



SM40 PLAYING CONDITIONS

FCA SM40 Match Playing Conditions

(rev. 26th April, 2015)

Except as varied hereunder, the Laws of Cricket (2000 Code 5th Edition – 2013) 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:

CricHQ requirements aside (see 4.2) 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.

Player names in team lists must be written as they have been submitted in the **VALO** 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, 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. Club/team has no right of appeal regarding this decision.

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 VALO database not less than five days before he/she can play in the league.

Umpires 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 cases where there are two teams representing one club, no player movement is allowed between the two teams from the same club.

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.

SM40 PLAYING CONDITIONS

At the conclusion of the match, and in any case no later than 24 hours after the conclusion of the match, each Captain will submit a “Captain's Report on Umpires” form to LSC.

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

1st offence: One Point Deduction

2nd offence: Four Points Deduction

3rd Offence: Eight Points Deduction

4th Offence: Disqualification and Expulsion from the Competition.

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 fielder 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.

SM40 PLAYING CONDITIONS

- 2.1.3 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'. A player arriving late for the start of play or leaving before play is concluded (unless due to injury or other wholly acceptable reasons) is also not an acceptable reason for a substitute fielder.

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 umpires 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 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
- 3.1.3 If the club is unable to provide/arrange umpires, then 8 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 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 8 (4 for one umpire) points from the team whose responsibility it was to provide the umpire. If it is not possible to arrange substitute umpires as 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 as 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.
- The LSC may give permission for a league match to be played with just one neutral umpire (i.e. square leg umpire from the batting team), e.g. in the case that umpires would need to travel long distance.
- 3.15 The LSC may appoint umpires for certain matches from the Umpires' List.
- 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 no later than 30 minutes before the scheduled start of play.

3.2 Law 3.2 – Change of Umpire

The following shall apply in place of Law 3.2:

SM40 PLAYING CONDITIONS

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

4. Law 4 – The Scorers

4.1 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 VALO squad registration lists and match team lists.

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

4.2 CricHQ Requirements

- (a) 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).
- (b) Both Teams are responsible for ensuring that all player names are input to CricHQ prior to the toss.
- (c) 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.
- (d) The Batting Team shall not upload their innings to the CricHQ system until the score has been agreed by both Captains, and by the Umpires.
- (e) **Both Teams** are responsible for updating the CricHQ Competition Management System (CHQCMS) with its own data within 24 hours of the completion of the match.

4.3 League Point Penalties in respect of CricHQ

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 4.2(b):

One point penalty PER PLAYER not uploaded

- (c) In the case of failing to have player picture in profile as per 4.2(c):

SM40 PLAYING CONDITIONS

One point penalty per missing photograph

(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 4.2(e):

1st offence – 1 penalty point; 2nd offence – 4 penalty points; 3rd offence – 8 penalty points; 4th offence – expulsion from the League.

In addition, a four 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

5.1 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) 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.

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) plus a one league point penalty.

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

SM40 PLAYING CONDITIONS

Law 9.3 shall apply.

6.2 Additional Crease Markings

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wides on the offside the crease markings 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.

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 40 overs.

7.2 Length of Innings

7.2.1 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 not be extended and the second session shall commence at the scheduled time. 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, 7.2.1 (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.

7.2.2 Delayed or Interrupted Matches

SM40 PLAYING CONDITIONS

- (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.
 - (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
- (i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
 - (ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
 - (iii) To constitute a match, a minimum of 16 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

SM40 PLAYING CONDITIONS

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 8 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 (if the booking cannot be cancelled). This applicable only for away teams.

If a club decides to forfeit a match, the opposing team, umpires and LSC must be informed without delay.

Teams forfeiting matches should inform this at latest the evening before the fixture. Announcing a forfeit on the day of the fixture will result in a 1 point penalty.

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,

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**

SM40 PLAYING CONDITIONS

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 |
| More than 60 minutes | Interval to be reduced further by mutual agreement of umpires and both captains. In the event of a disagreement, the interval shall be decided by the umpires. Minimum interval is 10 minutes |

10.2 Law 15.9 – Intervals for drinks

- 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.

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 2 hours 45 minutes (including drinks breaks), each separated by a 40 minute break.

- (a) Scheduled start of play – 10:30 (a later or earlier start may be possible due to e.g. teams travelling long distance or ground booking considerations. In such a case, the start time must be communicated and agreed between the captains and umpires; the scheduled timings for innings and interval start and end times will be adjusted accordingly). The field and both teams must be ready for the toss 15 minutes before scheduled start of play. If the toss is delayed due to the action or negligence of either team, the toss shall automatically be awarded to the team not causing the delay.

If start of play is delayed due to action or negligence of either team, this must be reported by the umpire to the LSC for disciplinary action. Any such delay lasting 30 minutes or more will result in the team causing the delay forfeiting the match.

- (b) Scheduled finish of 1st Innings – 13:15

SM40 PLAYING CONDITIONS

- (c) Interval – 40 minutes
- (d) Scheduled start of 2nd Innings –13:55
- (e) Cessation of Play – 16:35
- (f) Sessions of Play and Interval between Innings

If the team batting first has completed its innings prior to the scheduled interval, the innings of the team batting second can commence before the scheduled time for the start of the second session: If the team batting first has completed its innings at least **30 minutes** prior to the scheduled interval, 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 30 minutes or less than 10 minutes duration. In the event of disagreement, the interval will be determined by the umpires.

Umpires and captains are reminded, that the length of scheduled breaks are not to be extended (unless for exceptional circumstances, such as unsuitable playing conditions), and any team delaying the restart of play must be reported to the LSC for possible disciplinary action.

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.

The following shall apply in addition to Law 17.3(c)

The ball must NOT be grounded during this action.

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:

SM40 PLAYING CONDITIONS

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

- a) whether the boundary allowance should be scored or
- b) the ball be treated as still in play or
- c) called dead ball if a batsman is liable to be out as a result of the unauthorised person handling the ball.

In the case of c), the ball shall not be counted as one of the over, no runs scored before the call of Dead Ball will be added to the score, and the ball will be re-bowled.

15. Law 20 – Lost Ball

Law 20 shall apply.

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 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.

16.2.2 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.

16.3 Law 21.3 – Umpire Awarding a Match

Law 21.3 shall be replaced by the following:

- a) A match shall be lost by a side which either
 - (i) concedes defeat or
 - (ii) refuses to play and the umpires shall award the match to the other side.

SM40 PLAYING CONDITIONS

- b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the 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 match shall be awarded in accordance with (a)(ii) above.*
If the umpires are unable to contact the LSC officer, the umpires themselves will decide in the matter and their ruling is final.
- c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 7.2.2 and 10.1 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.

16.4 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.

16.5 Law 21.5 – A Draw

Law 21.5 shall not apply.

16.6 Prematurely Terminated Matches – Result

- (a) 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.
- (b) 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 implemented immediately.

16.7 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.

16.8 Points

16.7.1 Preliminary Matches

SM40 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:

- ξ The team with the most number of points.
- ξ If two or more teams have equal points then the team with the highest net run rate, as per the CHQCMS.
- ξ If still equal, 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.

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 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.

16.8 Player of the Match (MVP)

MVP Awards will be awarded in accordance with CricHQ.

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:

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.

19.2 Free Hit After a Foot-Fault No Ball

In addition to the above, the delivery following a no ball called for a foot fault (Law

SM40 PLAYING CONDITIONS

24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

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

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).

20. Law 25 – Wide Ball

20.1 Law 25.1 – Judging a Wide

No delivery will be called Wide if it

- comes into contact with the striker's bat or person or
- is called as a No ball (Laws 2003)

For all other deliveries the following interpretation will apply:

Off side Wides

Two white lines will be painted joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be 35'' (88.90cms) from the centre of the middle stump (see Appendix 4). 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.

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

It does not matter that the striker may move thus bringing the ball into an area where he could play a normal cricket stroke – it will still be a Wide (competition regulation). It will also be a Wide if the batsman moves away from the ball and it passes over or outside of this white line (competition regulation).

Leg side Wides

The line markings mentioned above do not apply to leg side deliveries. A ball will be judged as Wide if it passes the striker behind his legs when standing in a normal guard position (competition regulation). If the striker moves across to the off side to play the ball and the ball passes behind his legs the umpire will have to imagine the profile of the striker standing in a normal guard position, and only provided that the ball would have passed behind this profile, will he call it Wide. If the ball would have hit this profile it will not be a Wide (competition regulation).

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 for



SM40 PLAYING CONDITIONS

any delivery that pitches off the artificial surface, irrespective of that delivery's future path.

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

Umpires should try and be consistent:

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

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.

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.

SM40 PLAYING CONDITIONS

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 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)** (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.

During the first block of Powerplay Overs (as set out below), only two fielders shall be permitted outside this fielding restriction area at the instant

SM40 PLAYING CONDITIONS

of delivery.

During the second and third Powerplay blocks only three fielders shall be permitted outside the 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 initial block of Powerplay Overs (in an uninterrupted innings, the first 8), 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 un-demarcated area) provided only that they are standing in slip, leg slip or gully positions.

36.2.4 During the non Powerplay 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 Subject to the provisions of 36.2.6 below, the Powerplay Overs shall apply for 16 overs per innings to be taken as follows:

- a) The first block of Powerplay Overs (block of 8 overs for an uninterrupted match) shall be at the commencement of the innings.
- b) For the remaining second and third block of Powerplay Overs (blocks of 4 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.
- c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.
- d) Once a side has nominated a Powerplay the decision cannot be reversed.
- e) Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 37th over).

36.2.6 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.

SM40 PLAYING CONDITIONS

| Innings duration | First Powerplay | Fielding Powerplay | Batting Powerplay | Powerplay Total |
|------------------|-----------------|--------------------|-------------------|-----------------|
| 16 – 18 | 3 | 2 | 1 | 6 |
| 18 – 20 | 4 | 2 | 1 | 7 |
| 20 – 22 | 4 | 2 | 2 | 8 |
| 23 - 24 | 5 | 2 | 2 | 9 |
| 25 – 27 | 5 | 3 | 2 | 10 |
| 28 - 29 | 6 | 3 | 2 | 11 |
| 30 – 32 | 6 | 3 | 3 | 12 |
| 33 – 34 | 7 | 3 | 3 | 13 |
| 35 – 37 | 7 | 4 | 3 | 14 |
| 38 – 39 | 8 | 4 | 3 | 15 |

- 36.2.7 Each block of Powerplay Overs must commence at the start of an over.
- 36.2.8 If play is interrupted not during the Powerplay overs, then on resumption, for the purposes of allocating any remaining Powerplay overs, those taken to date will be deemed to have been in sequence the initial allocation, the fielding side's allocation then the batting side's allocation. The nomination of any Powerplay overs remaining for the batting side, and if applicable for the fielding side, may be made in the usual way.
- 36.2.9 If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point
- 36.2.10 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.
- 36.2.11 If following an interruption, on resumption the total number of Powerplay overs for an innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings.
- Note that this is the only circumstance under which the Powerplay status can be changed during an over
- 36.2.12 If following any interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

SM40 PLAYING CONDITIONS

NB: Refer to Appendix 3 for illustrations of each of the above situations.

- 36.2.13 At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.
- 36.2.14 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
- 36.2.15 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'

37. Law 42 – Fair and Unfair Play

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.
- (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.

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.

37.4 Law 42.6 – Dangerous and Unfair Bowling

37.4.1 Law 42.6 (a) (ii) Bowling of fast short pitched balls

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

- a. A bowler shall be limited to two fast short-pitched deliveries 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.

SM40 PLAYING CONDITIONS

- 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) 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.
- e. 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.
- f. In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- g. If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the 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 two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- i. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j. The bowler thus taken off shall not be allowed to bowl again in that innings.
- k. The umpire will report the occurrence to the other umpire, the 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 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 37.5 below which umpires are able to apply at any time.

SM40 PLAYING CONDITIONS

37.4.2 Law 42.6 (b) Bowling of high full pitch 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) above (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 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 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.)

37.5 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 he considers that by their repetition and taking

SM40 PLAYING CONDITIONS

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.
 - 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 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(c) shall be replaced by the following:

Report the occurrence to the other umpire, to the captain of the batting side and 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).

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.



SM40 PLAYING CONDITIONS

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 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 LSC who shall take such action as is considered appropriate against the captain and the team concerned.

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.

37.10 Law 42.15

Law 42.15 shall apply, subject to the following:

On the first “successful” attempt to run out the non-striker the Umpire shall immediately call Dead Ball and advise the batsman, his colleague and Captain of the fielding side that the batsman is Not Out, but the batsman will be warned that he will be given Out on any subsequent successful attempt. This warning is to apply for the remainder of that innings but applies only to that batsman. Each batsman is entitled to one warning per innings and an Unsuccessful attempt to run out the non-striker will NOT count as that warning.

37.11 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.

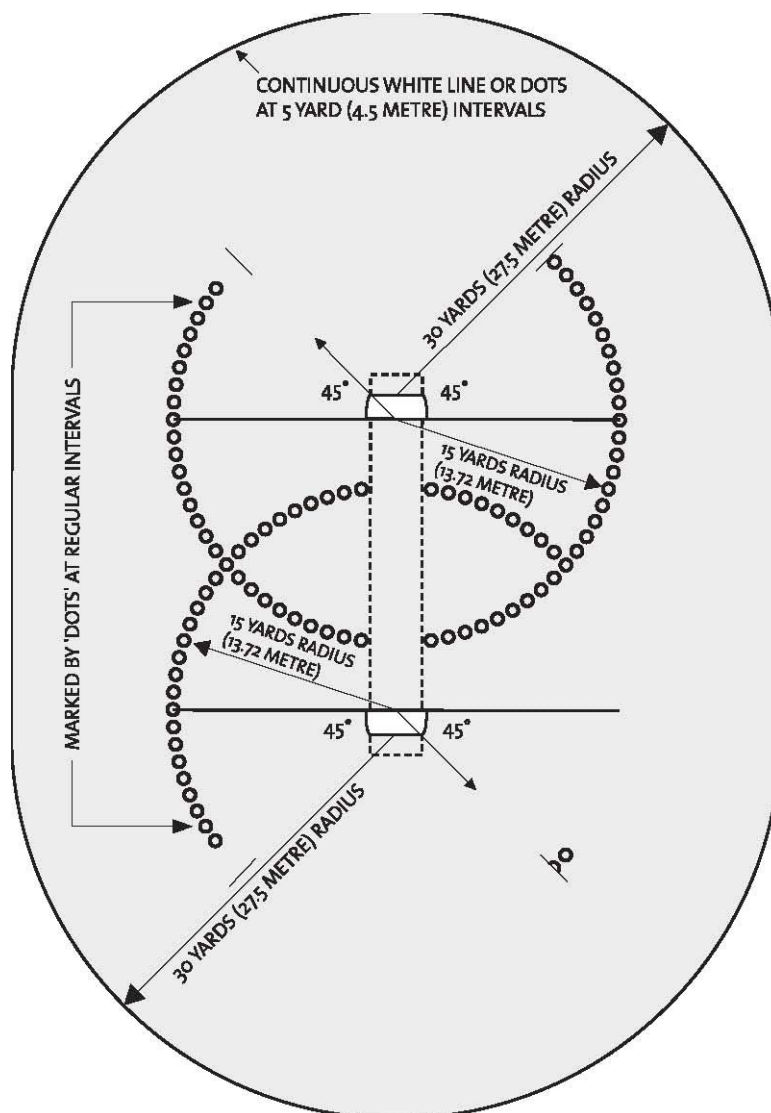
APPENDIX 1

All penalty runs in the Laws of Cricket (2000 Code 5th Edition – 2013) now also apply in International Cricket. Some penalty runs can be referred to the LSC for further action if necessary.

SM40 PLAYING CONDITIONS

APPENDIX 2

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.



SM40 PLAYING CONDITIONS

APPENDIX 3

Numerical examples of adjustments to Powerplay overs following an interruption

A 40 over innings is interrupted after 7.3 overs, and on resumption has been reduced to 30 overs: Powerplay overs are 6+3+3. 2nd Powerplay is in progress with 1.3 out of the fielding team's 3 overs completed. The batting side's 3 over Powerplay can start any time after the 9th over.

A 40 over innings is interrupted after 7.3 overs, and on resumption has been reduced to 24 overs: Powerplay overs are 5+2+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.

A 40 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 20 overs: Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

A 40 over innings in which only the 1st Powerplay has been taken is interrupted after 28.2 overs and reduced to 32 overs. Powerplay overs are 6+3+3. Powerplays automatically resume for the start of the next over and remain in force for the remainder of the innings.

SM40 PLAYING CONDITIONS

APPENDIX 4 CREASE MARKINGS

