

SM50 PLAYING CONDITIONS

FCA SM50 Match Playing Conditions

(Effective May 1, 2008)

Except as varied hereunder, the Laws of Cricket (2000 Code 2nd Edition – 2003) shall apply.

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.

1.2 Law 1.2 – Nomination of Players

Law 1.2 shall be replaced by the following:

Each captain shall provide a **list of the names** of the 11 players and the nominated 12th man in writing to the umpires before the toss. No player (including the nominated 12th man) may be changed after the toss without the consent of the opposing captain.

If any club/team is found guilty of fielding an ineligible player, then that club/team will be docked 16 points. Club/team will have no right to appeal regarding this decision.

Umpire(s) will be responsible to make sure that all the players are properly dressed in cricket whites. Any nominated players not in proper dress will not be allowed to take the field. Umpires are instructed to enforce this criterion without exception.

In case where there are two teams representing one club, no players movement is allowed between the two teams from the same club.

New players of any nationality may play in the league at any time during the season. However, the new player must be officially registered with the FCA at least two (2) weeks before he/she can play in the league.

There will also be a strict enforcement of new players not being allowed to play from the last two matches of the club/team involved.

There will be no transfer of players between clubs / teams allowed during the season... EXCEPT in the case of a player moving to another town. The LSC will review each case individually and make a decision accordingly.

1.3 Law 1.3 – Captain

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

The deputy must be one of the 11 nominated players.

SM50 PLAYING CONDITIONS

2. Law 2 – Substitutes and Runners, Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings

Law 2 shall apply subject to the following:

2.1 Law 2.5 – Fielder absent or leaving the field

Law 2.5 shall be replaced by the following:

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 the consent of the umpire. The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than **8 minutes**, the player shall not be permitted to:

2.1.1 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.

2.1.2 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 five (5) wickets.

The restriction in Clauses 2.1.1 and 2.1.2 shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

3. Law 3 – The Umpires

3.1 Law 3.1 – Appointment and attendance

Law 3.1 shall be replaced by the following:

The following rules for the selection and appointment of SM50 league umpires shall be followed as far as it is practicable to do so:

3.1.1 In the 2008 season, the LSC has made each club responsible for officiating certain matches.

3.1.2 Clubs will be held responsible to provide umpires for those matches.

SM50 PLAYING CONDITIONS

- 3.1.3 If the club is unable to provide an umpire, then 4 points will be deducted from the club's aggregate. The club would have no right to appeal regarding this decision.
- 3.1.4 In the case of emergencies and other extraordinary circumstances, the club, is however, free to consult with other teams in order to nominate a substitute. The LSC must be informed about changes at least 3 days prior to the match. These exceptional circumstances will be scrutinised by the LSC.
- 3.1.5 In the case that the nominated umpire(s) fail to turn up for a match, the LSC will try to nominate a substitute for the match. This again would lead to deduction of 4 points from the team whose responsibility it was to provide the umpire. If the LSC is unable to find any substitute, then the particular match will be rescheduled. If the match cannot be rescheduled, then both the teams will be awarded 4 points and the match will be declared as tie/abandoned.
- 3.1.6 Neither team will have a right to object as to an umpire's appointment.
- 3.1.7 The umpires shall be present at the ground at least one hour before the scheduled start of play.
- 3.1.8 The umpire(s) will be responsible to ensure that the final scoresheet is duly signed by the respective captains and by the umpire(s).). *See especially Clause 4 regarding Law 4.*

3.2 Law 3.2 – Change of Umpire

The following shall apply in place of Law 3.2:

- 3.2.1 An umpire shall not be changed during the match, other than in exceptional circumstances, unless s/he is injured or ill.

3.3 Law 3.8 – Fitness of Ground, Weather and Light, and Law 3.9 – Suspension of play for adverse conditions of ground, weather or light

- 3.3.1 Law 3.8 Fitness of ground, weather and light

The umpires shall be the final judges of the fitness of the ground, weather and light for play.

- 3.3.2 Law 3.9 Suspension of play for adverse conditions of ground, weather or light

- (a) For the purpose of this Law only, the batsmen at the wicket may deputise for their captain at any appropriate time.
- (b) If at any time the umpires together agree that the condition of the ground, weather or light is unsuitable for play, they shall inform the captains and, unless:
- (i) in unsuitable ground or weather conditions both captains agree to continue, or to commence, or to restart play, or

SM50 PLAYING CONDITIONS

- (ii) in unsuitable light the batting side wishes to continue, or to commence, or to restart play, they shall suspend play, or not allow play to commence or to restart.
- (c)
 - (i) After agreeing to play in unsuitable ground or weather conditions, either captain may appeal against the conditions to the umpires before the next call of Time. The umpires shall uphold the appeal only if, in their opinion, the factors taken into account when making their previous decision are the same or the conditions have further deteriorated.
 - (ii) After deciding to play in unsuitable light, the captain of the batting side may appeal against the light to the umpires before the next call of Time. The umpires shall uphold the appeal only if, in their opinion, the factors taken into account when making their previous decision are the same or the condition of the light has further deteriorated.
- (d) If at any time 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, then notwithstanding the provisions of (b) (i) and (b) (ii) above, they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

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 the umpires 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.
- (e) 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, unaccompanied by any of the players or officials. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
- (f) 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 conditions are or have become unsuitable or dangerous. If they do so agree, then they shall implement the procedure in Clause 3.3.2 (b) or Clause 3.3.2 (d) above, as appropriate, whether or not there had been any decision by the captains to continue, or any appeal against the conditions by either captain, prior to the commencement of the interval.

- 3.3.3 If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both on-field umpires agree that the

SM50 PLAYING CONDITIONS

current drizzle would not have caused a stoppage, then play shall resume immediately. In these circumstances the provisions of Laws 3.9 (b) (i) and 3.9 (c) (i) shall not apply.

- 3.3.4 If a shadow from the fielder falls across the strikers half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

4. Law 4 – The Scorers

4.1 Law 4.2 – Correctness of scores

Any decision as to the correctness of the scores shall be the responsibility of the umpires. Each team should provide a scorer for their own batting innings.

The umpire(s) will be responsible to ensure that the final scoresheet is duly signed by the respective captains and by the umpire(s) and is posted to:

Yasir Abdul Quadir
Topeliuksenkatu 35 A 2
00250 Helsinki.

The umpire(s) will also be responsible for, on completion of the match, sending the final scores by SMS to **Andrew Armitage (0400 298 266)**.

5. Law 5 – The Ball

5.1 Law 5.2 – Approval and control of balls

Law 5.2 shall be replaced by the following:

Before the start of the game, the home team shall pass to the umpire(s) two (2) SM50 cricket balls (must be the balls provided by FCA) and spare used balls for changing during a match, which shall also preferably be of the same brand. The match balls for the full season will be provided by the FCA to each club before the beginning of the season.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the Home team.

The umpires shall retain possession of the match ball(s) 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.

In case the home team does not provide the FCA match balls, then the home team will be fined 50 EUR (per match).

SM50 PLAYING CONDITIONS

5.2 Law 5.5 – Ball lost or becoming unfit for play

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 a similar amount of wear.

In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.

If the ball is to be replaced, the umpire shall inform the batsman. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

6. Law 9 – The Bowling, Popping and Return Creases

6.1 Law 9.3 – The Popping Crease

Law 9.3 shall apply.

7. Law 12 – Innings

Law 12 shall apply subject to the following:

7.1 Law 12.1 – Number of innings

Law 12.1 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.

7.2 Length of Innings

7.2.1 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 not be extended and the second session shall commence at the scheduled time. 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, in the umpires' view, the over-rate of the team bowling first was slow, which led to the failure of bowling the required number of overs in the scheduled time, the umpire should report this to the LSC. The LSC will then penalise the team based on the umpires report. If found guilty, 2 points will be deducted from the guilty team's quota.**
- (d) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

SM50 PLAYING CONDITIONS

- (e) If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved. **However, 7.2.1 (c) above will also apply here.**

7.2.2 Delayed or Interrupted Matches

- (a) Delay or Interruption to the Innings of the Team Batting First (Appendix B)

- (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 remaining 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** must be bowled to the side batting second, subject to the innings not being completed earlier.
- (iii) 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, extensions in playing hours, 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 time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.
- (iv) 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 have been bowled or the innings is completed.
- (v) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.

- (b) Delay or Interruption to the innings of the Team Batting Second (Appendix C)

- (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.

SM50 PLAYING CONDITIONS

- (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, extensions in playing hours 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.

7.3 Number of Overs per Bowler

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

In a delayed or interrupted match 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 overs allowed.

Where the total amount of 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 allowed 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.

8. Law 13 – The Follow-on

Law 13 shall not apply.

9. Law 14 – Declaration and Forfeiture

Law 14 shall not apply.

Clubs forfeiting matches or not being able to field a team on the match day will have to pay the ground rent of the home team as a fine. This will be applied in 2008 only for away teams.

SM50 PLAYING CONDITIONS

10. Law 15 – Intervals

Law 15 shall apply subject to the following:

10.1 Law 15.5 – Changing agreed times for intervals – Interval between Innings

The innings of the team batting second shall **not commence before the scheduled time** for commencement of the second session unless the team batting first has completed its innings at least **30 minutes** prior to the scheduled interval, in which case a **10 minute** break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where play is delayed or interrupted, the umpires will reduce the length of the interval as follows:

Time Lost	Interval
Up to 60 minutes	30 minutes
Between 60 and 120 minutes	20 minutes
More than 120 minutes	10 minutes

10.2 Law 15.9 – Intervals for drinks

Two drinks break per innings shall be permitted, after the **17th Over and the 34th Over** has been bowled in that innings. The drinks break should be limited to a maximum duration of **5 minutes**. The provisions of this rule shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

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.

11. Law 16 – Start of Play; Cessation of Play

11.1 Law 16.1 – Start and Cessation Times

Start and Cessation Times – there will be two sessions of 3 hours, each separated by a 40 minute break.

- (a) Scheduled start of play – 10:30 (for teams involving travelling to of from Helsinki region, the starting time will be 11:00)
- (b) Scheduled finish of 1st Innings – 14:00
- (c) Interval – 40 minutes
- (d) Scheduled start of 2nd Innings – 14:40
- (e) Cessation of Play – 18:10

SM50 PLAYING CONDITIONS

(f) Sessions of Play and Interval between Innings

There will normally be two sessions of play of 3 hours and 20 minutes each, separated by an interval of 40 minutes from 14:00-14:40. The innings of the team batting second shall not commence before the scheduled time for the start of the second session unless the team batting first has completed its innings at least **30 minutes** prior to the scheduled interval. In such circumstances, a **10 minute** break will occur and the team batting second will start its innings and the interval will occur as scheduled.

Where the innings of the team batting first is delayed or interrupted, the Umpires will reduce the length of the interval. In the event of time being lost up to and including 60 minutes in aggregate, the length of the interval shall be reduced from 40 to 30 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be agreed mutually by the Umpires, both captains and the referee, subject to no interval being more than 35 minutes or less than 10 minutes duration. In the event of disagreement, the interval will be of 25 minutes duration.

12. Law 17 – Practice on the Field

12.1 Law 17.1 – Practice on the field

The following shall apply in addition to Law 17.1:

The use of the square for practice on the match day will be restricted to any netted practice area on the square set aside for that purpose.

13. Law 18 – Scoring Runs

Law 18 shall apply.

14. Law 19 – Boundaries

14.1 Law 19.2 – Defining the boundary – boundary marking

The following shall apply in addition to Law 19.2:

All boundaries must be marked.

14.2 Law 19.3 – Scoring a boundary

The following shall apply in addition to Law 19.3:

If an unauthorised 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 unauthorised person handling the ball.

15. Law 20 – Lost Ball

Law 20 shall apply.

SM50 PLAYING CONDITIONS

16. Law 21 – The Result

Law 21 shall apply subject to the following: When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs will be the winner.

16.1 Law 21.1 – A win – two innings match

Law 21.1 shall not apply.

16.2 Law 21.2 – A win – one innings match

Law 21.2 shall apply in addition to the following:

16.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), 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.

16.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

16.3 Law 21.4 – A Tie

Law 21.4 shall apply in addition to the following:

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

16.4 Law 21.5 – A Draw

Law 21.5 shall not apply.

16.5 Prematurely Terminated Matches – Result

If a match remains unfinished for any reason, the winner will be the side which has scored the faster run-rate throughout its entire innings, providing that at least 20 overs have been bowled at the side batting second.

16.6 Correctness of result

Any query on the result of the match as defined in Laws 21.2 and 21.4, shall be resolved as soon as possible and a final decision made by the umpires at close of play.

16.7 Points

16.7.1 Preliminary Matches

SM50 PLAYING CONDITIONS

The LSC has instituted the following points system:

Win	8
Tie or No Result	4
Loss	0

The final league positions will be decided by the following method:

- The team with the most number of wins.
- If two or more teams have equal points then, the team with the most number of wins over the other team(s) who are equal on points and have the same number of wins.
- If still equal, the team with the highest net run rate.

In a match declared as a "No Result", the match figures will not be included in any calculations of the NRR.

16.7.2 Net Run Rate (NRR)

The following method will be used to calculate the net run-rate:

$$\frac{\text{Total Runs Scored} \times \text{Total Wickets Taken}}{\text{Total Runs Conceded} \times \text{Total Wickets Lost}}$$

16.8 Player of the Match

After the completion of the match, on-field umpire(s) will nominate and choose the 3 best players (can also be from one team) based on their performances during the match. The best player will receive 3 points, second best 2 points, and the third best 1 point. The **player of the season** award will be awarded to the player who has accumulated the most points.

17. Law 22 – The Over

Law 22 shall apply.

18. Law 23 – Dead Ball

Law 23 shall apply.

19. No Ball

Law 24 shall apply subject to the following:

19.1 Law 24.1 (b) Mode of delivery

Law 24.1 (b) shall be replaced by the following:

SM50 PLAYING CONDITIONS

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.

20. Law 25 – Wide Ball

20.1 Law 25.1 – Judging a Wide

Law 25 shall apply with the following addition to Law 25.1:

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

Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall 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 ball extras.

A line to assist the umpires in judging the ball wide of off stump should be drawn, on the playing surface. This is shown in Appendix D. This line should be 89 cm from the middle stump on either side of the wicket.

21. Law 26 – Bye and Leg Bye

Law 26 shall apply.

22. Law 27 – Appeals

Law 27 shall apply.

23. Law 28 – The Wicket is Down

Law 28 shall apply.

24. Law 29 – Batsman out of His Ground

Law 29 shall apply.

25. Law 30 – Bowled

Law 30 shall apply.

26. Law 31 – Timed Out

Law 31 shall apply.

27. Law 32 – Caught

Law 32 shall apply.

SM50 PLAYING CONDITIONS

28. Law 33 – Handled the Ball

Law 33 shall apply.

29. Law 34 – Hit the Ball Twice

Law 34 shall apply.

30. Law 35 – Hit Wicket

Law 35 shall apply.

31. Law 36 – Leg Before Wicket

Law 36 shall apply.

32. Law 37 – Obstructing the Field

Law 37 shall apply.

33. Law 38 – Run Out

Law 38 shall apply.

34. Law 39 – Stumped

Law 39 shall apply.

35. Law 40 – The Wicket-Keeper

Law 40 shall apply.

36. Law 41 – Fielder

Law 41 shall apply subject to the following:

36.1 Law 41.1 – Protective equipment

The following shall apply in addition to Law 41.1:

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.

36.2 Restrictions on the placement of fielders

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

36.2.2 In addition to the restriction contained in Clause 36.2.1, further fielding restrictions shall apply to certain overs in each innings. The nature of such

SM50 PLAYING CONDITIONS

fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs) are set out in the following paragraphs.

36.2.3 The following fielding restrictions shall apply:

- (a) 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. (Appendix 1) The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. During the Fielding Restriction Overs (as set out below), only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- (b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles shall be **15 yards (13.72 metres)**. The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. (Appendix 1) During the block of Fielding Restriction Overs (in an uninterrupted innings, the first 15), there must be a **minimum of two stationary fielders** within this fielding restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fielders may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in the slip, leg slip, or gully positions.

36.2.4 During the non-Fielding Restriction Overs, no more than 5 fielders shall be permitted outside the fielding restriction area referred to in Clause 36.2.3 (a).

36.2.5 The Fielding Restriction Overs shall apply for the initial 15 overs per innings.

36.2.6 Where, in an interrupted innings, on resumption, the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number (subject to observing Clause 36.2.8).

36.2.7 Fielding Restriction Overs must commence at the start of an over.

36.2.8 If an innings is interrupted during an over, the status of that over (that is whether it is a Fielding Restriction Over or not) must be retained when the over is completed. Provided that if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

36.2.9 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

SM50 PLAYING CONDITIONS

37. Law 42 – Fair and Unfair Play

See also Appendix A – concerning Penalty Runs, etc.

37.1 Law 42.3 – The Match Ball – changing its condition

37.1.1 Law 42.3 shall apply, subject to the following:

Law 42.3 (e) (ii) shall be replaced with the following:

Inform the captain of the fielding side of the reason for the action taken.

37.1.2 And in addition to Law 42.3:

- (a) The umpires shall report the incident to the LSC Disciplinary Committee (DC).
- (b) In the event that a ball has been interfered with and requires replacement, the batsman at the wicket shall choose the replacement ball.

37.2 Law 42.4 – Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

In addition, the umpires shall report the incident to the LSC DC.

37.3 Law 42.5 – Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following:

In addition, the umpire shall report the incident to the LSC DC.

37.4 Law 42.6 – Dangerous and Unfair Bowling

37.4.1 Law 42.6 (a) – The Bowling of Fast Short Pitched Balls

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

- (a) A bowler shall be limited to one 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, for the purpose of this regulation and subject to Clause 37.4.1 (f), a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- (e) For the avoidance of doubt, any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over.

SM50 PLAYING CONDITIONS

- (f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 37.4.1 (b), 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 second 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 batsmen 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 one fast short pitched delivery 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 batsmen 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 LSC DC, who shall take such action as is considered appropriate against the captain and the bowler concerned.

The above is not a substitute for Clause 37.5 below which umpires are able to apply at any time.

37.4.2 Law 42.6 (b) Bowling of High Full Pitched Balls

Law 42.6 (b) shall be replaced by the following:

- (a) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- (b) A slow delivery, which passes or would have passed on the full above shoulder 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.
- (c) In the event of a bowler bowling a high full pitched ball as defined in Clauses 37.4.2 (a) and 37.4.2 (b) (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball, and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the

SM50 PLAYING CONDITIONS

other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

- (d) 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.
- (e) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (f) 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.
- (g) The umpires will then report the matter to the LSC DC who shall take such action as is considered appropriate against the captain and the bowler concerned.

37.5 Law 42.7 – Dangerous and Unfair Bowling – Action by the umpire

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 37.4.1, 37.4.2 and 37.6 the following shall apply at any time during the match:

37.5.1 The bowling of fast short pitched balls is unfair if, in the opinion of the umpire at the bowler's end, s/he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

37.5.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

- (a) In the first instance, the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- (b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- (c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- (d) 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. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
- (e) The bowler thus taken off shall not be able to bowl again in that innings.

SM50 PLAYING CONDITIONS

- (f) The umpire will report the occurrence to the other umpire, the batsmen at the wicket, and as soon as possible to the captain of the batting side.
- (g) The umpires will then report the matter to the LSC DC who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)

37.6 Law 42.8 – Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed dangerous and unfair as defined in Clause 37.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

37.6.1 Call and signal no ball.

37.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.

37.6.3 Not allow the bowler to bowl again in that innings.

37.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

37.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the LSC DC, who shall take such action as is considered appropriate against the captain and the bowler concerned.

37.7 Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 37.4.1, 37.4.2, 37.5 and 37.6 such cautions and warnings are not to be cumulative.

37.8 Law 42.9 – Time Wasting by the Fielding Side

Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following:

If there is any further wasting of time in that innings, by any member of the fielding side the umpire shall:

- (a) Call and signal dead ball if necessary, and;
- (b) Award 5 penalty runs to the batting side (See Law 42.17).
- (c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- (d) Report the occurrence to the LSC DC, who shall take such action as is considered appropriate against the captain and the team concerned under the Offences and Penalties guidelines.

SM50 PLAYING CONDITIONS

37.9 Law 42.10 – Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

In addition, the umpires will report the incident to the LSC DC.

37.10 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.

38. Reduction in overs

Innings duration	Number of Field Restriction Overs
20 – 21	6
22 - 23	6
24 - 26	7
27 - 28	8
29 - 33	9
34 – 36	10
37 – 39	11
40-43	12
44-46	13
47-49	14
50	15



SM50 PLAYING CONDITIONS

APPENDIX A

All penalty runs in the Laws of Cricket (2000 Code 2nd Edition – 2003) now also apply in International Cricket. Some penalty runs can be referred to the LSC DC for further action if necessary.



SM50 PLAYING CONDITIONS

APPENDIX B

Calculation Sheet for Use When Delays or Interruptions Occur in First Innings

Time

Net playing time available at start of the match	<u>420 minutes</u> (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)

Overs and Fielding Restrictions

Overs in match [G / 4.2] round up fraction and +1 if necessary	_____ (H)
Max. overs per team [H / 2]	_____ (I)
Max. overs per bowler [I / 5]	_____ overs
Fielding restrictions [Refer to 38]	_____ overs
Fielding restrictions innings 1	_____ overs
Fielding restrictions innings 2	_____ overs [Refer to 38]

Rescheduled Playing Hours

First session to commence or recommence	_____ (J)
Length of innings [I x 4.2]	_____ (K)
Rescheduled cessation time [(J + K) – B]	_____
Length of interval	_____
Second session commencement time	_____ (L)
Rescheduled cessation time = (L + K)	_____



SM50 PLAYING CONDITIONS

APPENDIX C

Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings

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 / 4.2] (ignore fractions) _____ (I)
Adjusted maximum length of innings [H – I] _____ (J)

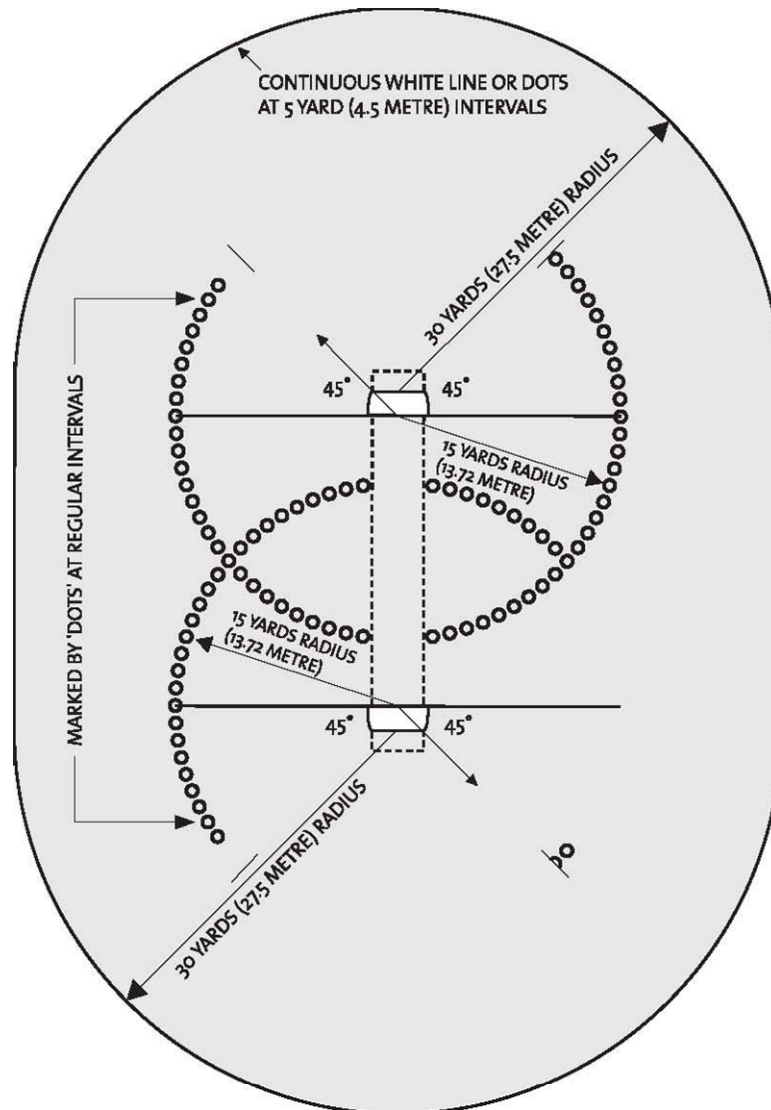
Overs per bowler and Fielding Restrictions

Max. overs per bowler [J / 5] _____ overs
Fielding restrictions [Refer to 38] _____ overs

SM50 PLAYING CONDITIONS

APPENDIX 1

Restriction of the placement of fielders



The final mark of the 15 yards (13.72 metres) radius shall be a line placed at an angle of 45°, measured from the popping crease at a point level with the middle stump.

APPENDIX D
CREASE MARKINGS

