



**WACC**  
WESTERN AUSTRALIAN  
COUNTRY CRICKET

# GENERAL RULES ANNEXURE E:

UNDER 16'S JUNIOR COMPETITION  
T20 (LIMITED OVERS) PLAYING CONDITIONS

14 October 2024

## CONTENTS

---

DEFINITIONS AND INTERPRETATION .....	4
1. The Players .....	5
2. The Umpires .....	5
3. The Scorers.....	6
4. The Ball.....	6
5. The Bat .....	6
6. The Pitch.....	6
7. The Creases .....	6
8. The Wickets.....	7
9. Preparation and Maintenance of the Playing Area.....	7
10. Covering the Pitch .....	7
11. Intervals.....	7
12. Start of PLAY, Cessation of Play .....	7
13. Innings .....	8
14. The Follow-on.....	10
15. Declaration and Forfeiture.....	10
16. The Result.....	10
17. The Over .....	12
18. Scoring Runs .....	12
19. Boundaries .....	12
20. Dead Ball .....	12
21. No Ball .....	12
22. Wide Ball .....	13
23. Bye and Leg Bye .....	13
24. Fielder's Absence; Substitutes .....	14
25. BATTER's Innings; Runners.....	14
26. Practice on the Field.....	14
27. The Wicket-keeper .....	14
28. The Fielder.....	14
29. The Wicket is Down.....	16
30. BATTER out of His/Her Ground .....	16
31. Appeals.....	16
32. Bowled.....	16
33. Caught .....	16
34. Hit the Ball Twice.....	16

35. Hit Wicket.....	16
36. Leg Before Wicket .....	16
37. Obstructing the Field.....	17
38. Run Out .....	17
39. Stumped.....	17
40. Timed Out.....	17
41. Unfair Play .....	17
42. Players’ Conduct.....	19
Appendix 1 – In Event of Delay or Interruption to First Innings .....	20
Appendix 2 – In Event of Delay or Interruption to Second Innings .....	21
Appendix 3 – Super Over .....	22
Spirit of Cricket.....	24

## 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) “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 CCB T20 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”.
- (i) “Fielding Restriction Area” is the area defined in playing condition **Error! Reference source not found.**

# 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) Under 16s competition:

A team shall consist of up to 12 players. Throughout the match:

    - (i) Only 11 players shall be allowed to field at any one time during an innings.
    - (ii) Only 11 players shall be allowed to bat during an innings.
    - (iii) All 12 players are allowed to bowl during an innings.
- 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.

## 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 2.3 is modified as follows: The tea interval cannot be altered and is to be taken between innings.
- 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 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 4.5 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 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: 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, subject to the following:

- 7.1 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 15 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 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 Laws 11.2.2, 11.3, 11.5, 11.6 and 11.7 shall not apply.
- 11.5 Law 11.9 shall apply but for only the purpose of the drinks break. Any other intervals shall not be altered.

## **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: All matches shall consist of one innings per side, each innings being limited to a maximum of 20 six-ball 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 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).
- 13.5 Uninterrupted matches:
- (a) Each team shall bat for 20 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 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.
  - (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.
  - (e) Penalties shall apply for slow over rates – per playing condition 13.12.
- 13.6 In all matches, the intention shall be to achieve 20 overs for each team even if this means amending the hours of play. If achieving 20 overs per team is not possible playing condition 13.8 applies.
- 13.7 If the match cannot be commenced at the scheduled time the umpires may, with the agreement of both captains, delay the start of the match providing it does not affect the start time of subsequent matches on that day.
- 13.8 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 15 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. To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, subject to a result not being achieved 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 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 11.2.
  - (v) If the team fielding first fails to bowl the revised number of overs by the specified time for the interval, play shall continue until the required number of overs have been bowled or the innings is completed.
  - (vi) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
  - (vii) Penalties shall apply for slow over-rates – per playing condition 13.12.
  - (viii) 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 15 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) To constitute a match, a minimum of 5 overs has to be bowled to the team batting second subject to a result not being achieved earlier.
  - (iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
  - (v) A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. 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.
- (vii) Penalties shall apply for slow over rates – per playing condition 13.12.
- (viii) 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.

13.9 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.

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

- 13.10 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.
- 13.11 The umpire shall record the total number of overs bowled and the number of overs bowled by each bowler.
- 13.12 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. This penalty will be applied at the completion of the innings.
- 13.13 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 13.12.

## 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 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.

16.3 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.

16.4 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.

This 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.

16.5 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.

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

Result	5 Day Carnival		4 Day Carnival	
	Result points	Total Points	Result points	Total Points
Win	3	3	6	6
Loss	0	0	0	0
Draw (abandonment) / Tie	1.5	1.5	3	3

## 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.

### 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.

- (e) 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) the ball passes wide of where the striker is standing, and which also would have passed wide of the striker standing in a normal guard position.
  - (b) the ball passes above the head height of the striker standing upright at the popping crease.
- 22.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.
- 22.3 A delivery passing the striker on the offside outside the offside Wide Guideline shall be a Wide provided he/she maintains a normal batting 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 Offside Wide Guideline shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
- 22.4 A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:
- (a) the ball passes between the striker and the stumps.
  - (b) the striker moves toward the offside and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
  - (c) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Offside Wide Guideline on the leg side shall be a Wide.

## 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

---

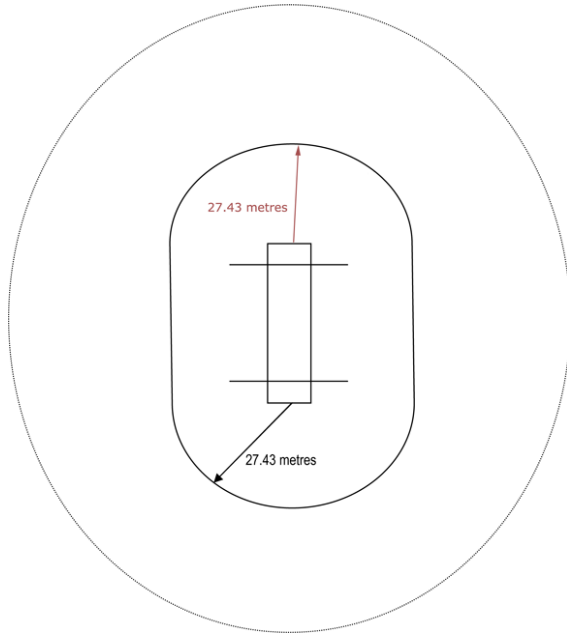
Law 27 shall apply.

## 28. THE FIELDER

---

Law 28 shall apply, subject to the following:

- 28.1 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 27.43 metres (30 yards).
  - (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 21.2 above.

28.3 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 this applies even if the interruption has occurred mid-over.

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

28.5 Any player fielding less than 10 metres from the batter’s position on the popping crease on a middle stump line, shall wear protective helmets, 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.

## 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 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 deliveries in an over, the umpire shall advise the bowler that this is his 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 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 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 shall apply.

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

---

A. Net playing time available at start of match?	160
B. Time innings in progress?	_____
C. Playing time lost?	_____
D. Extra time available?	0
E. Time made up from reduced interval?	_____
F. Effective playing time lost $\{C - (D + E)\}$	_____
G. Remaining playing time available $\{A - F\}$	_____
H. <b>1</b> - Minutes per over?	4
H. <b>2</b> - Overs calculated to two decimal places $\{G / H1\}$	_____
I. <b>1</b> - Max overs per team $\{H2 / 2, \text{rounded up}\}$	_____
I. <b>2</b> - 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 $\{\text{Same as } J\}$	_____
Q. Rescheduled cut-off time allowing for full use of any extra time	_____
R. Remaining playing time $\{P \text{ to } Q\}$	_____
S. Potential overs to be bowled $\{R / H1\}$	_____
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. <b>1</b> - Overs to be bowled $\{\text{Same as } S\}$	_____
B. Scheduled length of innings in minutes $\{S * H1, \text{rounded up}\}$	_____
C. Start time $\{\text{Same as } J \text{ and } P\}$	_____
D. Scheduled cessation time $\{W + V\}$	_____
A. <b>2</b> - 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 4
- I. Overs lost {G / H2, rounded down} \_\_\_\_\_
- J. Adjusted maximum over length of innings {H1 - I} \_\_\_\_\_
- K. Rescheduled length of innings {J x H2, rounded up} \_\_\_\_\_
- L. Amended cessation time of innings {D + (K - C)} \_\_\_\_\_
- M. Maximum overs per bowler {J / 5} \_\_\_\_\_

## APPENDIX 3 – SUPER OVER

---

- A. The Super Over shall commence 10 minutes after the cessation of the match, at the same ground. The interval between innings shall be 5 minutes.
- B. 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the 30 minutes, the Super Over shall be abandoned.
- C. The Super Over will take place on the pitch allocated for the match.
- D. The umpires shall stand at the same end as they stood during the match.
- E. In both innings of the Super Over, the fielding side shall choose which end to bowl from. Once the opening batting pair enters the field of play, they are not permitted to be changed. Similarly, once a determination is made by the bowling side as to which end, they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batters are opening, and then the batters can choose ends based on the bowling strategies.
- F. Only the starting 11 players for each team may participate in the Super Over. Should any player be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Laws and Playing Conditions of the main match shall apply.
- G. Each team's over is played with the same fielding restrictions as apply for the last over in the match.
- H. The team batting second in the match will bat first in the Super Over.
- I. The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over.
- J. Each team shall bat for one over unless all out earlier.
- K. In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the Duckworth/Lewis method, playing condition (M below immediately applies. Otherwise, the team whose batters hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- L. If the number of boundaries hit by both teams is equal the team whose batters scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- M. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses all wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e., including any runs resulting from a Wide ball, a No ball or penalty runs.

### **Example**

*In this example both teams scored an equal number of runs from the 6th and 5th balls of their Super Over. However, Team 1 scored two runs from its 4th ball while Team 2 scored one run, so Team 1 is in the winner.*

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

- N. If, for reasons of ground, weather and light, a Super Over cannot commence within 30 minutes of the cessation time of the main match then the team that hit the most number of boundaries (fours and sixes) in the match shall be declared the winner. If the result is still a Tie the match will be determined by a coin toss, except in the Grand Final where joint winners will be declared.

## 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