

Cricket Finland

SM40 Playing Conditions

2017





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SM40 Playing Conditions - 2017



Cricket Finland SM40 Match Playing Conditions

(rev. 23rd April 2017)

These playing conditions are applicable to all SM40 matches from May 1st 2017 and supersede the previous version dated 1st April 2016.

Except as varied hereunder, the Laws of Cricket (2000 Code 6th Edition – 2015) 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. If a team is short of eligible players and cannot field 8 or more players for a league match, an automatic forfeit will result.

1.2. Law 1.2 - Nomination of Players

Law 1.2 shall be replaced by the following:

- 1.2.1. CricHQ requirements aside (see 4.2) each captain shall provide a list of the names of the 11 players and up to 4 substitutes in writing to the umpires before the toss. No player (including the nominated substitutes) may be changed after the toss. Any nominated player or substitute fielder not present at the scheduled start time or if there is a delay due to weather or other wholly acceptable reasons, the rescheduled start time, is not allowed to participate in the match under any circumstance.
- 1.2.2. Only those nominated, as substitute fielders before the toss, shall be entitled to act as substitute fielders during the match. Substitute fielders are required to be registered with SUOMISPORT and must be a member of the club playing and be eligible to play in the match.
- 1.2.3. Player names in team lists, including any nominated substitutes, must be written as they have been submitted in the SUOMISPORT player registration database; an incorrect or inaccurate player name on the team list may result in the team being found guilty of fielding an ineligible player. If any club/team is found guilty of fielding an ineligible player, including as a substitute, then that club/team will forfeit the match – the points will be awarded to their opponents – and the offending team will receive a 16 point penalty.
- 1.2.4. New players may be added to a team squad at any time during the season. However, the new player must be officially registered within the SUOMISPORT database not less than three days before he/she can play in the league. Registration includes payment of the fee for the license being registered.
- 1.2.5. Umpires will be responsible to make sure that all the players are properly dressed in cricket whites or other approved team uniform. Any nominated players not in proper dress will not be allowed to take the field. Umpires are instructed to enforce this criterion without exception.
- 1.2.6. A player or player support personnel who has been suspended from participating in a



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match shall not, from the toss of the coin and for the remainder of the match thereafter:

- a. Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or
- b. Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

1.2.7. There will be no transfer of players between clubs within league formats 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. In cases where there are two teams representing one club the following rules shall apply;

- a. Where the 2 teams are in the same grade, there shall be no movement between teams. (in this instance the 2 teams are treated as 2 separate clubs for applying this rule)
- b. Where the 2 teams are in different grades then movements between teams is allowed as follows;
 - i. Each team (except for the team in the lowest division) shall name a minimum of 6 (six) core players prior to 23:59:59 on May 2nd of the season in question. These players shall not be allowed to play for a team in a lower division during the season.
 - ii. Any players not in the core player list are free to move up and down between divisions, however once they have played a total of more than 50% of the higher teams scheduled matches then they will be deemed a core player in that team and will no longer be eligible to play for a lower division team.
 - iii. In the case of a club with teams in 3 or more divisions, core players in teams up to Division 2 will be free to play up a grade subject to the provisions of iii. above
 - iv. A nominated substitute assigned to a particular match will not be deemed to have played that match.

1.2.8. In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable Cricket Finland Regulations pertaining to cricket in Finland and in particular, the FCA Code of Conduct and Spirit of Cricket, the FCA Disciplinary Guidelines and the Finnish Anti-Doping Code.

1.3. Law 1.3 - Captain

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

- 1.3.1. The deputy must be one of the 11 nominated players.
- 1.3.2. Each club must for each team, nominate its SM40 captain and communicate this to the LSC.
- 1.3.3. At the conclusion of the match, and in any case no later than 72 hours from the end of the day on which the match took place, each Captain will submit a "Captain's Report



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on Umpires" form to LSC.

Failure to comply with this requirement will result in the following penalties being imposed:

1st offence: Warning by email from LSC

2nd offence: Second warning by email from LSC

3rd offence: Captain banned for 1 match

2. Law 2 - Substitutes and runners, batsman or fielders leaving the field, batsman retiring, batsman commencing innings

Law 2 shall apply subject to the following:

2.1. Law 2.1 Substitutes and Runners

Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted.

Law 2.1 (b) shall be amended as follows:

The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time. The substitute fielder must be nominated before the toss (1.2.1) and must be registered with the club, SUOMISPORT and be eligible to play (1.2.2, 1.2.3, 1.2.5)

2.2. 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. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

2.5.1. The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 120 minutes.

If any unexpired penance time remains at the end of the first innings, it is carried forward to the second innings of the match.

2.5.2. The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 120 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately.

2.5.3. Any named player who has not taken the field by the end of their team's first innings shall not be able to take any further part in the match. If the team is



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fielding second then a substitute may take their place in the field, but will not be able to bowl or keep wickets. If the team is batting second then that player shall be deemed to have been dismissed.

For the purposes of 2.5.1 and 2.5.2, playing time shall comprise the time play is in progress excluding lunch and tea intervals, intervals between innings and official drinks intervals.

However, in the event of a batsman or 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.

Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time, provided he returns to the field of play immediately after the interruption.

The restriction in clauses 2.5.1 and 2.5.2 above 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).

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'.

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 SM40 league umpire shall be followed as far as it is practicable to do so:

- 3.1.1. The LSC has made each club responsible for officiating certain matches.
- 3.1.2. Clubs will be required to inform the LSC, who they have nominated to umpire to the LSC, at least 24 hours before the scheduled start of play. This to ensure that umpire reporting is set up within CricHQ.
- 3.1.3. The umpires shall control the games 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 play.
- 3.1.4. Clubs will be held responsible to provide umpires for those matches. Clubs are free to invite umpires from other clubs to officiate in these matches, providing he or she does not represent either team playing.
- 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 will lead to deduction of 8 (4 for one umpire) points from the team whose responsibility it was to provide the umpire. If it is



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not possible to arrange substitute umpires at short notice, 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 a tie/abandoned. In such a case, the team neglecting its umpiring duty will be liable to reimburse ground rent and travel costs to the relevant teams.

- 3.1.6. The LSC may appoint umpires for certain matches from the Umpires Panel.
- 3.1.7. Neither team will have a right to object as to an umpire's appointment.
- 3.1.8. The umpires shall be present at the ground no later than 30 minutes before the scheduled start of play. In the case that an umpire or umpires is/are not at the ground at the scheduled start of play, the home captain will inform the LSC. Penalties for umpires being late (without reasonable cause) shall be as follows;
 - a) 1st Offence – Formal warning.
 - b) 2nd Offence – Final warning and loss of match fee (excluding travel reimbursement) for each umpire that is late.
 - c) 3rd Offence and subsequent offences– Deduction of 4 competition points from the 1st XI team of the club providing the umpire plus loss of match fee (excluding travel reimbursement) for each late umpire.

Note that offences are only counted within the season and do not carry over to subsequent seasons.

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.

3.8. Law 3.8 - Fitness for play and Law 3.9 - Suspension of play in dangerous or unreasonable conditions

Laws 3.8 & 3.9 shall be replaced by:

- 3.8.1. The umpires shall be the final judges of the fitness of the ground, weather and light for play. See clause 3.3.2 below and Law 7.2 (Fitness of the pitch for play).
- 3.8.2. Suspension of play for adverse conditions of ground, weather or light
 - a) All references to ground include the pitch. See Law 7.1 (Area of pitch).
 - b) 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 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 ground 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.



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- 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.

4. Law 4 – The Scorers

4.2. Law 4.2 – Correctness of scores

In place of Law 4.2 - Any decision as to the correctness of the scores shall be the responsibility of the umpires. Each team shall provide a scorer for their own batting innings. Player names on CricHQ must be written accurately as they are in the SUOMISPORT squad registration lists and match team lists.

CricHQ is the mandatory method for scoring and recording scores on the CricHQ Competition Management System (CHQCMS).

4.3. CricHQ Requirements

- 4.3.1. Both Teams are responsible for providing a viable device on which to score (as per CricHQ device guidelines provided before the start of the season).
- 4.3.2. Both Teams are responsible for ensuring that all player names are input to CricHQ prior to the toss.
- 4.3.3. No team lists can be amended after the toss, including substitutes.
- 4.3.4. Both Teams are responsible for ensuring that all players playing in a match have a personal photograph on their CricHQ profile prior to the toss in which the players is clearly visible without embellishment such as sunglasses.
- 4.3.5. Teams shall not upload their innings to the CricHQ system until the score has been agreed by both Captains, and by the Umpires.
- 4.3.6. Both Teams are responsible for updating the CricHQ Competition Management System (CHQCMS) with its own data within 72 hours of the end of the day on which the match was concluded

4.4. League Point Penalties in respect of CricHQ

- 4.4.1. League point penalties will be given to the teams responsible for incorrect scores / failure to comply with FCA CricHQ requirements as follows:
 - a) In the case of failure to provide a viable device as in 4.2(a):
 - Home Team – 2 point penalty
 - Away Team – 1 point penalty
 - b) In the case of failure to upload players to CricHQ prior to the toss as in 4.3.2:
 - One point penalty PER PLAYER not uploaded,



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- with a maximum of 2 penalty points
- c) In the case of failing to have player picture in profile as per 4.3.4:
One point penalty per missing photograph, with a maximum of 2 penalty points
 - d) Batting Team uploading scorecard to CricHQ system before Captains' & Umpires' approval:
One point penalty to the Batting Team
 - e) Failure to update the CHQCMS as in 4.3.5:
1st offence – Warning;
2nd offence - Second warning
3rd offence and any offence thereafter - 2 penalty points for each offence

4.4.2. In addition, a one point penalty will be incurred for an incomplete or ineligible scorecard due to device or CricHQ application failure (without reasonable cause).

5. Law 5 – The Ball

5.2. Law 5.2 – Approval and control of balls

Law 5.2 shall be replaced by the following:

- 5.2.1. Before the start of the game, the home team shall pass to the umpire(s) two (2) SM40 cricket balls (must be the balls provided by FCA). The match balls for the full season will be provided by the FCA to each club at the beginning of the season.
- 5.2.2. The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the Home team.
- 5.2.3. 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.
- 5.2.4. In case the home team does not provide the Cricket Finland match balls, then the home team will be required to provide a suitable replacement. The umpires alone will make the determination of the suitability of the ball. The home team as a result of the failure to provide Cricket Finland match balls will be penalised 2 points.

5.5. Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

- 5.5.1. 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 a similar amount of wear. No penalties are applied if the ball is a non Cricket Finland match ball.
- 5.5.2. 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, 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. It is the home team's responsibility to



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have spare, used league balls.

5.5.3. If the ball is to be replaced, the umpire shall inform the batsmen and the fielding captain. 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 6 – The Bat

Law 6 shall apply.

7. Law 7 – The Pitch

Law 7 shall apply.

8. Law 8 – The Wickets

Law 8 shall apply.

9. Law 9 – The Bowling, popping and return creases

Law 9 shall apply with the following addition;

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 4 shall be marked in white at each end of the pitch.

Note: the average width of the coconut mat is 180 cm. Therefore the edge of the coconut mat (90 cm from middle stump) may be considered the offside-wide marking line.

10. Law 10 – Preparation and maintenance of the playing area

Law 10 shall apply.

11. Law 11 - Covering the pitch

Law 11 shall apply.

12. Law 12 – Innings

Law 12 shall apply subject to the following:

12.1. 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 40 overs.

12.2. Length of Innings

12.2.1. Uninterrupted Matches

- a) Each team shall bat for 40 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 there



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being a minimum interval of 30 minutes. The team batting second shall receive its full quota of 40 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 decide on any possible punitive action.
- d) If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.
- e) If the team fielding second fails to bowl 40 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, 12.2.1 (c) above will also apply here.
- f) If it is apparent that, due to slow overrate, a match with full 40 over innings may not be possible (e.g. due to the ground not being available past a certain time), the umpires may reduce the number of overs as necessary.
- g) Penalties shall apply for slow overrates (refer 16.2.6). Umpires are to report slow overrates to the LSC.

12.2.2. Delayed or Interrupted Matches

- a) Delay or Interruption to the Innings of the Team Batting First
 - (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 16 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.



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- (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.
 - (vi) Penalties shall apply for slow overrates (refer 16.2.6). Umpires are to report slow overrates to the LSC.
- b) Delay or Interruption to the innings of the Team Batting Second**
- v. 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.
 - vi. 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.
 - vii. To constitute a match, a minimum of 16 overs have to be bowled to the team batting second subject to the innings not being completed earlier.
 - viii. 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.
 - ix. 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.
 - x. 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.

12.3. Number of Overs per Bowler

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

12.6.2. 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.

12.6.3. 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.



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12.6.4. 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.

13. Law 13 – The follow on

Law 13 shall not apply.

14. Law 14 – Declaration and forfeiture

Law 14 Shall not apply

- 14.1. Teams 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 (if the booking cannot be cancelled). This applicable only for away teams. If a team decides to forfeit a match, the opposing team, umpires and LSC must be informed without delay.
- 14.2. Teams forfeiting matches should inform this at latest 24 hours before the scheduled start time of the fixture. Announcing a forfeit on the day of the fixture will result in a 1 point penalty.
- 14.3. Any expenses to the opposing team and/or umpires caused by late announcement of forfeit or no-show will be reimbursed by the forfeiting team.
- 14.4. If a team forfeits two (2) matches in a season they will be ejected from the league immediately.
 - 14.4.1. They will also be subject to a 100 Euro penalty payable to the FCA within 7 days of the scheduled match.
 - 14.4.2. All remaining matches will be awarded as wins for the scheduled opponent.
 - 14.4.3. The team will be unable to enter into the league for the following two (2) seasons without the express approval of the LSC.

15. Law 15 - Intervals

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

- 15.5.1. If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval.
- 15.5.2. If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a 10 minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.
- 15.5.3. Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced as follows:
 - a) If up to 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced by the amount of actual playing time lost.
 - b) If more than 15 minutes of actual playing time is lost (total playing



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time lost less any extra time provided), then the interval will be reduced to 30 minutes (subject to (iii) below).

- c) The prescribed interval timings above may be reduced further by mutual agreement of umpires and both captains, taking into account the intention of not having a prolonged interval after a lengthy interruption close to the conclusion of the innings of the team batting first. However, the minimum interval shall not be less than ten minutes.

15.5.4. The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled interval if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.

15.5.5. If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

15.9. Law 15.9 – Intervals for drinks

The following additional clauses will apply to Law 15.9

15.9.1. Two drinks break per innings shall be permitted, after the 15th 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.

15.9.2. 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.

16. Law 16 - Start of play; Cessation of play

Law 16 shall apply subject to the following:

16.1. Law 16.1 - Start and cessation times

The following clause shall be in addition to Law 16.1;

16.1.1. Start and Cessation Times – there will be two sessions of 3 hours (including drinks breaks), each separated by a 45 minute break.

16.2. Minimum Over Rates

16.2.1. The minimum over rate to be achieved will be 15 overs per hour.

16.2.2. The actual over rate will be calculated at the end of the match by the umpires.

16.2.3. In calculating the actual over rate for the match, allowances will be given for the actual time lost as a result of any of the following:

- a) treatment given to a player by an authorised medical personnel on the field of play;
- b) a player being required to leave the field as a result of a serious injury;



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- c) time wasting by the batting side; and
 - d) all other circumstances that are beyond the control of the fielding side.
- 16.2.4. In the event of any time allowances being granted to the fielding team under 16.2.3 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.
- 16.2.5. If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- 16.2.6. Where it is deemed that a team has breached Rule 16.2.1 the penalties shall be as follows;
- a) 1st Offence – First and final warning
 - b) 2nd Offence – Captain to be suspended for one (1) match. The suspension shall apply to the next match to be played by the team in the same format (i.e. SM40) and shall carry over to the next season if this occurs in the team's final match of the season.
 - c) 3rd & subsequent Offence – Team shall be penalised with the deduction of 2 competition points, in addition to the Captain being suspended for one (1) further match under the same provisions as 16.2.6.b).

17. Law 17 – Practice on the Field

17.1. Law 17.1 – Practice on the field

The following shall apply in addition to Law 17.1:

- 17.1.1. 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.

17.2. Law 17.3 - Practice on the outfield between the call of play and the call of time

Law 17.3 shall apply save that Law 17.3 (c) shall be replaced by the following:

- c) There shall be no bowling practice on the outfield. Bowling a ball, using a short run to a player in the outfield is not to be regarded as bowling practice but shall be subject to the law

18. Law 18 - Scoring runs

Law 18 shall apply.

19. Law 19 – Boundaries

19.2. Law 19.2 – Defining the boundary – boundary marking

The following shall apply in addition to Law 19.2:

- 19.2.1. All boundaries must be marked.

19.3. Law 19.3 – Scoring a boundary



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The following shall apply in addition to Law 19.3:

- 19.3.1. 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.

20. Law 20 – Lost Ball

Law 20 shall apply.

21. Law 21 – The Result

Law 21 shall apply subject to the following:

21.1. Law 21.1 – A win – two innings match

Law 21.1 shall not apply.

21.2. Law 21.2 – A win – one innings match

Law 21.2 shall apply in addition to the following:

- 21.2.1. 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 16 overs, unless one team has been all out in less than 16 overs or unless the team batting second scores enough runs to win in less than 16 overs.
- 21.2.2. Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 16 overs, shall be declared no result.

21.3. Law 21.3 – Umpire Awarding a Match

Law 21.3 shall be replaced by the following:

- 21.3.1. A match shall be lost by a side which either
- Concedes defeat or
 - Refuses to play and the umpires shall award the match to the other side.
- 21.3.2. 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 relevant LSC officer of this fact. The LSC officer shall together with the umpires ascertain the cause of the action. If the LSC officer, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, the captain of that side shall be so informed. If the captain persists in the action, the match shall be awarded in accordance with a) above.* If the umpires are unable to contact the LSC officer, the umpires themselves will decide in the matter and their ruling is final.
- 21.3.3. If action as in 21.1.1.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



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in the same manner as provided for in clauses 12.2.2 and 15.1 above.

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

21.4. Law 21.4 – Matches in which there is an agreement under Law 12.1 (b)

Law 21.4 shall not apply.

21.5. Law 21.5 (a) - A Tie

The following shall apply in addition to Law 21.5 (a):

21.5.1. 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.

21.6. Law 21.5 (b) - A Draw

Law 21.5 (b) shall not apply.

21.7. Prematurely Terminated Matches – Calculation of the target score

21.7.1. 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 shall be the winner.

21.7.2. CricHQ uses the Duckworth/Lewis system for calculating scores in interrupted matches, and as CricHQ is now the mandatory scoring system in all FCA Competitions, this will be the procedure used to determine the result in an interrupted match.

21.8. Law 21.8 - 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.

21.9. Points

21.9.1. Preliminary Matches

The LSC has instituted the following points system:

Win.....	8
Tie or No Result.....	4
Loss	0

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

- The team with the most number of points.
- 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, as per the CHQCMS.

21.9.3. In circumstances where a match (and the points for such match) is awarded to a team as a result of the other team’s refusal to play, in accordance with Law 21.3, the net run rate of the defaulting team shall be affected in that the full 40



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overs of the defaulting team's innings in such forfeited match shall be taken into account in calculating the average runs per over of the defaulting team over the course of the relevant portion of the competition. For the avoidance of doubt the runs scored and overs bowled in such forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

21.10. Player of the Match (MVP)

21.10.1. The CricHQ MVP points shall be the sole means of deciding the MVPs in all divisions.

22. Law 22 – The over

Law 22 shall apply.

23. Law 23 – Dead ball

Law 23 shall apply.

24. Law 24 - No ball

Law 24 shall apply subject to the following:

24.1. Law 24.1 (b) Mode of delivery

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

24.1.1. 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.

24.2. Free Hit

24.2.1. In addition to the above, the delivery following a no ball called (all modes of no ball, except as described in 25.1 Ball pitching on the edge of, or off, the artificial surface) shall be a free hit for whichever batsman is facing it.

24.2.2. 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.

24.2.3. 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.

24.2.4. Field changes are not permitted for free hit deliveries unless:

- a) There is a change of striker (the provisions of clause 41.2 shall apply), or
- b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

24.2.5. The umpires will signal a free hit by (after the normal No Ball signal) extending



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one arm straight upwards and moving it in a circular motion.

For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Law 24.1 a) shall apply.

24.3. Fair Delivery - the feet

Law 24.5 shall apply, subject to the final paragraph being replaced by the following:

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he shall call and signal No ball.

25. Law 25 - Wide ball

25.1. Law 25.1 - Judging a Wide

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

25.1.1. 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.

25.1.2. Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

For guidance purposes, a leg side wide should be called if a ball passes outside the leg stump and outside the pads of the batsman standing in a normal guard position.

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 3 shall be marked in white at each end of the pitch.

Note: the average width of the coconut mat is 180 cm. Therefore the edge of the coconut mat (90 cm from middle stump) may be considered the offside-wide marking line.

25.1.3. 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.

25.1.4. Ball pitching on the edge of, or off, the artificial surface

If a bowler delivers a ball that pitches on the edge of an artificial surface, and, in the opinion of the bowler's end umpire, its normal path is altered due to this, it will be called as a No ball. In addition, No ball will be called by the bowler's end umpire. No free-hit will be awarded in this case.

26. Law 26 – Bye and leg bye

Law 26 shall apply.

27. Law 27 – Appeals

Law 27 shall apply.



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28. Law 28 – The wicket is down

Law 28 shall apply.

29. Law 29 – Batsman out of his ground

Law 29 shall apply.

30. Law 30 – Bowled

Law 30 shall apply.

31. Law 31 – Timed Out

Law 31 shall apply.

32. Law 32 – Caught

Law 32 shall apply.

33. Law 33 – Handled the Ball

Law 33 shall apply.

34. Law 34 – Hit the Ball Twice

Law 34 shall apply.

35. Law 35 – Hit Wicket

Law 35 shall apply.

36. Law 36 – Leg Before Wicket

Law 36 shall apply.

37. 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 42.14 shall also apply.

38. Law 38 – Run Out

Law 38 shall apply.

39. Law 39 – Stumped

Law 39 shall apply.



40. Law 40 – The Wicket-Keeper

Law 40 shall apply

41. Law 41 – The fielder

Law 41 shall apply subject to the following:

41.1. Law 41.1 - Protective equipment

The following shall apply in addition to Law 41.1:

- 24.1.1. 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.

41.5. Limitation of on side fielders

- 41.5.1. At the instant of delivery, there may not be more than 5 fielders on the on side.
- 41.5.2. In addition to the restriction contained in clause 41.5.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.
- 41.5.3. 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; or as necessary at a lesser distance that is practical in regard to the size of the field). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Appendix 2). 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.
 - b) At the instant of delivery:
 - i. Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.
 - ii. Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive
 - iii. Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive
- 41.5.4. In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs 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.



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Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
16	3	10	3
17	3	10	3
18	4	11	3
19	4	11	4
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

- 41.5.5. If play is interrupted during an innings and the table in 41.5.4 applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.
- 41.5.6. At the commencement of the middle and final phases of an innings, the umpire



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shall signal such commencement to the scorers by rotating his arm in a large circle.

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

42. Law 42 – Fair and Unfair Play

42.1. Law 42.1 – Fair and unfair play – responsibility of captains

Law 42.1 shall apply.

42.2. Law 42.2 – Fair and unfair play – responsibility of umpires

Law 42.2 shall apply.

42.3. Law 42.3 – The Match Ball – changing its condition

Law 42.3 shall apply, subject to the following:

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

If the umpires together agree that the deterioration of the ball is inconsistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall then decide together whether they can identify the player(s) responsible for such conduct.

42.4. Law 42.4 – Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

The umpires shall report any such incident to the DC.

42.5. Law 42.5 – Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following:

The umpires shall report any such incident to the DC.

42.6. Law 42.6 – Dangerous and unfair bowling

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

- 42.6.1. A bowler shall be limited to two fast short-pitched deliveries per over.
- 42.6.2. 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 popping crease.
- 42.6.3. The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- 42.6.4. In addition, for the purpose of this regulation and subject to Clause 42.6 (f)
- 42.6.5. below, 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.



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- 42.6.6. For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- 42.6.7. In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 42.6 (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.
- 42.6.8. 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 batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- 42.6.9. 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.
- 42.6.10. 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.
- 42.6.11. The bowler thus taken off shall not be allowed to bowl again in that innings.
- 42.6.12. 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.
- 42.6.13. The umpires may then report the matter to the LSC 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.)

The above is not a substitute for Clause 42.7 below which umpires are able to apply at any time.

42.7. 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 Clause 42.6 the following shall apply at any time during the match:

- 42.7.1. The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end 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 shall also be taken into consideration.
- 42.7.2. 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 and signal no ball, caution the bowler and



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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.
- 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 may then report the matter to the 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).

42.7.3. Should the umpires initiate the caution and warning procedures set out in Clause 42.6, such cautions and warnings are not to be cumulative.

42.8. Law 42.8 Deliberate bowling of high full pitched balls

Law 42.8 shall be replaced by the following:

- 42.8.1. Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- 42.8.2. In the event of a bowler bowling a high full pitched ball as defined in 42.8 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, the umpire at the bowler's end shall, in addition to calling and signalling no ball, when the ball is dead, 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 batsmen at the wicket of what has occurred.
- 42.8.3. Should there be any further instance (where a high full pitched ball 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.



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- 42.8.4. The bowler thus taken off shall not be allowed to bowl again in that innings.
- 42.8.5. 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.
- 42.8.6. The umpires may then report the matter to the 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.)

42.9. Law 42.9 - Time wasting by the fielding side

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

- 42.9.1 If there is any further waste 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 DC who shall take such action as is considered appropriate against the captain and the team concerned.

42.10. Law 42.10 - Batsman wasting time

Law 42.10 shall apply, subject to the following:

- 42.10.1 If the incoming batsman is not in position to take guard or his partner not ready 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 42.10 shall apply.

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

42.11. Law 42.11 - Damaging the pitch – area to be protected

Law 42.11 shall apply.

42.12. Law 42.12 – Bowler running on protected area after delivering the ball

Law 42.12 shall apply, subject to 42.12 (d) (iv) being replaced by the following:

In addition, the umpires may report the incident to the DC

42.13. Law 42.13 – Fielder damaging the pitch

Law 42.13 shall apply.

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

42.14. Law 42.14 Batsman damaging the pitch

Law 42.14 shall apply.

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

See also clause 37 above.



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42.15. Law 42.15 – Bowler attempting to run out non-striker before delivery

Law 42.15 shall apply.

42.16. Law 42.16 – Batsman stealing a run

Law 42.16 shall apply, subject to 42.16(vi) being replaced by the following:
In addition, the umpires may report the incident to the DC

42.17. Law 42.17 – Penalty runs

Law 42.17 shall apply.

42.18. Law 42.18 – Player's conduct

Law 42.18 shall apply.

In addition the umpire may award 5 penalty runs towards the batting team in the event of over-appealing or continuous frivolous appealing by the fielding team.

The umpires at their discretion may also report such incidents to the DC if they deem it necessary.

42.19. 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.



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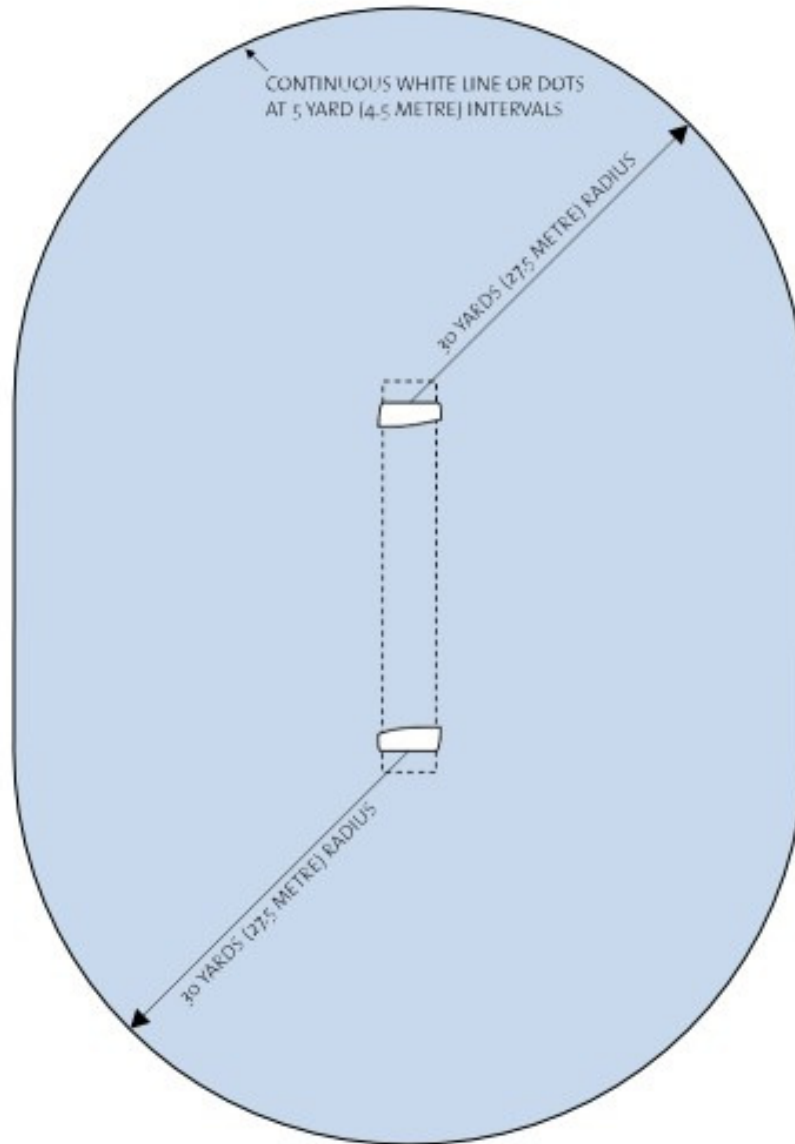
Appendix 1

All penalty runs in the Laws of Cricket (2000 Code 6th Edition – 2015) apply in all matches played under the jurisdiction of Cricket Finland.

Some penalty runs can be referred to the LSC for further action if necessary.

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Appendix 2





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Appendix 3 - Crease markings

