



CSBP COUNTRY WEEK

SENIOR WOMEN'S COUNTRY WEEK GENERAL RULES ANNEXURE A:

**T20 (LIMITED OVERS) SENIOR WOMEN'S COMPETITION
PLAYING CONDITIONS**

24 October 2025

CONTENTS

CONTENTS.....	Error! Bookmark not defined.
SPIRIT OF CRICKET	4
DEFINITIONS AND INTERPRETATION	5
PART A – SETTING UP THE GAME	6
1. THE PLAYERS.....	6
2. THE UMPIRES	6
3. THE SCORERS.....	7
4. THE BALL.....	7
5. THE BAT	7
6. THE PITCH.....	8
7. THE CREASES	9
8. THE WICKETS.....	9
9. PREPARATION AND MAINTENANCE OF THE PLAYING AREA	9
10. COVERING THE PITCH.....	9
11. INTERVALS	10
12. START OF PLAY; CESSATION OF PLAY	10
PART B: INNINGS AND RESULT	11
13. INNINGS.....	11
14. THE FOLLOW-ON	12
15. DECLARATION AND FORFEITURE.....	12
16. THE RESULT.....	12
PART C: THE OVER, SCORING RUNS, DEAD BALL AND EXTRAS.....	14
17. THE OVER	14
18. SCORING RUNS.....	14
19. BOUNDARIES	14
20. DEAD BALL.....	15
21. NO BALL.....	15
22. WIDE BALL.....	16
23. BYE AND LEG BYE.....	16

PART D: FIELDERS AND SUBSTITUTES, BATTER AND RUNNERS, PRACTICE ON THE FIELD, WICKET KEEPER.....17

24.	FIELDER'S ABSENCE; SUBSTITUTES.....	17
25.	BATTER'S INNINGS; RUNNERS.....	17
26.	PRACTICE ON THE FIELD.....	17
27.	THE WICKET-KEEPER.....	17
28.	THE FIELDER	17

PART E: APPEALS AND DISMISSALS19

29.	THE WICKET IS BROKEN.....	19
30.	BATTER OUT OF HER/HER GROUND.....	19
31.	APPEALS	19
32.	BOWLED	19
33.	CAUGHT.....	19
34.	HIT THE BALL TWICE.....	19
35.	HIT WICKET.....	19
36.	LEG BEFORE WICKET	19
37.	OBSTRUCTING THE FIELD	19
38.	RUN OUT	20
39.	STUMPED	20
40.	TIMED OUT.....	20

PART F: UNFAIR PLAY20

41.	UNFAIR PLAY.....	20
41	PLAYERS' CONDUCT.....	22

APPENDIX A: IN EVENT OF DELAYED START TO THE FIRST INNINGS 1

APPENDIX B: IN EVENT OF DELAY OR INTERRUPTION TO THE FIRST OR SECOND INNINGS AFTER THE CALL OF PLAY 2

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.

© Marylebone Cricket Club (MCC)

The laws in the document are to be interpreted in conjunction with the MCC Laws of Cricket which can be accessed via:

<https://www.lords.org/mcc/the-laws-of-cricket>

DEFINITIONS AND INTERPRETATION

In these Playing Conditions:

- (a) These playing conditions are to be read together with the CCB General Rules for Female Cricket Competitions (Affiliated Clubs).
- (b) “General Rules” means the “CCB General Rules for Female Cricket Competitions (Affiliated Clubs)”.
- (c) Terms also defined in the General Rules will have the same meaning as in the General Rules.
- (d) “T20 Match” means a match played in one day, with one innings per side and a maximum of 20 overs in each innings, in accordance with these Playing Conditions.
- (e) The Laws of Cricket will apply to Senior Women’s Country Week T20 competition, 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”.
- (i) “Fielding Restriction Area” is the area defined in playing condition 28.1.

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 Substitution of players by or for Representative Players will be permitted in accordance with the General Rules.

1.3 The colours and design of the clothing shall be uniform for all members of the same team and approved by the CCB as per the General Rules.

1.4 Players must wear approved coloured cricket clothing and spiked footwear as specified in the General Rules.

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.

2.3 Law 2.3 does not apply

2.4 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 her 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 she considers the striker has been disadvantaged by the action.

3. THE SCORERS

Law 3 shall apply, subject to the following:

- 3.1 Law 3.1 is modified as follows: At least one person not involved in the match should be appointed scorer for the match, but where this is not possible, and players are required to score, the team's captain and Club officials are to supervise the recording of the score in the scorebooks.
- 3.2 Any player under the age of 17 years at the beginning of the Season must be noted in the scorebook, in accordance with the Under-Age Player Guidelines.
- 3.3 In the event of a dispute about the score at the conclusion of the match, the books or electronic score data must be delivered to the Match Referee within 2 hours of the completion of the match to resolve the matter and confirm match points.

4. THE BALL

Law 4 shall apply, subject to the following:

- 4.1.1. Approved balls for T20 (Limited Overs) Matches are to be white 142 g 4-piece balls.
- 4.1.2. 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.
- 4.1.3. 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 batters 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 Matches shall be played on such grounds as arranged by the CCB in accordance with the General Rules.

6.2 Law 6.4 shall be replaced by the following:

- (a) In the event of a match being abandoned because of inadequate pitch and/or ground preparation, upon the acceptance of the umpires' report the CCB will award the match to the visiting team or refer the matter to the Tribunal for determination on its behalf.
- (b) For the purposes of the playing condition, the pitch and/or ground preparation will be deemed to have been inadequate if the match is abandoned as a direct or indirect result of the home Club or any of its employees, contractors or agents failing to take proper precautions in the circumstances to ensure that:
 - i. The pitch was properly prepared; or
 - ii. The pitch was properly protected against the elements or other acts of God, vandalism or foul play, machinery or equipment failure or other reasonably foreseeable events.
- (c) For the purpose of this rule, a groundsperson who is responsible for the preparation of the pitch and who is employed by a body other than the local Club, is deemed to be a contractor or agent of that Club.
- (d) The CCB shall arrange and ensure that a thorough investigation of the circumstances into the abandonment of the match is conducted and that a report be presented to the Competitions Manager or Tribunal for decision and penalty if appropriate.

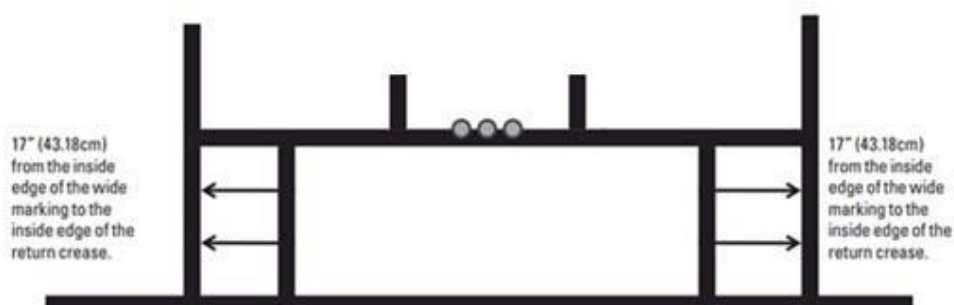
6.3 Law 6.6 (Junior cricket) shall not apply.

7. THE CREASES

Law 7 shall apply, subject to the following:

7.1 Law 7.3 (the popping crease) shall apply, except that the reference to “a minimum of 6 ft” shall be replaced by “a minimum of 3.048 metres (10 ft)”.

7.2 To assist with the adjudication of Wides, lines shall be drawn (in white or blue which are the same width as the crease markings) from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18cm) from the return crease on both sides of the wicket, hereby referred to as “Off-Side Wide Guidelines”.



8. THE WICKETS

Law 8 shall apply, subject to the following:

8.1 Law 8.4 (Junior cricket) shall not apply.

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 If the innings of the team batting first is completed before the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- 11.2 The interval between innings will be 20 minutes, but the length of the interval shall be reduced to 10 minutes if there is any delay or time lost in the first innings of the match.
- 11.3 There will be no designated drinks break, a drink for the Players may be run onto the ground provide that the Umpire is informed and that the drink is taken at the end of an over. Drinks may also be run onto the ground at a fall of a wicket.
- 11.4 Laws 11.2.2, 11.3, 11.5, 11.6 and 11.7 shall not apply.
- 11.5 Law 11.9 shall not apply

12. START OF PLAY; CESSATION OF PLAY

Law 12 shall apply, subject to the following:

- 12.1 There will be two sessions of 80 minutes, separated by an interval as defined by playing condition 11.2 between innings.
- 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.

PART B: INNINGS AND RESULT

13. INNINGS

Law 13 shall apply, subject to the following:

13.1 Law 13.1 shall be replaced by the following:

- i. All matches shall consist of one innings per side, each innings being limited to a maximum of 20 overs.

13.2 Law 13.2 (Alternate innings) shall not apply.

13.3 Laws 13.3.3 (Declaration), 13.3.4 (Forfeit) and 13.3.5 (Prescribed time) shall not apply.

13.4 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 30 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).

13.5 Uninterrupted matches:

- (a) Each team shall bat for 20 overs unless all out earlier or a result is achieved. 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 number of overs has been bowled. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings. Refer to playing condition 13.10.
- (c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- (d) If the team fielding second fails to bowl 20 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. Refer to playing condition 13.10.
- (e) Penalties shall apply for slow over rates – per playing condition 13.10.

13.6 No bowler shall bowl more than 4 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 is 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.

13.7 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.

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

- 13.9 Unless determined otherwise by the umpires, a penalty of six runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time for the innings. The over in progress at the cessation time shall count as a complete over prior to penalties being applied. The penalty will be applied at the completion of the innings
- 13.10 The umpires of the match shall keep a full record of all allowances given and provide continual feedback throughout the innings where possible, to both captains, of the overs the innings is behind subject to playing condition 13.10.

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 If a match cannot be commenced within 90 minutes of the original scheduled start time it shall be abandoned and declared a Draw.
- 16.3 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 5 overs, unless one side has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.
 - (b) All matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared a Draw.
 - (c) All matches will be played out until both teams have received 20 overs or are bowled out.
 - (d) Bonus points will be awarded as follows
 - i. Point 0.01 per run
 - ii. Point 0.2 per wicket

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.
- (b) If the scores are equal in an uninterrupted match, or if the team batting second scores the D/L par score in a prematurely terminated innings, or one run less than the D/L target score in an interrupted match, then the teams shall contest a Super Over as defined in Appendix 3, subject to fitness of ground weather and light.

16.5 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score

(a) Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either side has to be revised to a lesser number than originally allotted (20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing.

The revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number, and one run less will constitute a Tie.

(b) Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L Par Score determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the par score, the match is a Tie.

Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.6 It is the responsibility of the home team/team named first on the fixture, to calculate any Duckworth/Lewis calculations as required:

- (a) It is the responsibility of the umpires to provide the relevant match information to the scorers.
- (b) It is the responsibility of the scorers to advise the umpires of the target score.
- (c) It is the responsibility of the umpire(s) to advise the captains of the revised target score.

- 16.7 For the purpose of the ladder and ranking for Finals, teams may be awarded points for each of the following outcomes:

Result	Result points	Total Points
Win	6	6
Loss	0	0
Draw (abandonment)	3	3

Bonus Points as per 16.3 (d)	Points
Per run made	0.01
Per wicket taken	0.2

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

17. THE OVER

Law 17 shall apply.

18. SCORING RUNS

Law 18 shall apply, subject to the following:

- 18.1 Law 18.6 shall apply with the following appendage: Penalty runs for slow over rates per playing condition 13.12 above shall also 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 marked to 50 metres from the centre of the pitch.

20. DEAD BALL

Law 20 shall apply.

21. NO BALL

Law 21.15 (Penalty for a No Ball) shall be amended by adding the following:

21.1 Free hit after a No Ball

- (a) The delivery after a No Ball shall be a free hit for whichever batter is facing it.
- (b) If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide Ball) then the next delivery will become a free hit for whichever batter is facing it.
- (c) 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.
- (d) Field changes are not permitted for free hit deliveries unless there is a change of striker. Note however 21.2 below.

- (22) The bowler's end umpire will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

- 21.2 If an umpire calls and signals "No Ball" because of an infringement of playing condition 28.1, the captain of the fielding side may only move the needed minimum of fielders from the restriction to any place on the field of play where the restriction does not apply. The captain of the fielding side however cannot use this playing condition to move other fielders that did not cause the infringement.

E.g. If two fielders have caused the infringement, being outside the Fielding Restriction Area, both fielders can be moved to within the Fielding Restriction Area (deep mid-wicket to short cover, fine leg to slip). A third fielder at mid-off however cannot be moved to another position, such as mid-on.

- 21.3 Law 21.10 shall not apply.

22. WIDE BALL

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

Law 22.1 (Judging a wide) shall be amended by the following:

- 22.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definitions in playing condition 22.2:
- (a) In A grade Umpires are to call leg side wides when a delivery that passes outside the leg stump without making any contact with the striker's bat or person unless the ball passes between the striker and the stumps.
 - (b) In B grade Umpires are to call leg side wides when a ball passing behind the batter and outside the batter's position when in their batting stance shall be deemed a wide.
 - (c) delivery passing the striker on the off side outside the Off Side Wide Guideline shall be a Wide provided she maintains a normal bang position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the off side Wide Guideline shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
 - (d) If the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit, only a delivery passing the striker outside the Wide Guidelines on the off side and leg side shall be a Wide.

23. BYE AND LEG BYE

Law 23 shall apply.

PART D: FIELDERS AND SUBSTITUTES, BATTER 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.

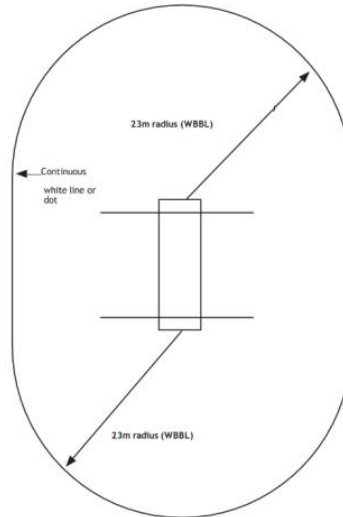
28. THE FIELDER

Law 28 shall apply.

Law 28 shall apply, subject to the following:

28.1 The ground shall be marked with a single fielding restriction area (Fielding Restriction Area) as follows:

- (a) Two semi-circles are drawn on the field of play, with their semi-circles centred on the middle stump of each end of the pitch.
- (b) The radius of each of the semi-circles is 23.00 metres
- (c) The ends of each semi-circle are joined to the other end on the same side of the pitch by a straight line drawn on the field.



28.2 The following fielding restrictions shall apply at the instant of delivery:

- (a) There may not be more than 5 fielders on the leg side.
- (b) PowerPlay Overs: During Overs 1-6 no more than two (2) fielders shall be permitted to be outside the fielding restriction area as depicted in playing condition 28.1. No stationary catchers are required.
- (c) Non-PowerPlay Overs: No more than five (5) fielders shall be permitted to be outside the fielding restriction area as depicted in playing condition 28.1. No stationary catchers are required.

In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal “No Ball”. See also playing condition **Error! Reference source not found.** above.

In circumstances when the number of overs of the batting team is reduced, the number of overs in the 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 first & second innings of the match.

Innings duration	Number of Powerplay Overs
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

If play is interrupted during an innings and the table above applies, the PowerPlay takes immediate effect. For the avoidance of doubt ther applies even if the interruption has occurred mid-over.

28.3 At the commencement of the PowerPlay Overs, the umpire shall signal such commencement to the scorers by rotating her/her arm in a large circle.

PART E: APPEALS AND DISMISSALS

29. THE WICKET IS BROKEN

Law 29 shall apply.

30. BATTER OUT OF HER/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, subject to the following:

40.1 For the purposes of Law 40.1.1 and Law 40.1.2, 3 minutes shall be replaced with 1.5 minutes.

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 from being able to hit it with her 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 Batter at the wicket of what has occurred. The 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 deliveries in an over, the umpire shall advise the bowler that this is her final warning for the innings. The umpire will also inform the other umpire, the captain of the fielding side and the Batter 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 Batter 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 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.

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 Batter 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 Batter 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 CCB 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.

41 PLAYERS' CONDUCT

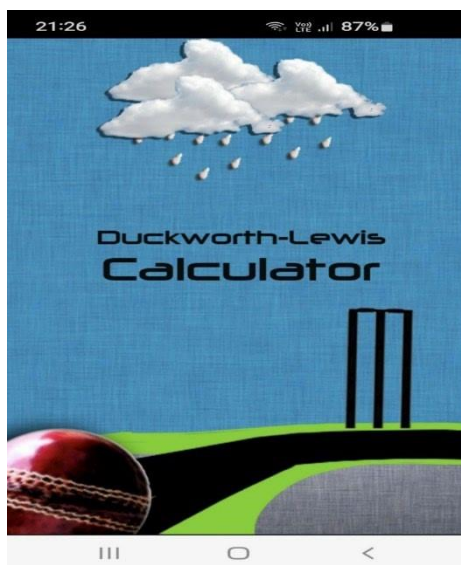
Law 42 shall apply.

APPENDIX A: IN EVENT OF DELAYED START TO THE FIRST INNINGS

- A. The change of innings interval will be reduced to ten (10) minutes.
- B. When ten (10) minutes playing time has been lost, the lost overs will be deducted from the ten (10) minute point at a rate of 1 over per four (4) minutes lost playing time.
- C. The lost overs will be divided by two (2) and each teams bowling innings will be reduced by the resultant number. If the lost time equates to an odd number of overs lost, one (1) lost over will be deducted to enable an even division.

APPENDIX B: IN EVENT OF DELAY OR INTERRUPTION TO THE FIRST OR SECOND INNINGS AFTER THE CALL OF PLAY

Duckworth Lewis Tarams Inc APP will be used for target score calculations. When using the Duckworth-Lewis calculator app, the “G50 Value” MUST be set to 200. This can be found on the “About” Tab.



Time lost during the first Innings:

If playing time is lost after the call of play for the first innings the following procedure will be used.

- (a) Once play has been called for the first innings, any time lost to the game due to ground, weather, light or any other acceptable reason, Duckworth Lewis calculations must be used.
- (b) During the first innings each time there is an interruption to play due to ground, weather or light, and the players leave the field the Umpires MUST note the following details.
 - i Time when leaving the ground. (You will need this to enable you to calculate overs lost).
 - ii The number of overs bowled.
 - iii The total wickets that have fallen.
 - iv Number of overs lost due to the interruption.
 - v The final score at the end of the first innings.

- vi At the completion of the first innings the above information for points 2,3,4 above must be entered. If there is more than 1 interruption, then the information must be entered as separate entries. The final score (5 above) for the completed first innings will be entered when all the interruption data has been entered.
 - vii **DO NOT COMBINE THE INFORMATION AS 1 ENTRY AS THER WILL GIVE AN INCORRECT TARGET SCORE.**
- (c) Once the calculation has been completed the revised overs and target score will automatically show on the 2nd innings TAB.
- (d) During the 1st innings and prior to each restart of play the Umpire MUST inform both Captains and the scorers of how many overs have been lost due to the stoppage and what the revised number of overs are that need to be bowled including the bowling and fielding restrictions as these will change with each stoppage.

Time lost during the second innings:

If there is time lost due to ground, weather, light or any other acceptable reason prior to the start or during the second innings the setting of the target score is mostly the same as for the first innings. The one difference is that the interruption data **MUST** be entered at each stoppage of play during the second innings, before the teams return to the field of play, to reset the target score and overs to be bowled.

At each restart of play the Umpire must inform both Captains and scorers of:

- I. how many overs have been lost,
- II. what the revised number of overs are that need to be bowled,
- III. the revised target score, and
- IV. the revised bowling and fielding restrictions.

