



WACC
WESTERN AUSTRALIAN
COUNTRY CRICKET

GENERAL RULES ANNEXURE D:

UNDER 14'S C – COMMUNITY JUNIOR FORMATS – STAGE 2
ONE-DAY PLAYING CONDITIONS

14 October 2024

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DEFINITIONS AND INTERPRETATION

In these Playing Conditions:

- (a) These playing conditions are to be read together with the General Rules for Junior Country Week.
- (b) “General Rules” means the “General Rules for Junior Country Week”.
- (c) Terms also defined in the General Rules will have the same meaning as in the General Rules.
- (d) “One Day Match” means a match played over one day, in accordance with these Playing Conditions.
- (e) The Laws of Cricket will apply to One Day Matches except as altered by these Playing Conditions.
- (f) A reference to a Law or to the Laws of Cricket is a reference to the Laws of Cricket as defined in the General Rules.
- (g) A footnoted reference to or summary of one of more Laws of Cricket is for the assistance of the Players and umpires only, and at all times reference should be made to the text of the Laws of Cricket.
- (h) All references to “Governing Body” within the Laws of Cricket shall be replaced by “CCB”.

PART A – SETTING UP THE GAME

1. THE PLAYERS

Law 1 shall apply, subject to the following:

- 1.1 All Players in the match must be qualified to play under the General Rules.
- 1.2 Law 1.1 shall be replaced by the following:
 - (a) A team may consist of up to 11 players. Throughout the match:
 - (i) Only 9 players shall be allowed to field at any one time during an innings.
 - (ii) All nominated players shall be allowed to bat during an innings.
 - (iii) All nominated players are allowed to bowl during an innings.
 - (b) A minimum of 7 players per team are required to play the game.
- 1.3 There will be no restriction on the use of appropriately qualified substitute fielders to replace any player who:
 - (a) Is replaced with the approval of the umpires and the opposing captain for any reason (including injury or illness), with such approval not to be unreasonably withheld.
- 1.4 Players shall wear predominately coloured cricket clothing as specified in the General Rules.
- 1.5 The following applies in regard to retirements for batters:
 - (a) To give allowance for varying team sizes, the following retirement rules apply for batters while batting:
 - (i) 7 player team – maximum 30 balls faced
 - (ii) 8 player team – maximum 30 balls faced
 - (iii) 9 player team – maximum 30 balls faced
 - (iv) 10 player team – maximum 25 balls faced
 - (v) 11 player team – maximum 20 balls faced
 - (b) Retired batters must only return once all players have batted, in order of retirement.
 - (c) All balls (regardless of wides & no-balls etc.) shall count towards balls faced.

2. THE UMPIRES

Law 2 shall apply, subject to the following:

- 2.1 Law 2.1 is modified as follows: The CCB shall appoint all umpires. The umpires shall be present at the ground at least 60 minutes before the scheduled start of play.
- 2.2 Law 2.2 is modified as follows: The captains cannot authorise the replacement umpire to stand at the bowler's end.

In the event only one CCB umpire is appointed to the match, the fielding side shall provide an umpire for the striker's end. This umpire shall not direct players on the ground but can, through the fielding captain, nominate or direct certain moves between overs provided play is not delayed by doing so.

2.3 Law 2.7 and 2.8 shall apply subject to the following:

- (a) The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- (b) If a shadow from a fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal "dead ball" if he/she considers the striker has been disadvantaged by the action.

3. THE SCORERS

Law 3 shall apply.

4. THE BALL

Law 4 shall apply, subject to the following:

- 4.1 Approved balls are as per clause 5.6 of the General Rules.
- 4.2 Law 4.2.2 shall be replaced by the following: 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.
- 4.3 Law 4.3 shall be replaced with the following: A new ball must be used in the first innings of both sides in the match.
- 4.4 Law 4.5 shall apply with the following appendage: In the event of a ball becoming wet and soggy as a result of play continuing during inclement weather or it being affected by dew, and in the opinion of the umpires the ball becomes unfit for play, the ball shall be replaced with a ball that has had a similar amount of wear. Either bowler or batsmen may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5. THE BAT

Law 5 shall apply.

6. THE PITCH

Law 6 shall apply, subject to the following:

- 6.1 Laws 6.1 & 6.5 shall be replaced as follows:
 - (a) Pitch length shall be 18 metres from stump-to-stump on both turf and non-turf pitches.

- (b) For simplicity, the stumps can be brought forward to the popping crease at either end on a standard 20.1 metres pitch.
- 6.2 Matches shall be played on such grounds as arranged by the CCB in accordance with the General Rules.
- 6.3 Law 6.4 shall be replaced by the following: If a match is abandoned, the matter will be investigated by the CCB in accordance with the procedures for protests against match results.

7. THE CREASES

Law 7 shall apply.

8. THE WICKETS

Law 8 shall apply, subject to the following:

- 8.1 Law 8.4 (Junior cricket) shall apply as follows:
 - (a) Both teams shall carry a minimum 1 set of portable stumps with base and bails. All teams are recommended to carry 2 sets of portable stumps.

9. PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

10. COVERING THE PITCH

Law 10 shall apply.

11. INTERVALS

Law 11 shall apply, subject to the following:

- 11.1 Law 11.2.1 shall be replaced by the following: the durations for intervals for a day's play shall be:
 - (a) 20 minutes for the innings break.
 - (b) 5 minutes for the scheduled drinks breaks.

Drinks interval shall be taken at the end of 15th over in conjunction with playing condition 17.1 below. Where the interval time doesn't correlate with the drink's interval as per 12.1 below, match play timings shall be adjusted accordingly to ensure the drinks interval and change of ends takes place simultaneously at the end of 15th over only.
- 11.2 Laws 11.6 and 11.7 shall not apply.
- 11.3 The provisions of Law 11.8 (Intervals for drinks) apply except that under conditions of extreme heat the umpires may permit extra intervals for drinks. Drinks breaks may be taken

by agreement of the captains (or in the case of the batting side, the batsmen at the wicket), but each drinks break shall not exceed 4 minutes.

- 11.4 If an innings ends before the scheduled cessation time, the innings break interval shall be taken immediately between the innings with the corresponding times brought forward accordingly.

12. START OF PLAY, CESSATION OF PLAY

Law 12 shall apply, subject to the following:

- 12.1 Unless advised otherwise by the CCB in the fixtures or otherwise prior to the start of the match, matches will commence at 9.00am and session times will be as follows:

1 st Innings	2 nd Innings	Session #
9.00am – 9.45am	10.55am – 11.40am	Session 1
9.45am – 9.50 am	11.40am – 11.45am	Drinks
9.50am – 10.35am	11.45am – 12.30pm	Session 2
10.35am – 10.55am		Innings Break

- 12.2 Laws 12.6, 12.7 and 12.8 do not apply.
- 12.3 Laws 12.9, 12.10 and 12.11 shall apply in so far as they are relevant to a one innings limited overs type match.
- 12.4 Upon completion of both teams' first innings, regardless of the result being achieved earlier, stumps may be drawn.

PART B: INNINGS AND RESULT

13. INNINGS

Law 13 shall apply, subject to the following:

- 13.1 For the purpose of Law 13.1.2 and Law 13.3.5 the umpires and captains shall have agreed that that the first innings of each team will be completed after 30 overs are bowled if not otherwise completed earlier.
- 13.2 An innings is deemed closed all out at the fall of:
- (i) 6 wickets in a 7-player team
 - (ii) 7 wickets in an 8-player team
 - (iii) 8 wickets in a 9 - 11 player team
- 13.3 Law 13.2 (Alternate innings) shall not apply.
- 13.4 Laws 13.3.3 (declaration) and 13.3.4 (forfeit) shall not apply.
- 13.5 Law 13.4 shall be replaced with the following: the captains shall toss for the choice of innings on the field of play in the presence of one or both of the umpires not earlier than 45

minutes, nor later than 15 minutes, before the scheduled or any rescheduled time for the match to start. Law 13.5 shall apply (notification of decision to bat or bowl).

13.6 Uninterrupted Matches

- (a) Each team shall bat for 30 overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- (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 overs are bowled or the batting team is dismissed. The team batting second shall be entitled to receive their maximum overs with the interval times being pushed back accordingly.
- (c) If the team batting first is dismissed in less than 30 overs, the team batting second shall be entitled to bat for 30 overs.
- (d) If the team fielding second fails to bowl 30 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

13.7 Delayed or Interrupted Matches

- (a) Delay or interruption to innings of 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 the rate of 20 overs per hour 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.
 - (iii) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying the over rate per hour as defined in (i) above. When calculating the length of playing time available for the match (otherwise known as Remaining Playing Time), or the length of 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. If required, the original time shall be extended to allow for one extra over per team.
 - (iv) Remaining Playing Time does not include the time of the interval as calculated per playing condition 11.1 or any drinks intervals during the innings.
 - (v) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
 - (vi) The umpires shall calculate all details when an interruption or delay occurs to the first innings of the match by using the calculation sheet in Appendix 1.
- (b) Delay or interruption to innings of 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 20 overs per hour 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 the Remaining Playing Time shall take into account the time by which the second innings started early.
- (iii) 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.
- (iv) A fixed time will be specified for the close of play by applying a rate of 20 overs per hour. 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.
- (v) 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 a result is achieved.
- (vi) The umpires shall calculate all details when an interruption or delay occurs to the second innings of the match by using the calculation sheet in Appendix 2.

13.8 No bowler shall bowl more than 5 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 overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. Bowlers shall also be allowed to complete the remaining deliveries in any incomplete over.

In addition, the maximum overs in which a bowler may bowl is subject to the CCB Under-Age Player Bowling Guidelines policy set out in the General Rules.

13.9 In the event of a bowler breaking down or being suspended 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.

13.10 The umpire shall record the total number of overs bowled and the number of overs bowled by each bowler.

13.11 To constitute a match, a minimum of 10 overs each have to be bowled to both teams, subject to a result not being achieved earlier.

13.12 There shall be no second innings and stumps may be drawn once both teams have completed their quota of 30 overs subject to agreement among captains in case of a result being achieved earlier.

- 13.13 In a match where no more than 30 minutes of playing time is lost due to GWL or for other wholly acceptable reasons that are no fault of either team, then that same amount of time shall be added to the scheduled close of play.
- 13.14 Where play is interrupted for a total period of more than 30 minutes in the batting period of either or both teams then use the method set out in 13.7 above to calculate a target score.
- 13.15 Matches that are reduced in length due to GWL or for other wholly acceptable reasons that are no fault of either team, additional incentive points will be awarded as per Appendix 3.

14. THE FOLLOW-ON

Law 14 shall not apply.

15. DECLARATION AND FORFEITURE

Law 15 shall not apply.

16. THE RESULT

Law 16 shall apply, subject to the following:

- 16.1 Law 16.1 and 16.4 (agreement under Law 13.1.2) shall not apply.
- 16.2 Law 16.2 shall apply in addition to the following:
- (a) A result can be achieved only if both sides have had the opportunity of batting for at least 10 overs, unless one side has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs.
 - (b) All matches in which both teams have not had an opportunity of batting for a minimum of 10 overs, shall be declared a Draw.
- 16.3 If the match is not otherwise decided or remains unfinished, then provided the team batting second has received a minimum of 10 overs, the match shall be awarded to the side scoring the greater number of runs in this comparison:
- (a) The runs scored by the team batting second after the number of completed overs faced when play finished; and
 - (b) The runs scored by the team batting first in the equivalent completed overs from the commencement of its innings.

In the event the scores are equal at the wholly completed number of over, Law 16.5.1 (a tie) shall apply.

- 16.4 Law 16.5.1 shall apply in addition to the following:

- (a) In matches in which both sides have had the opportunity of batting for the agreed number of overs, the side scoring the higher number of runs shall be the winner.

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.

- (b) In a Finals match, if the scores are equal the result shall be a tie with the side finishing higher on the ladder being declared the winner.

16.5 For the purpose of the ladder and ranking for Finals, sides may be awarded points for each of the following outcomes:

Result	Result points	Total Points
Win	6	6
Loss	0	0
Tie	3	3
Draw/No Result	3	3

PART C: THE OVER, SCORING RUNS, DEAD BALL AND EXTRAS

17. THE OVER

Law 17 shall apply with subject to the following:

- 17.1 The overs shall be bowled in two blocks of 15 overs each from either end. This shall happen at the end of 15th over. A drinks break shall be taken between the two blocks with change of ends and/or change of wicketkeepers etc to take place during this duration.
- 17.2 An over shall be limited to a maximum of 8 balls in case of more than 2 illegitimate deliveries being bowled subject to 17.3 below.
- 17.3 Last over of each innings shall include 6 legal deliveries. Maximum 8 balls limit does not apply as per 17.2 above.

18. SCORING RUNS

Law 18 shall apply.

19. BOUNDARIES

Law 19 shall apply, subject to the following:

- 19.1 Law 19.1.1 shall be modified by the following:
The boundary shall be 45 metres from the centre of the pitch.

20. DEAD BALL

Law 20 shall apply.

21. NO BALL

Law 21 shall apply, subject to the following:

21.1 Law 21.10 shall not apply.

22. WIDE BALL

Law 22 shall apply.

23. BYE AND LEG BYE

Law 23 shall apply.

PART D: FIELDERS AND SUBSTITUTES, BATSMEN AND RUNNERS, PRACTICE ON THE FIELD, WICKET-KEEPER

24. FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply.

25. BATTER'S INNINGS; RUNNERS

Law 25 shall apply.

26. PRACTICE ON THE FIELD

Law 26 shall apply.

27. THE WICKET-KEEPER

Law 27 shall apply.

28. THE FIELDER

Law 28 shall apply, subject to the following:

28.1 No player shall be allowed to field less than 10 metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the offside. Where this area is not marked the umpires shall be the sole judges of the length. In the event of a breach occurring the umpires shall before a delivery is bowled:

- (a) Immediately call and signal, dead ball.
- (b) Advise the player to move to a safe distance.

Play shall not be allowed to continue until the umpires are satisfied of the distance of the player. The umpires' decision on a safe distance shall be final.

28.2 Teams have an option of changing wicketkeepers after 15 overs.

28.3 If a team has more than 9 players, they shall rotate players onto the field each over.

PART E: APPEALS AND DISMISSALS

29. THE WICKET IS DOWN

Law 29 shall apply.

30. BATTER OUT OF HIS/HER GROUND

Law 30 shall apply.

31. APPEALS

Law 31 shall apply.

32. BOWLED

Law 32 shall apply.

33. CAUGHT

Law 33 shall apply.

34. HIT THE BALL TWICE

Law 34 shall apply.

35. HIT WICKET

Law 35 shall apply.

36. LEG BEFORE WICKET

Law 36 shall apply.

37. OBSTRUCTING THE FIELD

Law 37 shall apply.

38. RUN OUT

Law 38 shall apply.

39. STUMPED

Law 39 shall apply.

40. TIMED OUT

Law 40 shall apply.

PART F: UNFAIR PLAY

41. UNFAIR PLAY

Law 41 shall apply, subject to the following:

41.1 Law 41.6 (Bowling of Dangerous and Unfair Short Pitched Deliveries) shall be replaced by the following:

- (a) A bowler shall be limited to one fast short pitched delivery per over.
- (b) A fast short pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (c) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- (d) In addition, for the purpose of this playing condition and subject to playing condition (f) below, a ball that passes above head height of the batter, that prevents him/her 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 one fast short pitched delivery in an over as defined in playing condition (b) above, the umpire at the bowler's 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 another fast short pitched ball in an over, the umpire, after the call of “No Ball” and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- (h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his/her final warning for the innings. The umpire will also inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- (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 CCB, who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to Law 41.1 - Fair and unfair play – responsibility of captains.

41.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall be replaced by the following:

- (a) Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, shall be a No ball.
- (b) Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is deemed dangerous and unfair if, in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the batter on strike.
- (c) In the event of a bowler bowling a dangerous and unfair nonpitching delivery as defined in (b) above, the umpire at the bowler's end shall:
 - (i) If the umpire considers that the delivery was accidentally bowled:
 - a) 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; and
 - b) 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.

- (ii) If the umpire considers that the delivery was deliberately bowled:
 - a) the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith with no first and final warning. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (e) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- (f) The umpires will then report the matter to the WADCC using their match form, who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to Law 41.1 - Fair and unfair play – responsibility of captains.
- (g) The warning sequences in 41.7 are independent of the warning and action sequences in 41.6.

42. PLAYERS' CONDUCT

Law 42 will apply, subject to the following:

- 42.1 Laws 42.4.2.3.1 and 42.4.2.3.2 shall vary as follows. The player shall be suspended for 15 overs.

APPENDIX 1 – IN EVENT OF DELAY OR INTERRUPTION TO FIRST INNINGS

A. Net playing time available at start of match?	180
B. Time innings in progress?	_____
C. Playing time lost?	_____
D. Extra time available?	30
E. Time made up from reduced interval?	_____
F. Effective playing time lost {C - (D+E)}	_____
G. Remaining playing time available {A-F}	_____
H. 1 - Minutes per over?	3
H. 2 - Overs calculated to two decimal places {G \ H1}	_____
I. 1 - Max overs per team {H2 / 2, rounded up}	_____
I. 2 - Max overs per bowler {I1 / 5}	_____
J. First session to commence or recommence?	_____
K. Length of innings {I1 * H1}	_____
L. Rescheduled first innings cessation time {J + (K-B)}	_____
M. Length of Interval?	_____
N. Second innings commencement time {L + M}	_____
O. Rescheduled second innings cessation time {N + K}	_____

Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, use add an additional over or more to {I1}.

Check whether an interruption during the First Innings should terminate the innings:

P. Proposed re-start time {Same as J}	_____
Q. Rescheduled cut-off time allowing for full use of any extra time	_____
R. Remaining playing time {P to Q}	_____
S. Potential overs to be bowled {R / H[1]}	_____
T. Number of completed overs faced to date in first innings	_____

If S is less than or equal to T, terminate first innings and begin with second innings. Complete calculation sheet below.

Calculation sheet for the start of the Second Innings:

A. 1 - Overs to be bowled {Same a S}	_____
B. Scheduled length of innings in minutes {S x H[1], rounded up}	_____
C. Start time {Same a J and P}	_____
D. Scheduled cessation time {W + V}	_____
A. 2 - Max overs per bowler {U / 5}	_____

APPENDIX 2 – IN EVENT OF DELAY OR INTERRUPTION TO SECOND INNINGS

- A. Time at start of innings _____
- B. Time at start of interruptions _____
- C. Time innings in progress in minutes {A to B} _____
- D. Restart time _____
- E. Length of interruptions {D - B} _____
- F. Additional time available: _____
- G. Total playing time lost {E - F} _____
- H. **1** - Maximum overs at start of innings _____
- H. **2** - Minutes per over 3
- I. Overs lost {G / H[2], rounded down} _____
- J. Adjusted maximum over length of innings {H[1] - I} _____
- K. Rescheduled length of innings {J x H[2], rounded up} _____
- L. Amended cessation time of innings {D+(K-C)} _____
- M. Maximum overs per bowler {J/5} _____

APPENDIX 3 – INCENTIVE POINTS

The aim is to equalize teams access to incentive points.

1. Number of overs allowed

- 1.1. Number of completed overs bowled divided by number of wickets in those overs.
- 1.2. Multiply by 10.
- 1.3. If less than required overs see “Example 1”.
- 1.4. If more than required overs see ‘Example 2’.

2. Example 1

- 2.1. 7 for 50 after 10 completed overs translates to 10 for 72 after 14 overs and two balls.
- 2.2. Thus bowling side scores 1.5 incentive points, batting side 0.72 incentive points.

3. Example 2

- 3.1. 2 for 140 of 26 completed overs
- 3.2. For a 50 over game multiply all numbers by 50/26. Hence score for incentive points will be 4 for 270.
- 3.3. Batting side 2.70 incentive points, bowling side 0.6 incentive points.

4. Example 3

- 4.1. 3 for 53 of 8 completed overs
- 4.2. For a 20 over game multiply all numbers by 20/8. Hence score for incentive points will be 7 for 132.
- 4.3. Batting side 1.32 incentive points, bowling side 1.05 incentive points.

NB: Ignore fractions.

SPIRIT OF CRICKET

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket:

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

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