 2 – In an innings of 50 overs no more than four (4) fieldsmen shall be permitted outside this fielding restriction area between overs 11 to 40 inclusive.

Powerplay 3 – In an innings of 50 overs no more than five (5) fieldsmen shall be permitted outside this fielding restriction area between overs 41 to 50 inclusive.

21.2.4 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.

INNINGS DURATION	POWERPLAY 1	POWERPLAY 2	POWERPLAY 3
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
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

21.2.5 *If play is interrupted during an innings and the table in 21.2.4 applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.*

Illustrations of 21.2.5

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding re-strictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

21.2.6 *At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.*

21.2.7 *If possible the scoreboard shall indicate the current Powerplay in progress.*

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

22. Law 37 - Obstructing the Field

Law 37 shall apply. For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batsman crossing the pitch, Law 41.14 (batsman damaging the pitch) shall also apply.

23. Law 41 - Fair and Unfair Play

23.1 Law 41.3 - The match ball - changing its condition

Law 41.3 shall apply, subject to the following:

Law 41.3 (d) and (e) shall be replaced with the following:

If the umpires together agree that the deterioration in the condition of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall:

- (a) Change the ball forthwith. The fielding captain shall provide the umpires with a ball to be used. It should be one of similar wear before the contravention. The umpires will have the final say in deciding the ball to be used. (Ref Section 3.3.4).

Additionally the bowler's end umpire shall:

- (b) Award 5 penalty runs to the batting side.

- (c) Inform the captain of the fielding side of the reason for the action taken.
- (d) Inform the captain of the batting side as soon as practicable of what has occurred.
- (e) Together with the other umpire report the incident to the SVGCA or the Match Referee if any is assigned who shall take action as is appropriate against the player(s) responsible for the conduct. If the umpires were unable to identify the player(s) responsible for such conduct, the captain shall take full responsibility and will be subject to any reasonable action taken against him by the SVGCA.

23 Law 41.6 – Bowling of dangerous and unfair short pitch deliveries

23.2 Law 41.6 shall be replaced by the following:

- a. A bowler shall be limited to two fast short-pitched delivery per over.
- b. A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c. The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d. In addition, a ball that passes above head height of the batsman standing upright at the crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- e. For the avoidance of doubt any fast short pitched delivery that is called a wide shall also count as one of the allowable short pitched delivery in that over.
- f. In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 23.2 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal ‘no ball’ and then tap the head with the other hand.
- g. If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred. This caution shall apply throughout the innings.
- h. If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- i. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and 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.
- j. The bowler thus taken off shall not be allowed to bowl again in that innings.

- k. 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.
- l. The umpires will then report the matter to the SVGCA or Match Referee if any is assigned who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 41.1 Fair and Unfair Play - Responsibility of the Captains).

23.3 Law 41.6 Bowling of dangerous and unfair non pitching deliveries

Law 41.6 shall be replaced by the following:

- a Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- b In the event of a bowler bowling a high full pitched ball as defined in Clause 23.3 (a) above, the umpire at the bowler's end shall call and signal no ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, it shall also be considered as dangerous. When the ball is dead the umpire at the bowler's end shall, 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. The caution shall apply throughout the whole innings.

- c Should there be any further instance (where a dangerous non pitching delivery 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 signalling 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 SVGCA or Match Referee, if any is assigned, who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 41.1 Fair and Unfair Play - Responsibility of the Captains.)

23.4 Time wasting by the fielding side

23.4.1 It is unfair for any fielder to waste time.

- 23.4.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall

If the ball is in play, call and signal Dead ball.
Inform the other umpire of what has occurred.

The bowler's end umpire shall then
Warn the captain of the fielding side, indicating that this is a first and final warning.
Inform the batsmen of what has occurred.

- 23.4.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall

If the ball is in play, call and signal Dead ball.
Inform the other umpire of what has occurred.

The bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.
Additionally the umpire shall inform the batsmen and, as soon as is practicable, the captain of the batting side of what has occurred.
If the umpires believe that the act of time wasting was deliberate or repetitive, they may lodge a report to the SVGCA Match Referee if any is in place or to the SVGCA Executive.

23.5 Law 41.10 - Batsman Wasting Time

Law 41.10 shall apply, subject to the following:

- 23.5.1 The incoming **MUST** cross the outgoing batsman on the field of play. The first time they do not cross on the field of play in any innings a First and Final warning will be given for Time Wasting. Any further occurrences in that innings the umpire concerned shall apply the Time Wasting Law (Ref. Law 41.10).
- 23.5.2 If the incoming batsman is not in position to take guard or for his partner to receive the next ball within 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 41.10 shall apply.
In addition, the umpires will report the incident to the SVGCA Match Referee under the SVGCA Code of Conduct.

PLEASE PAY SPECIAL ATTENTION TO LAW 42 OF THE MCC LAWS OF CRICKET 2017 CODE

LAW 42 PLAYERS' CONDUCT

42.1 Unacceptable conduct

- 42.1.1** The umpires shall act upon any unacceptable conduct. Four Levels of offence and the corresponding actions by the umpires are identified as Level 1, Level 2, Level 3 and Level 4 offences in 42.2 to 42.5.

- 42.1.2** If either umpire considers that the conduct of a player, at any time during the match, is unacceptable, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.
- 42.1.3** The umpire concerned shall report the matter to the other umpire and together they shall decide whether misconduct has occurred. If so, they shall determine into which of the Levels the conduct falls, as set out in 42.2 to 42.5 below, and then apply the related sanctions.
- 42.1.4** For each Level 1 to 4, if the offence is by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this Law, the batsmen at the wicket may not deputise for their captain.

42.2 Level 1 offences and action by umpires

42.2.1 Any of the following actions by a player shall constitute a Level 1 offence:

- wilfully mistreating any part of the cricket ground, equipment or implements used in the match
- showing dissent at an umpire's decision by word or action
- using language that, in the circumstances, is obscene, offensive or insulting
- making an obscene gesture
- appealing excessively
- advancing towards an umpire in an aggressive manner when appealing
- any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.6 shall be implemented as appropriate, according to whether or not it is the first offence at any Level.

42.2.2.1 The umpire shall call Time, if necessary.

42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.2.2.3 If the Level 1 offence is the first offence, at any Level, by that team, the umpire shall

42.2.2.3.1 issue a first and final warning which shall apply to all members of the team for the remainder of the match.

42.2.2.3.2 warn the offending player's captain that any further Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.

42.2.2.4 If the Level 1 offence follows an offence, at any Level, by that team, the umpire shall award 5 Penalty runs to the opposing team.

42.2.2.5 As soon as practicable the umpire shall call Play.

42.2.2.6 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.3 Level 2 offences and action by umpires

42.3.1 Any of the following actions by a player shall constitute a Level 2 offence:

- showing serious dissent at an umpire's decision by word or action

- making inappropriate and deliberate physical contact with another player
- throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner
- using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature
- or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

42.3.2 If such an offence is committed, 42.3.2.1 to 42.3.2.6 shall be implemented.

42.3.2.1 The umpire shall call Time, if necessary.

42.3.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.3.2.3 The umpire shall award 5 Penalty runs to the opposing team.

42.3.2.4 The umpire shall warn the offending player's captain that any future Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.

42.3.2.5 As soon as practicable the Umpire shall call Play.

42.3.2.6 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.4 Level 3 offences and action by umpires

42.4.1 Either of the following actions by a player shall constitute a Level 3 offence:

- intimidating an umpire by language or gesture
- threatening to assault a player or any other person except an umpire. See 42.5.1.

42.4.2 If such an offence is committed, 42.4.2.1 to 42.4.2.8 shall be implemented.

42.4.2.1 The umpire shall call Time, if necessary.

42.4.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.4.2.3 The umpires shall direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following:

42.4.2.3.1 In a match where the innings are not limited to a number of overs, the player shall be suspended from the field of play for 10 overs.

42.4.2.3.2 In a match where the innings are limited to a number of overs, the player shall be suspended for one fifth of the number of overs allocated to the current innings at its commencement. If, in calculating the length of the suspension, a part-over results, it shall be considered as a whole over. Furthermore, any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.

42.4.2.3.3 If the offending player is a fielder, no substitute shall be allowed for him/her. The offending player may return to the field of play after serving the period of suspension and may bowl immediately.

42.4.2.3.4 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall he/she bowl the next over.

42.4.2.3.5 If the offending player is a not out batsman, he/she shall be replaced by another member of his/her team. The offending player may return to bat after having served the suspension only at the fall of a wicket. If no batsman is available to bat during a batsman's suspension, the innings is completed. If the offending player does not continue his/her innings for whatever reason, he/she is to be recorded as Retired – not out.

42.4.2.3.6 If the offending player is a dismissed member of the batting side, the period of suspension will not commence until the start of the next innings. Furthermore, in these circumstances, the offending player may not act as a runner during the innings when he/she was suspended.

42.4.2.3.7 Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

42.4.2.3.8 Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended.

42.4.2.4 As soon as practicable, the umpire shall

- award 5 Penalty runs to the opposing team
- signal the Level 3 penalty to the scorers
- call Play.

42.4.2.5 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.5 Level 4 offences and action by umpires

42.5.1 Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire
- physically assaulting a player or any other person
- committing any other act of violence.

42.5.2 If such an offence is committed, 42.5.2.1 to 42.5.2.5 shall be implemented.

42.5.2.1 The umpire shall call Time, if necessary.

42.5.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.5.2.3 The umpires shall direct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

42.5.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him/her. He/She is to be recorded as Retired – out at the commencement of any subsequent innings in which his/her team is the batting side.

42.5.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

42.5.2.3.3 If the offending player is a batsman he/she is to be recorded as Retired – out in the current innings, unless he/she has been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which his/her team is the batting side. If no further batsman is available to bat, the innings is completed.

42.5.2.3.4 Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

42.5.2.4 As soon as practicable, the umpire shall

- award 5 Penalty runs to the opposing team
- signal the Level 4 penalty to the scorers
- call Play.

42.5.2.5 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.6 Captain refusing to remove a player from the field

42.6.1 If a captain refuses to carry out an instruction under 42.4.2.3 or 42.5.2.3, the umpires shall invoke Law 16.3 (Umpires awarding a match).

42.6.2 If both captains refuse to carry out instructions under 42.4.2.3 or 42.5.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in Law 12.9 (Conclusion of match) and there shall be no result under Law 16 (The result).

42.7 Additional points relating to Level 3 and Level 4 offences

42.7.1 If a player, while acting as wicket-keeper, commits a Level 3 or Level 4 offence, Law 24.1.2 (Substitute fielders) shall not apply, meaning that only a nominated player may act as wicket-keeper, even if another fielder becomes injured or ill and is replaced by a substitute.

42.7.2 A nominated player who has a substitute or runner will also suffer the penalty for any Level 3 or Level 4 offence committed by the substitute or runner. However, only the substitute or runner will be reported under Laws 42.4.2.5 or 42.5.2.5.

18.1 if, according to section 18 (law 42) the offending player's captain refuse or is

Unavailable to go to the umpires when summoned the:

1. the vice-captain shall deputise for him or
2. Another any other player if it is the fielding side.
3. If it's the batting side, then the batsman at the wicket shall deputise for the captain
4. If after being summoned , the captain take more than 3 minutes to reach the umpires, then the umpires shall apply section 17.3 or 17.4

19. Use of Electronic Communications Equipment

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted.

All captains MUST complete the captain's report and submit same to the appointed scorer of the Match

Please Note: In event of a rain out game for the Quarter, semi and Finals in the First division Competition games, a reserve day is set aside for that game to replay. If the game is rain out on the reserve day, then the **net run rate from the group stage** determine the winner of that game.

Quarter Final and Semi Finals Position for First Division will be played on a “ Crossover:

Croup A		Group B	
1	vs	4	
2	vs	3	
3	vs	2	
4	vs	1	

Top four teams from the Premier Division and First Division shall advance to the Club Championship.

Club championship will be of a Knockout Format and the teams will be seeded as follows:

Premier Division		First Division	
1	vs	4	
2	vs	3	
3	vs	2	
4	vs	1	

Please Note: The top four teams in the Premier Division and First Division will advance to the Club Championship 2019

APPENDIX 1

Calculation Sheet for Use When Delays or Interruptions Occur in the First Innings a SVGCA 50 overs match

Time

Net playing time available at start of the match 420 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] (rounded up if not a whole number) _____ (I)

Max overs per bowler [I / 5] _____

Number of bowlers permitted to bowl this maximum _____

Duration of Powerplay overs (initial, bowling side, batting side)

First Innings _____ , _____ , _____

Second Innings _____ , _____ , _____

Rescheduled Playing Hours

First session to commence or recommence _____ (J)

Length of innings [I x 4] _____ (K)

Rescheduled cessation time [(J + K) – B] _____

Length of interval _____

Second session commencement time _____ (L)

Rescheduled cessation time = (L + K) _____

APPENDIX 2

Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of the SVGCA 50 overs match.

Time

Original cessation time of innings _____ (A)

Time at start of interruption _____ (B)

Restart time _____ (C)

Length of interruption [C – B] _____ (D)

Extra time available _____ (E)

Total playing time lost [D – E] _____ (F)

Amended cessation time of innings [A + E] _____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost [F / 4] ignore fractions _____ (I)

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

Overs per bowler and Fielding Restrictions

Max. overs per bowler [J / 5] _____ overs

Number of bowlers permitted to bowl this maximum _____

Duration of Powerplay overs (initial, bowling side, batting side)

First Innings _____ , _____ , _____

Second Innings _____ , _____ , _____

APPENDIX 3

