



# Guernsey Cricket Domestic Cricket 2024: Spring Cup T10 Match Regulations and Playing Conditions Effective from 1 January 2024



Sponsors of Guernsey Association of Officials

## Version control

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## **PART A.**

### **2024 COMPETITION FORMAT SUMMARY**

- The Spring Cup will be a T10 format, ten overs per side.
- The Playing Conditions will be adapted from the European Cricket Network playing conditions.
- Bowling will be from a single end – 3G end at KGV and Clubhouse end at PS.
- Batters and Umpires will change at the end of each over.
- Team will bowl their allotted overs in 40 minutes (unless weather interruption).
- The Power Play will be of three overs' duration during which no more than two fielders are allowed outside the 30m fielding circle.
- Boundaries will be set at 65 metres, per normal domestic cricket.

## **PART B.**

### **UMPIRES' GENERAL DUTIES**

Umpires appointed to officiate in all competitions under the auspices of Guernsey Cricket shall:

- a) conduct the match according to the Laws of Cricket and the Regulations of Guernsey Cricket;
- b) ensure the matches start at the appointed time;
- c) approve the match balls;
- d) ensure timely conduct of the match by both batting and fielding teams.
- e) before play commences, decide if the weather and/or circumstances permit play; thereafter the Umpires shall decide if the weather or circumstances permit the continuation of play, keeping colleague and players up to date with situation where there might be a possibility of having to come off;
- f) ensure that the score is kept on a league scorecard and that the names of ALL participating players are entered in the scorecard prior to the commencement of the second innings and that all details are fully completed, including the identity of any catchers and/or stumpers. Umpires should not sign an incomplete scorecard;
- g) see that the stumps are put out and returned to their place of storage at the end of the match;
- h) check the scorecard at the end of each innings as giving a good and accurate record of scores and players; after the first innings, determine the score required to win by the team batting second; at the end of the match determine the winning team; add any relevant comments concerning the match (e.g. failure to field 11 players, misconduct, failure to observe the Guernsey Cricket Code of Conduct, infringement of Match Rules); and sign the scorecard as a true record. Any damage occurring during the game must be recorded in the scorecard;
- i) report to the DCC the name(s) of any player(s) infringing Match Rules or the Code of Conduct (see 42.) for the DCC to take the appropriate action.

**SCORERS**

Two scorers in each innings shall be required to record all runs scored, all wickets taken and, where appropriate, number of overs bowled. One shall complete a paper scorecard and the other shall use the online scoring system supplied by DCC. (Bowl) The batting side in each innings is required to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

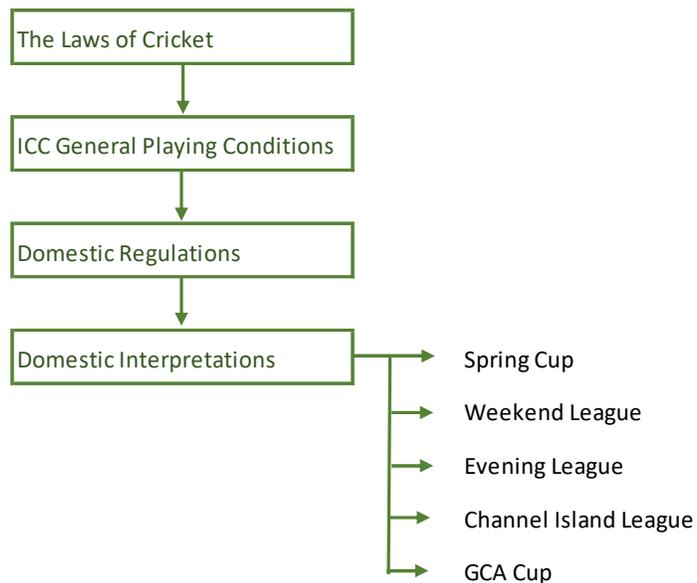
**PART C.**

**GUIDING PRINCIPLES**

This document should be read in conjunction with Guernsey Cricket Domestic Cricket Regulations.

The Guernsey Cricket Domestic Cricket Regulations are part of a hierarchy of rule and

**Rules and Regulations Hierarchy**



regulations:

For domestic cricket in Guernsey, the guiding principle is that matches will be played using ICC Playing Conditions adapted for use according to the local match format.

- Limited overs matches of greater than 20 overs per side will use [ICC Men's Standard ODI Playing Conditions – December 2023](#).
- Limited overs matches of 20 overs or fewer per side will use [ICC Men's T20I Playing Conditions – December 2023](#) and specifically [ICC Men's T20I Playing Condition - Addendums](#).
- Limited overs matches of 10 overs duration will use [ECN Rules Regulations and Playing Conditions](#).

## GENERAL NOTES

### Registration of Players

(10. General Domestic Cricket Regulations 2024 plus note below shall apply)

Clubs shall supply Guernsey Cricket with an initial squad of players from which they will select their 2024 Season match day XIs. N.B. GCB Regulations on eligibility to play in domestic competition will apply i.e. Residence.

Players may be added to their initial submitted squad list by referral to GCB prior to each match applicable. Guernsey Cricket will confirm eligibility.

No player shall transfer from one Club (registered in initial Squad submission) to another without referral to Guernsey Cricket. For guidance players wishing to transfer from one Club to another having already played in the current season competition are unlikely to be agreed.

Players appearing in the Final must have been registered by their Club in the initial squad submission or subsequently before the final games of the Round Robin period, as agreed by Guernsey Cricket.

If a Club feels there are Exceptional Circumstances that Guernsey Cricket should consider in making a ruling on Eligibility then the facts should be provided in writing at the time a referral is made.

### Guidance for Players and Officials

The following regulations and playing should be noted to avoid ambiguity of interpretation.

**Judging a wide:** see Law 22 and specifically to note:

- 22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.
- 22.1.3 Umpires are instructed to apply very strict and consistent interpretation in regard to this clause in order to prevent negative bowling wide of the wicket. NOTE: All balls passing down the leg side shall be called Wide.

**Short pitched bowling:** See clauses 22.1.1.2 and 41.6. and specifically to note:

- In matches of fewer than 20 overs cricket, a second short-pitched wide delivery is a **NO BALL**.
- A bowler shall be limited to two fast short-pitched delivery per over.
- If there is a second instance of a bowler being No balled for more than two fast short pitched delivery, a first and final warning should be issued.

Other matters to be aware of:

- Registration of Players (10. General Domestic Cricket Regulations 2024)
- Helmets (20. And Appendix A General Domestic Cricket Regulations 2024)
- Safeguarding Junior Players in Adult Cricket (31. and Appendix B General Domestic Cricket Regulations 2024)
- [Link to General Domestic Cricket Regulations 2024.](#)

## PART D.

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## **1 THE PLAYERS**

### **1.1 Number of players**

- 1.1.1 A match is played between two sides, each of eleven players, one of whom shall be Captain.
- 1.1.2 A minimum of 7 players listed in the team sheet must be present to take the field at the start of the match. The Domestic Cricket Committee (DCC) may determine that a team failing to present with 7 players ready to play may forfeit the match as described in Clause 16.2.1 - item 3 herein.

### **1.2 Nomination of players**

- 1.2.1 Each Captain shall nominate 11 players plus a maximum of 2 substitute Fielders in writing to the DCC before the toss of the coin. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing Captain and the Match Umpires.
- 1.2.2 Not applicable.
- 1.2.3 Only those nominated as substitute Fielders shall be entitled to act as substitute Fielders during the match, unless the Umpires, in exceptional circumstances, allows subsequent addition.
- 1.2.4 All those nominated players, including those nominated as substitute Fielders, must be eligible to play for that particular team
- 1.2.5 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable Regulations pertaining to Guernsey Cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel, the Anti-Racism Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti-Corruption Code.
- 1.2.6 Not applicable.
- 1.2.7 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:
  - 1.2.7.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute Fielder, or
  - 1.2.7.2 Not applicable.
  - 1.2.7.3 A player who has been suspended from participating in a match shall be permitted, from the toss of the coin and thereafter for the remainder of the match, to enter the players' area provided that the players' area (or any part thereof) for the match is not within the playing area described in Clause 1.2.7.2 above. For example, the player is not permitted to enter the on-field players' 'dug-out'.
  - 1.2.7.4 Any player attempting to play under another player's name will be barred from the match and banned for the remainder of the tournament.
  - 1.2.7.5 Should a Captain knowingly allow a player to enter the field that is not nominated in the playing 11 or as a substitute Fielder, they will be disciplined by the DCC. This disciplinary action can range from a 1 match suspension, to a ban from the tournament.

### **1.3 Captain**

- 1.3.1 Each Team or Club participating in the match must nominate a Team Captain ("**Captain**").
- 1.3.2 Not applicable.
- 1.3.3 Not applicable.
- 1.3.4 If at any time the Captain is not available, a deputy shall act for him.

- 1.3.5 If a Captain is not available to nominate the players, then any person associated with that team may act as their deputy to do so.
- 1.3.6 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the Captain as stated in these Playing Conditions, including at the toss. See Clause 13.4 (The toss).

#### **1.4 Responsibility of Captains**

The Captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within these Playing Conditions.

#### **1.5 Agreement by participating in the Spring Cup**

1.5.1 In the event that the event is televised/live streamed, then by participating at Guernsey Cricket Events the Club, the Captain and the players thereby acknowledge and accept that Guernsey Cricket Events are being televised on a world-wide basis and the Club, the Captain and the players grant the Company/LOC/Organizer a license to use (and sub-license the use of):

- 1.5.1.1 the names, images and likenesses of the players on its representative team/s; and
- 1.5.1.2 names, nicknames, logos and colours of the Club and its representative team/s, all in connection with the exploitation of the Media Rights and the Data Rights and related marketing and promotion and in connection with the organization, staging, promotion, marketing and commercial exploitation of Guernsey Cricket.

1.5.2 Not applicable.

1.5.3 Not applicable.

1.5.4 Not applicable.

#### **1.6 Protective Helmets and Head Protectors**

1.6.1 Helmet protection will be mandatory in Guernsey Cricket domestic and international cricket for the following high injury risk positions: (i) when batting (ii) when wicket keepers are standing up to the stumps, and (iii) when fielders are close to the batter in front of the wicket. Any player who does not wear a helmet understands that they are playing at their own risk.

1.6.2 Any player refusing to wear a helmet in any of the above (i) – (iii) circumstances will be prevented from playing in those positions.

1.6.3 This is non-negotiable and has been brought into being to complement Guernsey Cricket Head Injury/Concussion Policy.

## **2 The Umpires and GACO**

### **2.1 Appointment and attendance**

2.1.1 Not applicable.

2.1.2 The Umpires are to be appointed by Guernsey Association of Cricket Officials.

2.1.3 GACO is to appoint the following Match Officials:

2.1.3.1 Two On-Field Umpires

2.1.3.2 Not applicable.

2.1.3.3 Not applicable.

2.1.3.4 The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least one hour and 10 minutes before the scheduled start of play.

2.1.4 Neither team shall have a right of objection to the appointment of any umpire or Umpires or GACO.

## 2.2 Change of umpire

2.2.1 An umpire shall not be changed during the match, other than in exceptional circumstances as shall be determined by the Umpires, unless they are injured or ill.

## 2.3 Consultation with GACO

2.3.1 Not applicable

2.3.2 Any agreed special conditions of play affecting the conduct of the match shall be advised to the scorers immediately.

## 2.4 The wickets, creases and boundaries

2.4.1 Before the toss of the coin and during the match, the umpires shall satisfy themselves that:

2.4.1.1 The wickets are properly pitched. (Refer to 8 The Wickets)

2.4.1.2 The creases are correctly marked. (Refer to 7 The Crease)

2.4.1.3 The boundary of the field of play complies with the requirements of Clause 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary) herein.

## 2.5 Conduct of the match, implements and equipment

2.5.1 Before the toss of the coin and during the match, the umpires shall satisfy themselves that:

2.5.1.1 The conduct of the match is strictly in accordance with these Playing Conditions.

2.5.1.2 The implements used in the match conform to the following:

2.5.1.2.1 Clause 4 (The Ball)

2.5.1.2.2 2 externally visible requirements of Clause 5 (The Bat) and Clause 1 of Appendix B.

2.5.1.2.3 either Clause 8.2 (Size of wickets) and 8.3 (The Bails)

2.5.1.2.4 No player uses equipment other than that permitted by GACO.

2.5.1.2.5 The wicket-keeper's gloves comply with the requirements of Clause 27.2 (Gloves).

## 2.6 Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

## 2.7 Fitness for play

2.7.1 It is for the Umpires, to decide whether pitch or ground conditions, weather or light or any other exceptional circumstances mean that it would be dangerous or unreasonable conditions for play to take place. **“Conditions” shall not be regarded as either dangerous or unreasonable merely because they are not ideal. The fact that the grass and or the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.**

2.7.2 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

2.7.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

2.7.4 If the umpires consider the ground and or pitch is so wet or slippery as to deprive the Bowler of a reasonable foothold, the Fielders of the power of free movement, or the Batters of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

## 2.8 Suspension of play in dangerous or unreasonable circumstances

- 2.8.1 All references to ground include the pitch. See Clause 6.1 (Area of pitch)
- 2.8.2 If at any time the umpires together agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, following consultation with the Umpires
- 2.8.3 If circumstances are warranted, the umpires shall stop play and instruct the Ground Authority to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.
- 2.8.4 Not applicable.
- 2.8.5 Removed/Deleted - not relevant in this document.
- 2.8.6 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.
- 2.8.7 The safety of all persons within the ground is of paramount importance to Guernsey Cricket. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the Umpires, should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, Umpires, the head of the relevant Ground Authority, the head of ground security and/or the police as the circumstances may require.
- 2.8.8 Where play is suspended under Clause 2.8.7 above the decision to abandon or resume play shall be the responsibility of the Umpires who shall act only after consultation with the head of ground security and the police.
- 2.9 Position of umpire**  
The umpires shall stand where they can best see any act upon which their decision may be required. Subject to this overriding consideration, the Bowler's end umpire shall stand in a position so as not to interfere with either the Bowler's run-up or the striker's view. The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided they inform the Captain of the fielding side, the striker and the other umpire.
- 2.10 Umpires changing ends**  
Umpires are required to alternate between the Bowler's end (which shall remain the same end for the whole of the match) and the square leg umpiring position at the end of each over during T10 matches.
- 2.11 Disagreement and dispute**  
Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also Clause 31.6 (Consultation by umpires).
- 2.12 Umpire's decision**

An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

**2.13 Umpires referral**

Not applicable.

**2.14 Guernsey Cricket Third Umpire**

Not applicable.

**2.15 Signals**

The following code of signals shall be used by umpires:

2.15.1 Signals made while the ball is in play;

**No ball** - by extending one arm horizontally.

**Out** - by raising an index finger above the head. (If not out, the umpire shall call Not out.)

**Wide** - by extending both arms horizontally.

**Dead ball** - by crossing and recrossing the wrists below the waist

2.15.2 When the ball is dead, the Bowler's end umpire shall repeat the signals in Clause 3.12 and 3.13, with the exception of the signal for **Out**, to the scorers.

2.15.3 The signals listed below shall be made to the scorers only when the ball is dead.

**Boundary 4** - by waving an arm from side to side finishing with the arm across the chest.

**Boundary 6** - by raising both arms above the head. Bye - by raising an open hand above the head.

**Five Penalty runs awarded to the batting side** – by repeated tapping of one shoulder with the opposite hand.

**Five Penalty runs awarded to the fielding side** – by placing one hand on the opposite shoulder.

**Leg bye** - by touching a raised knee with the hand.

**Bye** - by raising one hand above the head.

**Revoke last signal** - by touching both shoulders, each with the opposite hand.

**Short run** - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

**Free Hit** – after signalling the No ball, the Bowler's end umpire extends one arm straight upwards and moves it in a circular motion.

**Powerplay Commencement** – by rotating their arm in a large circle.

2.15.4 The following signal is for **Level 4 Player Conduct Offences**. The signal has two parts, both of which should be acknowledged separately by the scorers.

**Part 1** –by putting one arm out to the side of the body and repeatedly raising it and lowering it.

**Part 2** –by raising an index finger, held at shoulder height, to the side of the body.

2.15.5 All the signals in Clause 2.13.2 and 2.13.3 are to be made by the Bowler's end umpire except that for **Short run**, which is to be signalled by the umpire at the end where short running occurs. However, the Bowler's end umpire shall be responsible both for the final signal of Short run to the scorers and, if more than one run is short, for informing them as to the number of runs to be recorded.

2.15.6 The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed. If several signals are to be used, they should be given in the order that the events occurred.

## **2.16 Informing the umpires**

Wherever the umpires are to receive information from Captains or other players under these Playing Conditions, it will be sufficient for one umpire to be so informed and for him/her to inform the other umpire.

## **2.17 2.17. Correctness of scores**

2.17.1 Consultation between umpires and scorers on doubtful points is essential.

2.17.2 The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.

2.17.3 The umpires shall ensure that they are able to contact the scorers at any time during the match and at its conclusion to address any issues relating to the correctness of scores.

## **3 The Scorers**

### **3.1 Appointment of scorers**

Each Club shall appoint a scorer or scorers, who may be part of the batting side, to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

### **3.2 Correctness of scorers**

The scorers shall frequently check to ensure that their records agree and consult with the umpires if necessary. See Clause 2.15 (Signals) herein.

### **3.3 Acknowledging signals**

The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.

## **4 Ball**

### **4.1 Weight and Size**

The ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

### **4.2 Approval and control of balls**

4.2.1 Clubs shall provide white cricket balls of the standard approved by Guernsey Cricket and spare used balls for changing during a match, which shall also be of the same brand.

**Note:** Guernsey Cricket shall advise the Clubs of the brand of ball to be used in the match(es) at least 30 days prior to the start of the match(es). For the 2024 Spring Cup these will be Newbery balls.

4.2.2 Not applicable.

4.2.3 Not applicable.

4.2.4 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.

4.2.5 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 or any other disruption in play.

### **4.3 New Ball**

One new ball shall be used at the start of each innings.

### **4.4 Ball lost or becoming unfit for play**

- 4.4.1 If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a spare used ball referred to in 4.2.1 above which has had wear comparable with that which the previous ball had received before the need for its replacement.
- 4.4.2 When the ball is replaced, the umpire shall inform the Batters and the fielding Captain.

## **5 Bat**

### **5.1 The bat**

All bats will comply with the Laws of Cricket.

## **6 The Pitch**

### **6.1 Area of the pitch**

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle wickets, each parallel to it and 5 ft/1.52 m from it. If the pitch is next to an artificial pitch which is closer than 5 ft/1.52 m from the middle wickets, the pitch on that side will extend only to the junction of the two surfaces. See Clauses 8.1 (Description, width and pitching) and 7.2 (The bowling crease).

### **6.2 Fitness of pitch for play**

The umpires shall be the sole judges of the fitness of the pitch for play. See Clauses 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable conditions).

### **6.3 Selection and preparation**

- 6.3.1 Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch.
- 6.3.2 During the match, the umpires shall control its use and maintenance.
- 6.3.3 Not applicable.
- 6.3.4 Not applicable.
- 6.3.5 Not applicable.

### **6.4 Changing the pitch (Turf Pitch Only)**

Not applicable.

## **7 The Crease**

### **7.1 The creases**

The positions of a bowling crease, a popping crease and two return creases shall be marked by white lines, as set out in the Laws of Cricket.

## **8 The Wickets**

### **8.1 Description, width and pitching**

- 8.1.1 Two sets of wickets shall be pitched opposite and parallel to each other in the centres of the bowling creases. Each set shall be 9 in/22.86 cm wide and shall consist of three wooden wickets with two wooden bails on top.

### **8.2 Size of wickets**

8.2.1 The tops of the wickets shall be 28 in/71.12 cm above the playing surface and shall be dome shaped except for the bail grooves.

8.2.2 The portion of a stump above the playing surface shall be cylindrical apart from the domed top, with circular section of diameter not less than 1.38 in/3.50 cm nor more than 1.5 in/3.81 cm. See Clause 2 of Appendix B.

8.2.3 Not applicable.

### **8.3 The bails**

8.3.1 The bails, when in position on top of the wickets

8.3.1.1. shall not project more than 0.5 in/1.27 cm above them; and

8.3.1.2. shall fit between the wickets without forcing them out of the vertical.

8.3.2 Each bail shall conform to the following specifications (see Clause 2 of Appendix B).

8.3.2.1 Overall length 4.31 in/10.95 cm Length of barrel 2.13 in /5.40 cm Longer spigot

8.3.2.2 1.38in/3.50 cm Shorter spigot 0.81 in/2.06 cm.

8.3.2.3 The two spigots and the barrel shall have the same centre line.

8.3.2.4 Devices aimed at protecting player safety by limiting the distance that a bail can travel off the wickets will be allowed, subject to the approval of Guernsey Cricket.

### **8.4 Dispensing with bails**

The umpires may agree to dispense with the use of bails in windy conditions or as may be required for other purposes. If they so agree then no bails shall be used at either end. The use of bails shall be resumed as soon as conditions or circumstances permit. See Clause 29.4 (Dispensing with bails).

### **8.5 LED Wickets**

8.5.1 The use of approved LED Wickets is permitted. Refer also to Clause 2 of Appendix B.

## **9 Preparation and maintenance of the playing area**

Not applicable.

## **10 Covering the Turf pitch**

Not applicable.

## **11 Play Intervals (T10 Matches)**

### **11.1 Play intervals**

The following shall be classed as play intervals.

11.1.1 Intervals between innings; and/or

11.1.2 Any other agreed interval.

### **11.2 Duration of interval**

Under Clause 11.1.1, there shall be a 10 minute interval between innings for a T10 match, taken from the call of Time before the interval until the call of Play on resumption after the interval.

### **11.3 Allowance for interval between innings**

Law 10.3 of the Laws of Cricket shall not apply.

### **11.4 Changing agreed times of intervals**

- 11.4.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- 11.4.2 If the innings of the team batting first is completed prior to the scheduled time for the interval, the innings of the team batting second will commence as advertised.
- 11.4.3 .In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or rescheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The time for the interval will be 10 minutes.

#### **11.5 Intervals for drinks**

- 11.5.1 No drinks intervals shall be permitted unless at the match officials discretion.
- 11.5.2 At the match officials discretion, an individual player may be given a drink either on the boundary edge or at the fall of a wicket, end of over, or injury break, on the field, provided that no playing time is wasted.
- 11.5.3 No other drinks shall be taken onto the field without the permission of the umpires.
- 11.5.4 Any player taking drinks onto the field shall be dressed in proper team cricket attire (subject to the wearing of bibs – refer to the note in Clause 24.1.5).

#### **11.6 Scorers to be informed**

The umpires shall ensure that the scorers are informed of all agreements about minutes of play and intervals and of any changes made thereto as permitted under this Clause.

### **12 Start of play; cessation of play (T10 Matches)**

#### **12.1 Call of Play**

The Bowler's end umpire shall call "Play" before the first ball of the match and on the resumption of play after any interval or interruption.

#### **12.2 Call of Time**

The Bowler's end umpire shall call "Time", when the ball is dead, at the end of any T10 innings or as required by these Playing Conditions. See also Clause 20.3 (Call of Over or Time).

#### **12.3 Removal of bails**

After the call of "Time", the bails shall be removed from both wickets.

#### **12.4 Starting a new over**

A new over shall always be started (unless an interval is to be taken in the circumstances set out in Clause 12.5.2) when the umpire, walking at normal pace, has arrived at the position behind the wickets at the Bowler's end before the time agreed for the next interval has been reached.

#### **12.5 Completion of an over**

- 12.5.1 At the end of an over (6 legal deliveries) the umpire at the Bowler's end shall call "over".
- 12.5.2 Other than at the end of the match, if the agreed time for an interval is reached during an over, the over shall be completed before the interval is taken, except as provided for in Clause 11.5.2.

#### **12.6 Conclusion of match**

12.6.1. The match is concluded:

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- 12.6.1.1 As soon as a result as defined in Clauses 16.1 to 16.5 (The result) is reached.
- 12.6.1.2 As soon as the prescribed number of overs have been completed.
- 12.6.1.3 If, without a conclusion having been reached under 12.6.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

## **12.7 Hours of Play; Minimum Overs Requirement**

To be determined by Guernsey Cricket Board subject to there being a T10 match of 2 sessions of 45 minutes each, separated by a 10 minute interval between innings.

## **12.8 Minimum Over Rates**

- 12.8.1 The minimum over rate to be achieved in Guernsey Cricket T10 Matches shall be 15 overs per hour.
- 12.8.2 The actual over rate shall be calculated at the end of each innings by the umpires.
- 12.8.3 In calculating the actual over rate for the match, allowances shall be given as follows:
  - 12.8.3.1 The time lost as a result of treatment given to a player by an authorised medical personnel on the field of play;
  - 12.8.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;
  - 12.8.3.3 The time taken for all third umpire referrals and consultations and any umpire reviews;
  - 12.8.3.4 The time lost as a result of time wasting by the batting side; and
  - 12.8.3.5 The time lost due to all other circumstances that are beyond the control of the fielding side.
  - 12.8.3.6 An allowance of 1 minute for each wicket taken during an innings, with the exception of the last wicket if the innings is completed before the scheduled overs have been bowled.
- 12.8.4 In the event of any time allowances being granted to the fielding team under Clause 12.8.3.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.
- 12.8.5 In addition to the allowances as provided for above, in the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted.
- 12.8.6 If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- 12.8.7 Not applicable.
- 12.8.8 For a T10 match, all sides are expected to be in position to bowl the first ball of the last of their 10 overs within 40 minutes (plus allowances) of commencement of playing time.
- 12.8.9 Not applicable.
- 12.8.10 Not applicable.
- 12.8.11 Not applicable.
- 12.8.12 Not applicable.
- 12.8.13 Not applicable.
- 12.8.14 Not applicable.

12.8.15 Not applicable.

12.8.16 Not applicable.

12.8.17 Not applicable.

12.8.18 Not applicable.

12.8.19 Not applicable.

### **13 T10 Match Innings**

#### **13.1. Number of innings**

A T10 match shall comprise one innings for each side.

#### **13.2. Alternate innings**

Each side shall take their innings alternately.

#### **13.3. Completed innings**

13.3.1. A side's innings is to be considered as completed if any of the following applies:

13.3.1.1. the side is all out.

13.3.1.2. at the fall of a wicket or the retirement of a Batter, if further balls remain to be bowled but no further Batter is available to come in.

13.3.1.3. the prescribed number of overs have been bowled to the batting side.

#### **13.4. The toss**

13.4.1. Team Captains (or another player/team representative deputising for the captain) are required to be at the ground to submit their lineups and conduct the toss in their team playing clothing no later than 75 minutes before the commencement of the match.

13.4.2. Should the Captain (or player/team representative) not be present to conduct the toss 75 minutes before the match, the DCC may, at their discretion, award the toss to the opposing team.

13.4.3. Should the Captain (or player/team representative) still not be present to conduct the toss 60 minutes before the match, the DCC shall award the toss to the opposing team.

13.4.4. Should neither team have a Captain (or player/team representative) be present 60 minutes before the match, the team listed first in the fixture shall be considered to have won the toss and they will bat first.

#### **13.5. Decision to be notified**

As soon as the toss is completed, the Captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing Captain and the Umpires of this decision. Once notified, the decision cannot be changed. The Umpires shall advise the umpires and the scorers of the result of the coin toss and the winning Captain's decision.

#### **13.6. Duration of T10 Match**

All matches will consist of one innings per side, each innings being limited to a maximum of 10 overs. All matches shall be of 100 minutes duration subject to agreed intervals. ( Refer to Clause 12.7)

#### **13.7. Length of T10 match Innings**

##### **13.7.1. Uninterrupted matches.**

13.7.1.1. Each team shall bat for 10 overs unless all out earlier.

13.7.1.2. 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.

- 13.7.1.3. The 10 minute interval shall not be extended and the second innings shall commence at the scheduled time.
- 13.7.1.4. The team batting second shall receive its full quota of 10 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- 13.7.1.5. If the team batting first is dismissed in less than 10 overs, the team batting second shall be entitled to bat for no more than 10 overs.
- 13.7.1.6. If the team fielding second fails to bowl its 10 overs by the scheduled cessation time, the minutes of play shall be extended until the required number of overs has been bowled or a result is achieved.
- 13.7.1.7. Penalties shall apply for slow over rates (refer to the provision Clause 12.8.8).
- 13.7.2. Delayed or Interrupted Matches
- 13.7.2.1. When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 13.33 overs per hour in the total remaining time available for play.
- 13.7.2.2. 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.
- 13.7.2.3. 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.
- 13.7.2.4. To constitute a match, a minimum of 3 overs has to be bowled to the side batting second, subject to a result not being achieved earlier.
- 13.7.2.5. As soon as the total minutes of playing time remaining is less than the completed overs faced by the team batting first multiplied by 4.50, then the first innings is terminated and the provisions of 13.7.2.2 shall take effect.
- 13.7.2.6. A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 13.33 overs per hour.
- 13.7.2.7. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals will be taken into consideration.
- 13.7.2.8. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play.
- 13.7.2.9. If required the original time shall be extended to allow for one extra over for each team.
- 13.7.2.10. If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- 13.7.2.11. If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- 13.7.3. Delay or Interruption to the innings of the Team Batting Second  
(see Clause 2 of Appendix D)

13.7.3.1. 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 13.33 overs per hour in respect of the lost playing time.

13.7.3.2. Should the calculations result in a fraction of an over the fraction shall be ignored.

13.7.3.3. In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

13.7.3.4. To constitute a match, a minimum of 3 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

13.7.3.5. 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.

13.7.3.6. A fixed time will be specified for the close of play by applying a rate of 14.11 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.

13.7.3.7. If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the minutes of play shall be extended until the overs have been bowled or a result achieved.

13.7.3.8. Penalties shall apply for slow over rates (refer to the provision Clause 12.8.10).

### 13.8. Extra Time

There shall be no extra time provided where the start of play is delayed or play is suspended.

### 13.9. Number of Overs per Bowler

13.9.1. No Bowler shall bowl more than 2 overs in an innings.

13.9.2. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;

13.9.2.1. For innings of rescheduled length, no Bowler may bowl more than one-fifth of the total overs allowed.

13.9.2.2. 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.

13.9.2.3. For avoidance of doubt, the maximum numbers of over to be bowled by Bowlers per innings is as follows;

10 over match: 2, 2, 2, 2, 2

9 over match: 2, 2, 2, 2, 1

8 over match: 2, 2, 2, 1, 1

7 over match: 2, 2, 1, 1, 1

6 over match: 2, 1, 1, 1, 1

5 over match: 1, 1, 1, 1, 1

4 over match: 1, 1, 1, 1

3 over match: 1, 1, 1

13.9.3. In the event of a Bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another Bowler. Such part of an over will count as a full over only insofar as each Bowler's limit is concerned.

**14 The Follow-On (Not Relevant to T10)**

Shall Not apply

**15 Declaration and forfeiture**

Shall not apply

**16 The Result**

16.1. A win

16.1.1. The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See Clause 13.3 (Completed innings). Note also Clause 16.5 (Winning hit or extras).

16.1.2. In circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 16.2), a result can be achieved only if both teams have had the opportunity of batting for at least 3 overs, unless one team has been all out in less than 3 overs or unless the team batting second scores enough runs to win in less than 3 overs.

16.1.3. Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 3 overs, shall be declared a No Result.

16.2. Umpires awarding a match

16.2.1. A match shall be lost by a side which either;

1. concedes defeat;
2. in the opinion of the Umpires refuses to play; or
3. If there are fewer than 7 players from the listed playing XI, nominated by the Captain at the coin toss, who are available at the start of the match, the Umpires shall award the match to the other side.

16.2.2. If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the Umpires of this fact.

16.2.3. The Umpires shall together with the umpires ascertain the cause of the action.

16.2.4. If the Umpires, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, they shall inform the Captain of that side.

16.2.5. If the Captain persists in the action the Umpires shall award the match in accordance with Clause 16.2.1 above.

16.2.6. If action as in Clause 16.2.2 above takes place after play has started and does not constitute a refusal to play, the delay or interruption in play shall be dealt with in the same manner as provided for in Clauses 13.7.2 (Delayed and Interrupted Matches) and 11.4 (Changing agreed times for intervals) above.

Note: In addition to the consequences of any refusal to play as prescribed under this Clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the Captain and team responsible under Guernsey Cricket Code of Conduct.

16.3. All other matches - a Tie or No Result

16.3.1. A Tie

In the event of a tie, when all innings have been completed and the scores are equal, then a Golden Ball tie-breaker shall be enforced. Refer to Appendix F.

16.3.2. No Result - See 16.1.3 above.

16.4. Prematurely Terminated Matches - Calculation of the Target Score

16.4.1. Interrupted Matches – Calculation of the Target Score

16.4.1.1. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 3 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.

16.4.1.2. This revised target is to be calculated using the current Duckworth/Lewis method.

16.4.1.3. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis Regulations)

16.4.2. Prematurely Terminated Matches

16.4.2.1. If the innings of the side batting second is suspended (with at least 3 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (refer Duckworth/Lewis Regulations).

16.4.2.2. 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. Winning hit or extras

16.5.1. As soon as a result is reached, as defined in Clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in Clause 41.18.2 (Penalty runs), shall be regarded as part of it. Note also Clause 17.8 (Mistakes in scoring).

16.5.2. The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the Batters before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.

16.5.3. If a boundary is scored before the Batters have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

16.6. Statement of results

16.6.1. If the side batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall.

16.6.2. If, without having scored a total of runs in excess of the total scored by the opposing side, the side batting last has lost all its wickets but, as the result of an award of 5 Penalty runs, its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs.

16.6.3. If the side fielding last wins the match, the result shall be stated as a win by runs.

16.6.4. If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.

16.7. Correctness of results

Any decision as to the correctness of the scores shall be the responsibility of the umpires.

See Clause 3.2 (Correctness of scores).

16.8. Mistakes in Scoring

16.8.1. If, after the players and umpires have left the field in the belief that<sup>[SEP]</sup> the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to Clause 17.9 (Result not to be changed), they shall adopt the following procedure;

16.8.1.1. If, when the players leave the field, the side batting last has not completed its innings and, either the number of overs to be bowled in that innings has not been completed, or the end of the innings has not been reached then, unless one side concedes defeat, the umpires shall order play to resume.

16.8.1.2. Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed.

16.8.2. The number of overs shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.

16.8.3. If, at this call of Time, the overs have been completed and no Playing time remains, or if the side batting last has completed its innings, the umpires shall immediately inform both Captains of the necessary corrections to the scores and to the result.

16.9. Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see Clauses 2.17 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.

16.10. Guernsey Cricket Event Competition Formats

16.10.1. Guernsey Cricket Events will be played in a variety of formats, based on the number of teams and duration of each event, as it to be communicated to the participants prior to Guernsey Cricket Event commencing.

16.10.2. The definitive fixtures, Match points allocation, ranking system and structure of Guernsey Cricket Event shall be determined by Guernsey Cricket.

16.10.3. At the completion of Round-robin or Group matches, the Teams are ranked based on their cumulative Match points, and identified respectively as first, second, third, fourth, fifth, sixth, etc.

16.10.4. If there are teams on equal points at the end of the Round-robin or Group matches stage, their position will be ordered according to:

16.10.4.1. Their net run rate.

16.10.4.2. If two teams have exactly the same amount of points and also the same net run rate at the end of the Round-robin or Group matches, the winner of the match the two tied teams played each other shall be the higher ranked.

16.10.4.3. Should the match between the two tied teams have been a tie or no result, then the team that lost the least amount of wickets during Round-robin or Group matches shall be higher ranked.

16.10.4.4. Should the two tied teams have lost the same amount of wickets during the Round-robin or Group matches, then the team who scored the most runs shall be higher ranked.

16.10.4.5. Should the two tied teams have scored the same amount of runs then the position will be shared between those two tied teams.

16.10.5. For clarification, in the case of a tie between three or more Teams at the end of the Round-robin or Group stage, once the highest ranked Team has been determined following the above criteria, to determine the next higher ranked Team the process would repeat, starting at criterion Clause 16.10.4.1 through to Clause 16.10.4.5 as may be applicable.

16.10.6. If the result of a match is a tie during the Round-robin or Group stage, a Golden Ball shall be played. Refer to Clause 16.3.1 and Appendix F

16.10.7. In the event of a knock-out match being tied the teams shall play a Golden Ball to determine the winner. Refer to Appendix F.

16.10.8. If, following a tie, weather conditions prevent the Golden Ball from being completed, or if the match is a no result or abandoned, the progression or order of finishing will be determined by the team's performances in the Group stage as follows:

- group standing,
- most points,
- most wins,
- highest net run rate.

16.10.9. If still equal, any teams that cannot be separated in this way will be so determined by drawing lots.

Note: Please note in a match declared as no result, run rate is not applicable.

#### 16.11. Net Run Rate

16.11.1. A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

16.11.2. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

16.11.3. Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be credited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.

16.11.4. Where a match is concluded with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be credited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

16.11.5. In circumstances where a Match (and the points for such Match) is awarded to a team as a result of the other team's refusal to play, either by the Umpires in accordance with playing condition Clause 16.2 (Umpires awarding a match) or in accordance with the provisions of the relevant event agreements signed by the participating teams, the net run rate of the defaulting team shall be affected in that the full 10 overs of the defaulting team's innings in such forfeited match shall be taken into account in calculating the average runs per over of the defaulting team over the course of the relevant portion of the competition.

16.11.6. For the avoidance of doubt the runs scored and overs bowled in such forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

16.11.7. In the event of any dispute Guernsey Cricket Board may be called on to make a ruling and its ruling will be final.

## **17 The Over**

### **17.1. Number of balls**

The ball shall be bowled from one end only, in overs of 6 balls.

### **17.2. Start of an over**

An over has started when the Bowler starts their run-up or, if there is no run-up, starts their action for the first delivery of that over.

### **17.3. Validity of balls**

17.3.1. A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in Clause 41.16 (Non-striker leaving their ground early) a Batter may be dismissed or some other incident occurs without the ball having been delivered.

17.3.2. A ball delivered by the Bowler shall not count as one of the 6 balls of the over if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See Clause 20.6 (Dead ball; ball counting as one of over).

17.3.3. A ball delivered by the Bowler shall not count as one of the 6 balls of the over if it is called dead in the circumstances of:

- Clause 20.4.2.6.
- Clause 20.4.2.5. (Umpire calling and signalling Dead ball).
- Clause 21 (No ball).
- Clause 22 (Wide ball).

Whenever Clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker), or 41.5 (Deliberate distraction, deception or obstruction of Batter) is applied.

17.3.4. Any deliveries, other than those listed in Clause 17.3.1, 17.3.2, and 17.3.3, shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.

### **17.4. Call of Over**

When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. See also Clause 20.3 (Call of Over or Time).

### **17.5. Umpire miscounting**

17.5.1. If the umpire miscounts the number of valid balls in the Over, and if the next over has commenced, the previous Over as counted by the umpire shall stand.

17.5.2. Whenever possible, the third umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

17.5.3. If in the event a five ball over has been called, under the Match Referees consent, the umpires will be told to go back and complete the over, if the next over has yet to commence.

17.5.4. If in the event a seven ball over has been bowled, the Match Referee will call this ball null and void, and any runs scored from the seventh ball will be disregarded, provided that the following over has not yet commenced.

### **17.6. Finishing an over**

17.6.1. Other than at the end of an innings, a Bowler shall finish an over in progress unless incapacitated or suspended under these Playing Conditions.

17.6.2. If for any reason, other than the end of an innings, an over is left uncompleted at the start of an interval or interruption, it shall be completed on resumption of play.

### **17.7. Bowler incapacitated or suspended during an over**

17.7.1. If for any reason a Bowler is incapacitated while running up to deliver the first ball of an over, or is incapacitated or suspended during an over, the umpire shall call and signal Dead ball.

17.7.2. Another Bowler shall complete the over from the same end, provided that they do not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

## **18 Scoring Runs**

### **18.1. A Run**

18.1.1. The score shall be reckoned by runs. A run is scored;

- So often as the Batters, at any time while the ball is in play, have crossed and made good their ground from end to end.
- When a boundary is scored. See Clause 19 (Boundaries).
- When Penalty runs are awarded. See Clause 18.6 (Runs awarded for penalty).

### **18.2. Runs disallowed**

18.2.1. Wherever, in these Playing Conditions, provision is made for the scoring of runs or awarding of penalties, such runs and penalties will be subject to any provisions that may be applicable for the disallowance of runs or for the non-award of penalties.

18.2.2. When runs are disallowed, the one run penalty for No ball or Wide shall stand and 5 run penalties shall be allowed, except for Penalty runs under Clause 28.3 (Protective helmets belonging to the fielding side).

### **18.3. Short runs**

18.3.1. A run is short if a Batter fails to make good their ground in turning for a further run.

18.3.2. Although a short run shortens the succeeding one, the latter if completed shall not be regarded as short. A striker setting off for the first run from in front of the popping crease may do so also without penalty.

### **18.4. Unintentional short runs**

18.4.1. Except in the circumstances of Clause 18.5 (Deliberate short runs);

18.4.2. If either Batter runs a Short run, the umpire concerned shall, unless a boundary is scored, call and signal Short run as soon as the ball becomes dead and that run shall not be scored.

18.4.3. if, after either or both Batters run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal Short run.

18.4.4. if both Batters run short in one and the same run, this shall be regarded as only one short run.

18.4.5. if more than one run is short then, subject to Clauses 18.4.2 and 18.4.3, all runs called as short shall not be scored.

18.4.6. if there has been more than one short run, the umpire shall inform the scorers as to the number of runs to be recorded.

### **18.5. Deliberate short runs**

18.5.1. If either umpire considers that one or both Batters deliberately ran short at that umpire's end, the umpire concerned shall, when the ball is dead, call and signal Short run and inform the other umpire of what has occurred and apply Clause

18.5.2.

18.5.2. The Bowler's end umpire shall:

- 18.5.2.1. disallow all runs to the batting side;
- 18.5.2.2. return any not out Batter to their original end;
- 18.5.2.3. signal No ball or Wide to the scorers, if applicable;
- 18.5.2.4. award 5 Penalty runs to the fielding side;
- 18.5.2.5. award any other 5-run Penalty that is applicable except for Penalty runs under Clause 28.3 (Protective helmets belonging to the fielding side);
- 18.5.2.6. inform the scorers as to the number of runs to be recorded; and
- 18.5.2.7. inform the Captain of the fielding side and, as soon as practicable, the Captain of the batting side of the reason for this action.

18.6. Runs awarded for penalties

18.6.1. Runs shall be awarded for penalties under Clauses 18.5 (Deliberate short runs), 25.4 (Player returning without permission), 26.4 (Penalties for contravention), 21 (No ball), 22 (Wide ball), 28.2 (Fielding the ball), 28.3 (Protective helmets belonging to the fielding side) 41 (Unfair play) and 42 (Players' conduct).

18.6.2. Note, however, the restrictions on the award of Penalty runs in Clauses 23.3 (Leg byes not to be awarded), 28.3 (Protective helmets belonging to the fielding side) and 34 (Hit the ball twice).

18.7. Runs scored for boundaries

Runs shall be scored for boundary allowances under Clause 19 (Boundaries)

18.8. Runs scored when a Batter is dismissed

18.8.1. When a Batter is dismissed, any runs for penalties awarded to either side shall stand.

18.8.2. No other runs shall be credited to the batting side, except as follows:

18.8.2.1. If a Batter is dismissed Obstructing the field, the batting side shall also score any runs completed before the offence. If, however, the obstruction prevented a catch being made, no runs other than penalties shall be scored.

18.8.2.2. If a Batter is dismissed Run out, the batting side shall also score any runs completed before the wicket was put down.

18.9. Runs scored when the ball becomes dead other than at the fall of a wicket

18.9.1. When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in these Playing Conditions, any runs for penalties awarded to either side shall be scored.

Note however the provisions of Clauses 23.3 (Leg byes not to be awarded) and 28.3 (Protective helmets belonging to the fielding side).

18.9.2. Additionally the batting side shall be credited with all runs completed by the Batters before the incident or call of Dead ball and the run in progress if the Batters had already crossed at the instant of the incident or call of Dead ball. Note specifically, however, the provisions of Clause 41.5 (Deliberate distraction, deception or obstruction of Batter).

18.10. Crediting of runs scored

18.10.1. Unless stated otherwise in these Playing Conditions, if the ball is struck by the bat, all runs scored by the batting side shall be credited to the striker, except for the following:

- 18.10.1.1. an award of 5 Penalty runs, which shall be scored as Penalty runs;
- 18.10.1.2. the one run penalty for a No ball, which shall be scored as a No ball extra.

18.10.2.If the ball is not struck by the bat, runs shall be scored as Penalty runs, Byes, Leg byes, No ball extras or Wides as the case may be. If Byes or Leg byes accrue from a No ball, only the one run penalty for No ball shall be scored as such, and the remainder as Byes or Leg byes as appropriate.

18.10.2.1. The Bowler shall be debited with:

18.10.2.2. all runs scored by the striker 18.10.2.3. all runs scored as No ball extras

18.10.2.4. all runs scored as Wides.

18.11. Batter returning to original end

18.11.1. When the striker is dismissed in any of the following circumstances in Clauses

18.11.1.1 to 18.11.1.6, the not out Batter shall return to their original end:

18.11.1.1. Bowled.

18.11.1.2. Stumped.

18.11.1.3. Hit the ball twice.

18.11.1.4. LBW.

18.11.1.5. Hit wicket.

18.11.1.6. Caught

18.11.2.The Batters shall return to their original ends in any of the cases of Clauses 18.11.2.1 to 18.11.2.3:

18.11.2.1. A boundary is scored.

18.11.2.2. Runs are disallowed for any reason.

18.11.2.3. A decision by the Batters at the wicket to do so, under Clause 41.5 (Deliberate distraction, deception or obstruction of Batter).

18.12. Batter returning to wicket they have left

18.12.1.When a Batter is dismissed in any of the ways in Clauses 18.12.1.1 to 18.12.1.2, the not out Batter shall return to the wicket they have left but only if the Batter had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out Batter shall return to his original end:

18.12.1.1. Obstructing the field.

18.12.1.2. Run out.

18.12.2.If, while a run is in progress, the ball becomes dead for any reason other than the dismissal of a Batter, the Batters shall return to the wickets they had left, but only if they had not already crossed in running when the ball became dead. If, however, any of the circumstances of Clauses 18.11.2.1 to 18.11.2.3 apply, the Batters shall return to their original ends.

## 19 Boundaries

19.1. Determining the boundary of the field of play

19.1.1. Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See Clause 2.3 (Consultation with DCCs).

19.1.2. The boundary shall be determined such that no part of any sight- screen, will, at any stage of the match, be within the field of play.

19.1.3. All boundaries shall be 50 metres from the centre of the pitch unless a physical barrier requires it to be smaller.

19.1.4. At all times, there must be 3 yards (2.74 meters) from the boundary rope to the first solid object (advertising boards/LEDs, photographers, camera operators, dug outs, covers, perimeter fence) for the player's safety run off.

#### 19.2. Identifying and marking the boundary

19.2.1. All boundaries must be designated by a rope, or similar object of a minimum standard as authorised by Guernsey Cricket from time to time.

19.2.2. If the boundary is marked by means of an object that is in contact with the ground the boundary will be the edge of the grounded part of the object which is nearest the pitch.

19.2.3. An obstacle within the field of play shall not be regarded as a boundary unless so determined by the umpires before the toss. See Clause 2.3 (Consultation with DCCs).

19.2.4. If an unauthorised person enters the playing arena and handles the ball, the umpire at the Bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a Batter is liable to be out as a result of the unauthorised person handling the ball.

#### 19.3. Restoring the boundary

19.3.1. If a solid object used to mark the boundary is disturbed for any reason, then:

19.3.1.1. The boundary shall be considered to be in its original position.

19.3.1.2. The object shall be returned to its original position as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.

19.3.1.3. If some part of a fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.

#### 19.4. Ball grounded beyond the boundary

19.4.1. The ball in play is grounded beyond the boundary if it touches:

19.4.1.1. the boundary or any part of an object used to mark the boundary;

19.4.1.2. the ground beyond the boundary;

19.4.1.3. any object that is grounded beyond the boundary.

19.4.2. The ball in play is to be regarded as being grounded beyond the boundary if:

19.4.2.1. a Fielder, grounded beyond the boundary as in Clause 19.5 (Fielder grounded behind the boundary), touches the ball;

19.4.2.2. a Fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

#### 19.5. Fielder grounded beyond the boundary

19.5.1. A Fielder is grounded beyond the boundary if some part of their person is in contact with any of the following:

19.5.1.1. the boundary or any part of an object used to mark the boundary;

19.5.1.2. the ground beyond the boundary;

19.5.1.3. any object that is in contact with the ground beyond the boundary;

19.5.1.4. another Fielder who is grounded beyond the boundary.

19.5.2. A Fielder who is not in contact with the ground is considered to be grounded beyond the boundary if their final contact with the ground, before their first contact with the ball after it has been delivered by the Bowler, was not entirely within the boundary.

#### 19.6. Boundary allowances

19.6.1. 6 runs shall be allowed for a boundary 6; and 4 runs for a boundary 4.

19.6.2. See also Clause 19.7 (Runs scored from boundaries).

## 19.7. Runs scored from boundaries

19.7.1. A boundary 6 will be scored if and only if the ball has been struck by the bat and is first grounded beyond the boundary without having been in contact with the ground within the field of play. This shall apply even if the ball has previously touched a Fielder.

19.7.2. A boundary 4 will be scored when a ball that is grounded beyond the boundary:

19.7.2.1. whether struck by the bat or not, was first grounded within the boundary, or

19.7.2.2. has not been struck by the bat.

19.7.3. When a boundary is scored, the batting side, except in the circumstances of Clause 19.8, shall be awarded whichever is the greater of :

19.7.3.1. the allowance for the boundary.

19.7.3.2. the runs completed by the Batters together with the run in progress if they had already crossed at the instant the boundary is scored.

19.7.4. When the runs in Clause 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of Clause 18.12 (Batter returning to wickets they have left).

19.7.5. The scoring of Penalty runs by either side is not affected by the scoring of a boundary.

## 19.8. Overthrow or wilful act of Fielder

19.8.1. If the boundary results from an overthrow or from the wilful act of a Fielder, the runs scored shall be any runs for penalties awarded to either side and the allowance for the boundary and the runs completed by the Batters, together with the run in progress if they had already crossed at the instant of the throw or act.

19.8.2. Clause 18.12 (Batter returning to wicket they have left) shall apply as from the instant of the throw or act.

## 20 Dead Ball

### 20.1. Ball is dead

20.1.1. The ball becomes dead when:

20.1.1.1. it is finally settled in the hands of the wicket-keeper or of the Bowler.

20.1.1.2. a boundary is scored. See Clause 19.7 (Runs scored from boundaries)

20.1.1.3. a Batter is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.

20.1.1.4. whether played or not it becomes trapped between the bat and person of a Batter or between items of their clothing or equipment.

20.1.1.5. whether played or not it lodges in the clothing or equipment of a Batter or the clothing of an umpire.

20.1.1.6. there is an award of Penalty runs under either of Clauses 24.4 (Player returning without permission) or 28.2 (Fielding the ball). The ball shall not count as one of the over.

20.1.1.7. there is a contravention of Clause 28.3 (Protective helmets belonging to the fielding side).

20.1.1.8. the match is concluded in any of the ways stated in Clause 12.6 (Conclusion of match).

20.1.2. The ball shall be considered to be dead when it is clear to the Bowler's end umpire that the fielding side and both Batters at the wicket have ceased to regard it as in play.

20.1.3. In a match where cameras are being used on or over the field of play (e.g. Spidercam), should a ball that has been hit by the Batter make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'Dead ball'. The ball shall not count as one of the over and no runs shall be scored.

20.1.4. If the delivery was called a No ball it shall count and the No ball penalty shall be applied. No other runs (including penalty runs) apart from the No ball penalty shall be scored.

20.1.5. Should a ball thrown by a Fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal Dead ball.

Unless this was already a No ball or Wide, the ball shall count as one of the over.

All runs scored to that point shall count, plus the run in progress if the Batters have already crossed. Refer also to Clause 2.6 of Appendix D.

#### 20.2. Ball finally settled

Whether the ball is finally settled or not is a matter for the umpire alone to decide.

#### 20.3. Call of Over or Time

Neither the call of Over (see Clause 17.4 (Call of over)), nor the call of Time (see Clause 12.2 (Call of time)) is to be made until the ball is dead, either under Clauses 20.1 or 20.4 (Dead ball).

#### 20.4. Umpire calling and signalling Dead ball

20.4.1. When the ball has become dead under Clause 20.1 (Ball is dead), the Bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.

20.4.2. Either umpire shall call and signal Dead ball when:

20.4.2.1. intervening in a case of unfair play.

20.4.2.2. a possibly serious injury to a player or umpire occurs.

20.4.2.3. leaving his/her normal position for consultation.

20.4.2.4. one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.

20.4.2.5. the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the Over.

20.4.2.6. the striker is distracted by any noise or movement or in any other way while preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also Clause 20.4. The ball shall not count as one of the Over.

20.4.2.7. there is an instance of a deliberate attempt to distract under either of Clauses 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate distraction, deception or obstruction of Batter). The ball shall not count as one of the Over.

20.4.2.8. the Bowler drops the ball accidentally before delivery.

20.4.2.9. the ball does not leave the Bowler's hand for any reason other than an attempt to run out the non-striker under Clause 41.16 (Non-striker leaving their ground early).

20.4.2.10. satisfied that the ball in play cannot be recovered.

20.4.2.11. required to do so under any of the Playing Conditions not included above.

#### 20.5. Ball ceases to be dead

The ball ceases to be dead – that is, it comes into play – when the Bowler starts their run-up or, if there is no run-up, starts their bowling action.

20.6. Dead ball; ball counting as one over

20.6.1. When a ball which has been delivered is called Dead or is to be considered Dead then, other than as in Clause 20.6 (Ball fully settled),

20.6.1.1. it will not count in the over if the striker has not had an opportunity to play it.

20.6.1.2. unless No ball or Wide ball has been called, it will be a valid ball if the striker has had an opportunity to play it, except in the circumstances of Clauses 21.4 and 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker) and 41.5 (Deliberate distraction, deception or obstruction of Batter).

20.6.2. In Clause 20.4 the ball will not count in the Over only if both conditions of not attempting to play the ball and having an adequate reason for not being ready are met. Otherwise the delivery will be a valid ball.

## 21 No Ball

21.1. Mode of delivery

21.1.1. The umpire shall ascertain whether the Bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the Bowler fails to notify the umpire of a change in their mode of delivery. In this case the umpire shall call and signal No ball.

21.1.2. Underarm bowling shall not be permitted.

21.2. Fair Delivery - the arm

21.2.1. For a delivery to be fair in respect of the arm the ball must not be thrown.

21.2.2. A ball is fairly delivered in respect of the arm if, once the Bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left the hand. This definition shall not debar a Bowler from flexing or rotating the wrist in the delivery swing.

21.2.3. Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the Bowler's end umpire from calling and signalling No ball if they consider that the ball has been thrown.

21.3. Ball thrown or delivered underarm - action by umpires

21.3.1. If, in the opinion of either umpire, the ball has been thrown (where such mode of delivery does not correspond to the Bowler's normal bowling action) or delivered underarm, they shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call. <sup>[L]</sup><sub>[SEP]</sub>

21.3.2. The Bowler's end umpire shall then:

21.3.2.1. warn the Bowler, indicating that this is a first and final warning. This warning shall apply to that Bowler throughout the innings. <sup>[L]</sup><sub>[SEP]</sub>

21.3.2.2. inform the Captain of the fielding side of the reason for this action. <sup>[L]</sup><sub>[SEP]</sub>

21.3.2.3. inform the Batters at the wicket of what has occurred.

21.3.3. If either umpire considers that, in that innings, a further delivery by the same Bowler is thrown (where such mode of delivery does not correspond to the Bowler's normal bowling action) or delivered underarm, they shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

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21.3.4. The Bowler's end umpire shall then:

21.3.4.1. The over shall, if applicable, be completed by another Bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over.

21.3.4.2. The Bowler thus suspended shall not bowl again for the rest of the series/tournament.

21.3.4.3. inform the Batters at the wicket and, as soon as practicable, the Captain of the batting side of the reason for this action.

21.3.5. The umpires together shall report the occurrence as soon as possible after the match to the Umpires, who shall take such action as is considered appropriate against the Bowler concerned.

21.4. Bowler throwing towards striker's end before delivery

21.4.1. If the Bowler throws the ball towards the striker's end before entering the delivery stride, either umpire shall call and signal No ball. See Clause 41.17 (Batter stealing a run).

21.4.2. However, the procedure stated in Clause 21.3 of caution, informing, final warning, action against the Bowler and reporting shall not apply.

21.5. Fair delivery - the feet

21.5.1. For a delivery to be fair in respect of the feet, in the delivery stride:

21.5.1.1. the Bowler's back foot must land within and not touching the return crease appertaining to their stated mode of delivery.

21.5.1.2. the Bowler's front foot must land with some part of the foot, whether grounded or raised:

- on the same side of the imaginary line joining the two middle wickets as the return crease described in Clause

21.5.1.1; and

- behind the popping crease.

21.5.2. If the Bowler's end umpire is satisfied that any of these three conditions have not been met, they shall call and signal No ball. See Clause 41.8 (Bowling of deliberate front foot No ball).

21.6. Bowler breaking wicket in delivering ball

21.6.1. Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under Clause 41.16, the Bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride.

21.6.2. This shall include any clothing or other object that falls from their person and breaks the wicket.

21.7. Ball bouncing more than once, rolling along the ground or pitching off the pitch

21.7.1. The umpire shall call and signal No ball if a ball which they considers to have been delivered, without having previously touched bat or person of the striker,

21.7.1.1. bounces more than once, or rolls along the ground before it reaches the popping crease. [ ]  
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21.7.1.2. or pitches wholly or partially off the pitch as defined in Clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket.

21.8. Ball coming to rest in front of striker's wicket

If a ball delivered by the Bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

#### 21.9. Fielder intercepting a delivery

If, except in the circumstances of Clause 27.3 (Position of wicket-keeper) a ball delivered by the Bowler, makes contact with any part of a Fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

#### 21.10. Ball bouncing over head height of striker

See Clauses 22.1.1.2 and 41.6.1.7.

#### 21.11. Call of No ball for infringement of other Playing Conditions

In addition to the instances above, No ball is to be called and signalled as required by the following Clauses:

- Clause 27.3 – Position of wicket-keeper.
- Clause 28.4 – Limitation of on side Fielders.
- Clause 28.5 – Fielders not to encroach on pitch.
- Clause 41.6 – Bowling of dangerous and unfair short pitched deliveries.
- Clause 41.7 – Bowling of dangerous and unfair non-pitching deliveries.
- Clause 41.8 – Bowling of deliberate front foot No ball.

#### 21.12. Revoking a call of No ball

21.12.1. An umpire shall revoke the call of No ball if Dead ball is called under any of Clauses 20.8.2.1 to 20.8.2.9 (Umpire calling and signalling Dead ball).

21.12.2. However, if a no ball is called in breach of Clause 20.4.2.7 (41.4 - Deliberate attempt to distract striker before playing the ball or 41.5 – Deliberate attempt of Distraction, Deception or Obstruction of striker after the stroke) the No ball will stand.

#### 21.13. No ball to override Wide

A call of No ball shall override the call of Wide ball at any time. See Clauses 22.1 (Judging a Wide) and 22.2 (Call and signal of Wide ball).

#### 21.14. Ball not dead

The ball does not become dead on the call of No ball.

#### 21.15. Penalty for a No ball

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a Batter is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

#### 21.16. Runs resulting from a No ball – how scored

21.16.1. The one run penalty shall be scored as a No ball extra and shall be debited against the Bowler.

21.16.2. If other Penalty runs have been awarded to either side these shall be scored as stated in Clause 41.18 (Penalty runs).

21.16.3. Any runs completed by the Batters or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

#### 21.17. No ball not to count

A No ball shall not count as one of the over. See Clause 17.3 (Validity of balls).

#### 21.18. Out from a No ball

When No ball has been called, neither Batter shall be out under any of the Playing Conditions except Clause 34 (Hit the ball twice), Clause 37.1 (Obstructing the field) or Clause 38 (Run out).

#### 21.19. Free Hit

21.19.1. In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit for whichever Batter is facing it.

21.19.2. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide) then the next delivery will become a free hit for whichever Batter is facing it.

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

21.19.4. For clarity, the Field can be changed and the Bowler can change their mode of delivery for the free hit delivery. In such circumstances Clause 21.1 (Mode of delivery) shall apply.

21.19.5. The umpires will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

## 22 Wide Ball

### 22.1. Judging a wide

22.1.1. If the Bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in Clause 22.1.2

22.1.1.1. 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.

22.1.1.2. the ball passes above the head height of the striker standing upright at the popping crease

22.1.2. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.

22.1.3. Umpires are instructed to apply very strict and consistent interpretation in regard to this Clause in order to prevent negative bowling wide of the wicket.

### 22.2. Call and signal of Wide ball

If the umpire adjudges a delivery to be a Wide they shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the Bowler entered their delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

### 22.3. Revoking a call of Wide ball

22.3.1. The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person before the ball comes into contact with any Fielder.

22.3.2. The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See Clause 21.13 (No ball to over-ride Wide).

### 22.4. Delivery not a Wide

22.4.1. The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in Clause 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

22.4.2. The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker

#### 22.5. Ball not dead

The ball does not become dead on the call of Wide ball.

#### 22.6. Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, see Clause 22.3, this penalty shall stand even if a Batter is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties

#### 22.7. Runs resulting from a Wide – how scored

All runs completed by the Batters or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the Bowler.

#### 22.8. Wide not to count

A Wide shall not count as one of the over. See Clause 17.3 (Validity of balls).

#### 22.9. Out from a Wide

When Wide ball has been called, neither Batter shall be out under any of the Playing Conditions except Clause 35 (Hit wicket), Clause 37 (Obstructing the field), Clause 38 (Run out) or Clause 39 (Stumped).

### **23 Bye and Leg Bye**

#### 23.1. Byes

23.1.1. If the ball, delivered by the Bowler, not being a Wide, passes the striker without touching their bat or person, any runs completed by the Batters from that delivery, or a boundary allowance, shall be credited as Byes to the batting side.

23.1.2. Additionally, if the delivery is a No ball, the one run penalty for such a delivery shall be incurred.

#### 23.2. Leg Byes

23.2.1. If a ball delivered by the Bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has either attempted to play the ball with the bat or tried to avoid being hit by the ball.

23.2.2. If the umpire is satisfied that either of these conditions has been met runs shall be scored as follows:

23.2.2.1. If there is either no subsequent contact with the striker's bat or person, or only inadvertent contact with the striker's bat or person, any runs completed by the Batters or a boundary allowance shall be credited to the striker in the case of subsequent contact with their bat but otherwise to the batting side as in Clause 23.2.3.

23.2.3. If the striker wilfully makes a lawful second strike, Clause 34.3 (Ball lawfully struck more than once) and Clause 34.4 (Runs permitted from ball lawfully struck more than once) shall apply.

23.2.4. The runs in Clause 23.2.2.1, unless credited to the striker, shall be scored as Leg byes.

23.2.5. Additionally, if the delivery is a No ball, the one run penalty for the No ball shall be incurred.

#### 23.3. Leg byes not to be awarded

23.3.1. If in the circumstance of Clause 23.2.1 the umpire considers that neither of the conditions therein has been met, then Leg byes shall not be awarded.

23.3.2. If the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run.

23.3.3. The umpire shall then:

23.3.3.1. disallow all runs to the batting side;

23.3.3.2. return any not out Batter to their original end;

23.3.3.3. signal No ball to the scorers if applicable;

23.3.3.4. award any 5-run Penalty that is applicable except for Penalty runs under Clause 28.3 (Protective helmets belonging to the fielding side).

## **24 Fielder's absence; substitutes**

24.1. Eligibility to act as a Batter

Only a nominated player may bat and, subject to Clause 25.3, may do so even though a substitute Fielder has previously acted for him.

24.2. Commencement of a Batter's innings

24.2.1. The innings of the first two Batters, and that of any new Batter on the resumption of play after a call of Time, shall commence at the call of Play.

24.2.2. At any other time, a Batter's innings shall be considered to have commenced when that Batter first steps onto the field of play.

24.3. Restriction on Batter commencing an innings

24.3.1. If a member of the batting side has unserved Penalty time, (see Clause 24.2.7), that player shall not be permitted to bat until that Penalty time has been served.

24.3.2. However, even if the unserved Penalty time has not expired, that player may bat after their side has lost 5 wickets.

24.3.3. A member of the batting side's Penalty time is served during Playing time. In the event of an unscheduled stoppage, the stoppage time after the Batter notifies an umpire in person that they are able to participate shall count as Penalty time served.

24.4. Batter retiring

24.4.1. A Batter may retire at any time during their innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a Batter retiring.

24.4.2. If a Batter retires because of illness, injury or any other unavoidable cause, that Batter is entitled to resume their innings. If for any reason this does not happen, that Batter is to be recorded as 'Retired – not out'.

24.4.3. If a Batter retires for any reason other than as in Clause 25.4.2, the innings of that Batter may be resumed only with the consent of the opposing Captain. If for any reason their innings is not resumed, that Batter is to be recorded as 'Retired – out'.

24.4.4. If after retiring a Batter resumes their innings, subject to the requirements of Clauses 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another Batter.

24.5. Runners

Runners shall not be permitted

24.6. Substitute Fielders

24.6.1. The umpires shall allow a substitute Fielder:

24.6.1.1. if they are satisfied that a Fielder has been injured or become ill and that this occurred during the match, or

- 24.6.1.2. for any other wholly acceptable reason
- 24.6.2. In all other circumstances, a substitute is not allowed.
- 24.6.3. A substitute shall not bowl or act as Captain but may act as wicket-keeper only with the consent of the umpires. Note, however, Clause 42.4.1.
- 24.6.4. A nominated player may bowl or field even though a substitute has previously acted for him, subject to Clauses 24.2 (Fielder absent or leaving the field of play) and 24.3 (Penalty time not incurred).
- 24.6.5. Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute Fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).
- 24.7. Fielder absent or leaving the field of play
- 24.7.1. A player going briefly outside the boundary while carrying out any duties as a Fielder is not absent from the field of play nor, for the purposes of this Clause, are they to be regarded as having left the field of play.
- 24.7.2. If a Fielder fails to take the field at the start of play or at any later time, or leaves the field during play,
- 24.7.2.1. an umpire shall be informed of the reason for this absence.
- 24.7.2.2. They shall not thereafter come on to the field of play during a session of play without the consent of an umpire. See Clause 24.4 (Player returning without permission).  
The umpire shall give such consent as soon as it is practicable.
- 24.7.3. If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:
- 24.7.3.1. The player shall not be permitted to bowl in the match until they have either been able to field, or their team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time).
- 24.7.4. A player's unexpired Penalty time shall be limited to a maximum of 40 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match as applicable.
- 24.7.5. The player shall not be permitted to bat in the match until their team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once their side has lost five wickets in its batting innings, they may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.
- 24.7.6. If the player leaves the field before having served all of their Penalty time, the balance is carried forward as unserved Penalty time.
- 24.7.7. On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 40 minutes, and that player shall not bowl until all of their Penalty time has been served.
- 24.7.8. For the purposes of Clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals between innings. For clarity, a player's Penalty time will continue to expire after they are dismissed, for the remainder of their team's batting innings.

24.7.9. If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,

24.7.9.1. the Fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or their side is now batting.

24.7.9.2. the Fielder who was already off the field at the start of the break notifies an umpire in person as soon as they are able to participate, and either takes the field on the resumption of play, or their side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.

24.7.10. Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

24.8. Penalty time not incurred

24.8.1. A nominated player's absence will not incur Penalty time if:

24.8.1.1. they have suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

24.8.1.2. in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.

24.8.1.3. the player is absent from the field for a period of 8 minutes or less.

24.9. Player returning without permission

24.9.1. If a player comes onto the field of play in contravention of Clause 24.2.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead and:

24.9.1.1. The umpire shall award 5 Penalty runs to the batting side.

24.9.1.2. Runs completed by the Batters shall be scored together with the run in progress if they had already crossed at the instant of the offence.

24.9.1.3. The ball shall not count as one of the over.

24.9.1.4. The umpire shall inform the other umpire, the Captain of the fielding side, the Batters and, as soon as practicable, the Captain of the batting side of the reason for this action.

## **25 Batter's Innings**

25.1. Eligibility to act as a Batter

Only a nominated player may bat and, subject to Clause 25.3, may do so even though a substitute Fielder has previously acted for him.

25.2. Commencement of a Batter's innings

25.2.1. The innings of the first two Batters, and that of any new Batter on the resumption of play after a call of Time, shall commence at the call of Play.

25.2.2. At any other time, a Batter's innings shall be considered to have commenced when that Batter first steps onto the field of play.

25.3. Restriction on Batter commencing an innings

25.3.1. If a member of the batting side has unserved Penalty time, (see Clause 24.2.7), that player shall not be permitted to bat until that Penalty time has been served.

25.3.2. However, even if the unserved Penalty time has not expired, that player may bat after their side has lost 5 wickets.

25.3.3. A member of the batting side's Penalty time is served during Playing time. In the event of an unscheduled stoppage, the stoppage time after the Batter notifies an umpire in person that they are able to participate shall count as Penalty time served.

25.4. Batter retiring

25.4.1. A Batter may retire at any time during their innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a Batter retiring.

25.4.2. If a Batter retires because of illness, injury or any other unavoidable cause, that Batter is entitled to resume their innings. If for any reason this does not happen, that Batter is to be recorded as 'Retired – not out'.

25.4.3. If a Batter retires for any reason other than as in Clause 25.4.2, the innings of that Batter may be resumed only with the consent of the opposing Captain. If for any reason their innings is not resumed, that Batter is to be recorded as 'Retired – out'.

25.4.4. If after retiring a Batter resumes their innings, subject to the requirements of Clauses 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another Batter.

25.5. Runners

Runners shall not be permitted.

## 26 Practice on the Field

26.1. Practice on the pitch or the rest of the square

26.1.1. There shall not be any practice on the pitch at any time.

26.1.2. There shall not be any practice on the rest of the square at any time except with the approval of the umpires.

26.1.3. If approved by the umpires, the use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.

26.1.4. Bowling practice on the bowling strips referred to above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

26.2. Practice on the outfield

26.2.1. On any day of the match, all forms of practice are permitted on the outfield:

26.2.1.1. before the start of play;

26.2.1.2. after the close of play; and

26.2.1.3. during the interval or between innings providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

26.2.2. At the discretion of GACO, between the call of Play and the call of Time, practice may be permitted on the outfield, providing that all of the following conditions are met:

26.2.2.1. only the fielding team participates in such practice.

26.2.2.2. no ball other than the match ball is used for this practice.

26.2.2.3. no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.

26.2.2.4. the umpires are satisfied that it will not contravene either of Clauses 40.3 (The match ball changing its condition) or 40.9 (Time wasting by the fielding side). Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the other conditions in this Clause.

#### 26.3. Trial run-up

A Bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of Clauses 42.9 (Time wasting by the fielding side) or 42.12 (Fielder damaging the pitch).

#### 26.4. Penalties for contravention

26.4.1. All forms of practice are subject to the provisions of Clauses 41.3 (The match ball – changing its condition), 41.9 (Time wasting by the fielding side) and 41.12 (Fielder damaging the pitch).

26.4.2. If there is a contravention of any of the provisions of Clause 25.1 (Eligibility to act as a Batter) or 25.2 (Commencement of a Batter’s innings), the umpire shall:

26.4.2.1. warn the player that the practice is not permitted; <sup>[11]</sup><sub>[SEP]</sub>

26.4.2.2. inform the other umpire and, as soon as practicable, both Captains of the reason for this action.

26.4.3. If the contravention is by a Batter at the wicket, the umpire shall inform the other Batter and each incoming Batter that the warning has been issued. The warning shall apply to the team of that player throughout the match.

26.4.4. If during the match there is any further contravention by any player of that team, the umpire shall:

26.4.4.1. award 5 Penalty runs to the opposing side;

26.4.4.2. inform the other umpire, the scorers and, as soon as practicable, both Captains, and, if the contravention is during play, the Batters at the wicket.

## 27 The Wicket - Keeper

### 27.1. Protective equipment

27.1.1. The wicket-keeper is the only Fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of their person for the purposes of Clause 28.2 (Fielding the ball).

27.1.2. If by the wicket-keeper’s actions and positioning when the ball comes into play it is apparent to the umpires that they will not be able to carry out the normal duties of a wicket-keeper, they shall forfeit this right and also the right to be recognised as a wicket-keeper for the purposes of Clauses 33.2 (A fair catch), 39 (Stumped), 28.1 (Protective equipment), 28.4 (Limitation of on-side Fielders) and 28.5 (Fielders not to encroach on pitch).

### 27.2. Gloves

27.2.1. If, as permitted under Clause 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.

27.2.2. If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.

27.2.3. The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended. See Clause 3 of Appendix B.

### 27.3. Position of wicket-keeper

27.3.1. The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the Bowler touches the bat or person of the striker; or passes the wicket at the striker's end; or the striker attempts a run.

27.3.2. In the event of the wicket-keeper contravening this Clause, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.

### 27.4. Movement by wicket-keeper

27.4.1. After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters their position in relation to the striker's wicket, except for the following:

27.4.1.1. movement of a few paces forward for a slower delivery, unless in so doing it brings him within reach of the wicket.

27.4.1.2. lateral movement in response to the direction in which the ball has been delivered.

27.4.1.3. movement in response to the stroke that the striker is playing or that their actions suggest they intend to play. However the provisions of Clause 27.3 shall apply.

27.4.2. In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

### 27.5. Restriction on actions of wicket-keeper

27.5.1. If, in the opinion of either umpire, the wicket-keeper interferes with the striker's right to play the ball and to guard their wicket, Clause 20.4.2.6 (Umpire calling and signalling Dead ball) shall apply.

27.5.2. If, however, either umpire considers that the interference by the wicket-keeper was wilful, then Clause 41.4 (Deliberate attempt to distract striker) shall also apply.

### 27.6. Interference with wicket-keeper by striker

If, in playing at the ball or in the legitimate defence of their wicket, the striker interferes with the wicket-keeper, they shall not be out except as provided for in Clause 37.3 (Obstructing a ball from being caught).

## **28 The Fielder**

### 28.1. Protective equipment

No Fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

### 28.2. Fielding the ball

28.2.1. A Fielder may field the ball with any part of their person, except as in Clause

28.2.1.2. However, they will be deemed to have fielded the ball illegally if, while the ball is in play they wilfully:

28.2.1.1. use anything other than part of their person to field the ball.

28.2.1.2. extend their clothing with their hands and use this to field the ball.

28.2.1.3. discard a piece of clothing, equipment or any other object which subsequently makes contact with the ball.

28.2.2. It is not illegal fielding if the ball in play makes contact with a piece of clothing, equipment or any other object which has accidentally fallen from the Fielder's person.

28.2.3. If a Fielder illegally fields the ball, the ball shall immediately become dead and the penalty for a No ball or a Wide shall stand.

28.2.4. Any runs completed by the Batters shall be credited to the batting side, together with the run in progress if the Batters had already crossed at the instant of the offence.

28.2.5. The ball shall not count as one of the over.

28.2.6. In addition the umpire shall:

28.2.6.1. award 5 Penalty runs to the batting side.

28.2.6.2. inform the other umpire and the Captain of the fielding side of the reason for this action.

28.2.6.3. inform the Batters and, as soon as practicable, the Captain of the batting side of what has occurred.

28.3. Protective helmets belonging to the fielding side

28.3.1. Protective helmets, when not in use by Fielders, may not be placed on the ground, above the surface except behind the wicket-keeper and in line with both sets of wickets.

28.3.2. If the ball, while in play, strikes a helmet placed as described in Clause 28.3.1,

28.3.2.1. the ball shall become dead and, subject to Clause 28.3.3, an award of 5 Penalty runs shall be made to the batting side;

28.3.2.2. any runs completed by the Batters before the ball strikes the protective helmet shall be scored, together with the run in progress if the Batters had already crossed at the instant of the ball striking the protective helmet.

28.3.3. If the ball while in play strikes a helmet, placed as described in Clause 28.3.1, unless the circumstances of Clause 23.3 (Leg byes not to be awarded) or Clause 34 (Hit the ball twice), apply, the umpire shall:

28.3.3.1. permit the Batter's runs as in Clause 28.3.2 to be scored

28.3.3.2. signal No ball or Wide ball to the scorers if applicable

28.3.3.3. award 5 Penalty runs as in Clause 28.3.2 ~~SEP~~ award any other Penalty runs due to the batting side.

28.3.4. If the ball while in play strikes a helmet, placed as described in Clause 28.3.2, and the circumstances of Clause 23.3 (Leg byes not to be awarded) or Clause 34 (Hit the ball twice) apply, the umpire shall:

28.3.4.1. disallow all runs to the batting side;

28.3.4.2. return any not out Batter to their original end;

28.3.4.3. signal No ball or Wide ball to the scorers if applicable;

28.3.4.4. award any 5-run Penalty that is applicable except for Penalty runs under Clause 28.3.2.

28.4. Limitation of onside Fielders

28.4.1. At the instant of delivery, there may not be more than 5 Fielders on the on side.

28.4.2. At the instant of the Bowler's delivery there shall not be more than two Fielders, other than the wicket-keeper, behind the popping crease on the on side.

28.4.3. A Fielder will be considered to be behind the popping crease unless the whole of their person, whether grounded or in the air, is in front of this line.

28.4.4. In the event of infringement of this Clause by any Fielder, the striker's end umpire shall call and signal No ball.

28.5. Fielders not to encroach on pitch

28.5.1. While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no Fielder, other than the Bowler, may have any part of their person grounded on or extended over the pitch.

28.5.2. In the event of infringement of this Clause by any Fielder other than the wicket-keeper, the Bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, Clause 27.3 (Position of wicket-keeper).

28.6. Movement by any Fielder other than the wicket-keeper

28.6.1. Any movement by any Fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

28.6.1.1. minor adjustments to stance or position in relation to the striker's wicket.

28.6.1.2. movement by any Fielder, other than a close Fielder, towards the striker or the striker's wicket that does not significantly alter the position of the Fielder.

28.6.1.3. movement by any Fielder in response to the stroke that the striker is playing or that their actions suggest they intend to play.

28.6.2. In all circumstances Clause 28.4 (Limitation of onside Fielders) shall apply.

28.6.3. In the event of such unfair movement, either umpire shall call and signal Dead ball. Note also the provisions of Clause 41.4 (Deliberate attempt to distract striker). See also Clause 27.4 (Movement by wicket-keeper).

28.7. Restrictions on the placement of Fielders

28.7.1. In addition to the restrictions contained in Clause 28.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following Clauses.

28.7.2. Subject to 28.7.6 below these additional fielding restrictions shall apply to the first 3 overs of each innings (Powerplay overs).

28.7.3. If no pre-marked circle exists on the field of play, a circle shall be drawn on the field of play. The circle shall have as their centre the middle point of the pitch. The radius of the circle shall be 30 metres (see appendix C). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.7.4. During the Powerplay overs only two Fielders shall be permitted outside this fielding restriction area at the instant of delivery.

28.7.5. During the non Powerplay overs, no more than 5 Fielders shall be permitted outside the fielding restriction area referred to in Clause 28.7.3 above.

28.7.6.

In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

TOTAL OVERS IN INNINGS	NUMBER OF OVERS FOR WHICH FIELDING RESTRICTIONS IN CLAUSES 28.7.2 AND 28.7.4 ABOVE WILL APPLY
3-4	1
5-8	2

9-10 3

28.7.7. If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

28.7.8. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No ball.

## 29 The Wicket is Down

29.1. Wicket put down

29.1.1. The wicket is put down if a bail is completely removed from the top of the wickets, or a stump is struck out of the ground,

29.1.1.1. by the ball,

29.1.1.2. by the striker's bat if held or by any part of the bat that they are holding,

29.1.1.3. for the purpose of this Clause only, by the striker's bat not in hand, or by any part of the bat which has become detached,

29.1.1.4. by the striker's person or by any part of their clothing or equipment becoming detached from their person,

29.1.1.5. by a Fielder with their hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.

29.1.2. The wicket is also put down if a Fielder strikes or pulls a stump out of the ground in the same manner. (for wickets in fixed or moveable base wickets are required to be put down to the ground by the ball or lifted up and hit with ball in hand).

29.1.3. In the case of wickets fixed in a movable base, where the wickets have been broken, the wickets are required to be reset with the base generally in its original position to execute a dismissal. For the avoidance of doubt the base shall be regarded as part of the wickets.

29.1.4. The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the wickets, but if a bail in falling lodges between two of the wickets this shall be regarded as complete removal.

29.2. One bail off

If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail or to strike or pull any of the three wickets out of the ground, in any of the ways stated in Clause 29.1.

29.3. Remaking wicket

29.3.1. If a wicket is broken or put down while the ball is in play, it shall not be remade by an umpire until the ball is dead. See Clause 20 (Dead ball).

29.3.2. Any Fielder may, however, while the ball is in play,

29.3.2.1. replace a bail or bails on top of the wickets.

29.3.2.2. put back one or more wickets into the ground where the wicket originally stood.

29.4. Dispensing with bails

29.4.1. If the umpires have agreed to dispense with bails in accordance with Clause 8.4 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been put down.

29.4.2. After a decision to play without bails, the wicket has been put down if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person or items of their clothing or equipment as described in Clauses 29.1.1.1, 29.1.1.2, 29.1.1.3 or 29.1.1.4, or by a Fielder in the manner described in Clause 29.1.1.5.

29.4.3. If the wicket has already been broken or put down, Clause 29.4.1 shall apply to any stump or wickets still in the ground. Any Fielder may replace a stump or wickets, in accordance with Clause 29.3, in order to have an opportunity of putting the wicket down.

### **30 Batter out of their Ground**

30.1. When out of their ground

30.1.1. A Batter shall be considered to be out of their ground unless some part of their person or bat is grounded behind the popping crease at that end.

30.1.2. However, a Batter shall not be considered to be out of their ground if, in running or diving towards their ground and beyond, and having grounded some part of their person or bat beyond the popping crease, there is subsequent loss of contact between the ground and any part of their person or bat, or between the bat and person, provided that the Batter has continued movement in the same direction.

30.2. Which is a Batter's ground

30.2.1. If only one Batter is within a ground, it is their ground and will remain so even if they are later joined there by the other Batter.

30.2.2. If both Batters are in the same ground and one of them subsequently leaves it, the ground belongs to the Batter who remains in it.

30.2.3. If there is no Batter in either ground, then each ground belongs to whichever Batter is nearer to it, or, if the Batters are level, to whichever Batter was nearer to it immediately prior to their drawing level.

30.2.4. If a ground belongs to one Batter then the other ground belongs to the other Batter, irrespective of their position.

30.3. Position of non-striker

30.3.1. The non-striker, when standing at the Bowler's end, should be positioned on the opposite side of the wicket to that from which the ball is being delivered, unless a request to do otherwise is granted by the umpire.

### **31 Appeals**

31.1. Umpire not to give Batter out without an appeal

Neither umpire shall give a Batter out, even though they may be out under these Playing Conditions, unless appealed to by a Fielder. This shall not debar a Batter who is out under these Playing Conditions from leaving the wicket without an appeal having been made.

Note, however, the provisions of Clause 31.7 (Batter leaving the wicket under misapprehension).

31.2. Batter dismissed

A Batter is dismissed if they are either given out by an umpire, on appeal or out under these Playing Conditions and leaves the wicket as in Clause 31.1.

31.3. Timing of appeals

For an appeal to be valid, it must be made before the Bowler begins their run-up or, if there is no run-up, their bowling action to deliver the next ball, and before Time has been called.

<sup>[1]</sup><sub>SEP</sub>The call of Over does not invalidate an appeal made prior to the start of the following over, provided Time has not been called. See Clauses 12.2 (Call of Time) and 17.2 (Start of an over).

#### 31.4. Appeal “How’s That?”

An appeal “How’s That?” covers all ways of being out.

#### 31.5. Answering appeals

31.5.1. The striker’s end umpire shall answer all appeals arising out of any of Clauses 35 (Hit wicket), 39 (Stumped) or 38 (Run out) when this occurs at the wicket-keeper’s end.

31.5.2. The Bowler’s end umpire shall answer all other appeals.

31.5.3. When an appeal is made, each umpire shall answer on any matter that falls within their jurisdiction.

31.5.4. When a Batter has been given Not out, either umpire may answer an appeal, made in accordance with Clause 31.3, if it is on a further matter and is within their jurisdiction.

#### 31.6. Consultation by umpires

31.6.1. Each umpire shall answer appeals on matters within their own jurisdiction.

31.6.2. If an umpire is doubtful about any point that the other umpire may have been in a better position to see, they shall consult the latter on this point of fact and shall then give the decision.

31.6.3. If, after consultation, there is still doubt remaining, the decision shall be Not out.

#### 31.7. Batter leaving the wicket under a misapprehension

31.7.1. An umpire shall intervene if satisfied that a Batter, not having been given out, has left the wicket under a misapprehension of being out.

31.7.2. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the Batter. <sup>[1]</sup><sub>SEP</sub>

31.7.3. A Batter may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpires leave the field.

#### 31.8. Withdrawal of an appeal

31.8.1. The Captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls.

31.8.2. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the Batter. <sup>[1]</sup><sub>SEP</sub>

31.8.3. The withdrawal of an appeal must be before the instant when the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpires leave the field.

## 32 Bowled

### 32.1. Out Bowled

32.1.1. The striker is out Bowled if their wicket is put down by a ball delivered by the Bowler, not being a No ball, even if it first touches the striker’s bat or person.

32.1.2. However, the striker shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire.

32.1.3. The striker will, however, be subject to Clauses 37 (Obstructing the field), 38 (Run out) and 39 (Stumped).

32.2. Bowled to take precedence

The striker is out Bowled if their wicket is put down as in Clause 32.1, even though a decision against him for any other method of dismissal would be justified.

### **33 Caught**

33.1. Out Caught

The striker is out Caught if a ball delivered by the Bowler, not being a No ball, touches their bat without having previously been in contact with any Fielder, and is subsequently held by a Fielder as a fair catch, as described in Clause 33.2 and 33.3, before it touches the ground.

33.2. A fair catch

33.2.1. A catch will be fair only if, in every case either the ball, at any time or any Fielder in contact with the ball, is not grounded beyond the boundary before the catch is completed. Note Clauses 19.4 (Ball grounded beyond the boundary) and 19.5 (Fielder grounded beyond the boundary).

33.2.2. Furthermore, a catch will be fair if any of the following conditions applies:

33.2.2.1. the ball is held in the hand or hands of a Fielder, even if the hand holding the ball is touching the ground, or is hugged to the body, or lodges in the external protective equipment worn by a Fielder, or lodges accidentally in a Fielder's clothing.

33.2.2.2. a Fielder catches the ball after it has been lawfully struck more than once by the striker, but only if it has not been grounded since it was first struck. See Clause 34 (Hit the ball twice).

33.2.2.3. a Fielder catches the ball after it has touched the wicket, an umpire, another Fielder or the other Batter.

33.2.2.4. a Fielder catches the ball after it has crossed the boundary in the air, provided that the conditions in Clause 33.2.1 are met.

33.2.2.5. the ball is caught off an obstruction within the boundary that is not designated a boundary by the umpires.

33.3. Making a catch

The act of making a catch shall start from the time when the ball first comes into contact with a Fielder's person and shall end when a Fielder obtains complete control over both the ball and their own movement.

33.4. No runs to be scored

If the striker is dismissed Caught, runs from that delivery completed by the Batters before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. Clause 18.11.1 (Batter returning to original end) shall apply from the instant of the completion of the catch.

33.5. Caught to take precedence

If the criteria of Clause 33.1 are met and the striker is not out Bowled, then they are out Caught, even though a decision against either Batter for another method of dismissal would be justified.

### **34 Hit the Ball Twice**

34.1. Out Hit the ball twice

34.1.1. The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of their person or is struck by their bat and, before the ball has been touched by a Fielder, the striker wilfully strikes it again with their bat or person, other than a hand not holding the bat, except for the sole purpose of guarding their wicket. See Clause 34.3 and Clause 37 (Obstructing the field).

34.1.2. For the purpose of this Clause 'struck' or 'strike' shall include contact with the person of the striker.

34.2. Not out Hit the ball twice

The striker will not be out under this Clause if they strike the ball a second or subsequent time in order to return the ball to any Fielder.

Note, however, the provisions of Clause 37.4 (Returning the ball to a Fielder) if the striker wilfully strikes the ball after it has touched a Fielder.

Note, however, the provisions of Clause 37.1 (Out Obstructing the field).

34.3. Ball lawfully struck more than once

34.3.1. The striker may, solely in order to guard their wicket and before the ball has been touched by a Fielder, lawfully strike the ball a second or subsequent time with the bat, or with any part of their person other than a hand not holding the bat. <sup>[L]</sup><sub>[SEP]</sub>

34.3.2. However, the striker may not prevent the ball from being caught by striking the ball more than once in defence of their wicket. See Clause 37.3 (Obstructing a ball from being caught).

34.4. Runs permitted from ball lawfully struck more than once

34.4.1. When the ball is lawfully struck more than once, as permitted in Clause 34.3, if the ball does not become dead for any reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run.

34.4.2. However, the umpire shall delay the call of Dead ball to allow the opportunity for a catch to be completed. <sup>[L]</sup><sub>[SEP]</sub>The umpire shall:

34.4.2.1. disallow all runs to the batting side

<sup>[L]</sup><sub>[SEP]</sub>

34.4.2.2. return any not out Batter to their original end

34.4.2.3. signal No ball to the scorers if applicable; and

<sup>[L]</sup><sub>[SEP]</sub>

34.4.2.4. award any 5-run Penalty that is applicable except for Penalty runs under Clause 28.3 (Protective helmets belonging to the fielding side).

34.5. Bowler does not get credit

The Bowler does not get credit for the wicket.

## 35 Hit Wicket

35.1. Out Hit Wicket

35.1.1. The striker is out Hit wicket if, after the Bowler has entered the delivery stride and while the ball is in play, their wicket is put down by either the striker's bat or person as described in Clauses 29.1.1.2 to 29.1.1.4 (Wicket put down) in any of the following circumstances:

35.1.1.1. in the course of any action taken by him in preparing to receive or in receiving a delivery,

35.1.1.2. in setting off for the first run immediately after playing or playing at the ball,

35.1.1.3. if no attempt is made to play the ball, in setting off for the first run, providing that in the opinion of the umpire this is immediately after the striker has had the opportunity of playing the ball,

35.1.1.4. in lawfully making a second or further stroke for the purpose of guarding their wicket within the provisions of Clause 34.3 (Ball lawfully struck more than once).

35.1.1.5. If the striker puts their wicket down in any of the ways described in Clauses 29.1.1.2 to 29.1.1.4 before the Bowler has entered the delivery stride, either umpire shall call and signal Dead ball.

35.2. Not out Hit wicket

35.2.1. The striker is not out under this Clause should their wicket be put down in any of the ways referred to in Clause 35.1 if any of the following applies:

35.2.1.1. it occurs after the striker has completed any action in receiving the delivery, other than in 35.1.1.2 to 35.1.1.4.

35.2.1.2. it occurs when the striker is in the act of running, other than setting off immediately for the first run. it occurs when the striker is trying to avoid being run out or stumped.

35.2.1.3. it occurs when the striker is trying to avoid a throw in at any time.

35.2.1.4. the Bowler after entering the delivery stride does not deliver the ball.

In this case either umpire shall immediately call and signal Dead ball. See Clause 20.4 (Umpire calling and signalling Dead ball).

35.2.1.5. the delivery is a No ball.

## 36 Leg Before Wicket

36.1. Out LBW

The striker is out LBW if all the circumstances set out in Clauses 36.1.1 to 36.1.5 apply if:

36.1.1. the Bowler delivers a ball, not being a No ball, the ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket;

36.1.2. the ball not having previously touched their bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of their person;

36.1.3. the point of impact, even if above the level of the bails, either is between wicket and wicket;

36.1.4. or if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump;

36.1.5. but for the interception, the ball would have hit the wicket.

36.2. Interception of the ball

36.2.1. In assessing points of impact in Clauses 36.1.3, 35.1.4 and 36.1.5, only the first interception is to be considered.

36.2.2. In assessing 36.1.3, if the Bowler's end umpire is not satisfied that the ball intercepted the Batter's person before it touched the bat, the Batter shall be given Not Out.

36.2.3. In assessing Clause 36.1.5, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

36.3. Off side of wicket

The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.

### 37 Obstructing the field

#### 37.1. Out Obstructing the field

37.1.1. Either Batter is out Obstructing the field if, except in the circumstances of Clause 37.2, and while the ball is in play, they wilfully attempt to obstruct or distract the fielding side by word or action. See also Clause 34 (Hit the ball twice).

37.1.2. The striker is out Obstructing the field if, except in the circumstances of Clause 37.2, in the act of receiving a ball delivered by the Bowler, they wilfully strike the ball with a hand not holding the bat. This will apply whether it is the first strike or a second or strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of their wicket.

37.1.3. This Clause will apply whether or not No ball is called.

37.1.4. For the avoidance of doubt, if an umpire feels that a Batter, in running between the wickets, has significantly changed their direction without probable cause and thereby obstructed a Fielder's attempt to effect a run out, the Batter should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

<sup>[1]</sup><sub>SEP</sub> If the change of direction involves the Batter crossing the pitch, Clause 41.14 (Batter damaging the pitch) shall also apply.

#### 37.2. Not out Obstructing the field

A Batter shall not be out Obstructing the field if the obstruction or distraction is accidental, or if the obstruction is in order to avoid injury or if, in the case of the striker, they make a second or subsequent strike to guard their wicket lawfully as in Clause 34.3 (Ball lawfully struck more than once). However, see Clause 38.3 (Which Batter is out).

#### 37.3. Obstructing a ball from being caught

37.3.1. The striker is out Obstructing the field should wilful obstruction or distraction by either Batter prevent a catch being completed.

37.3.2. This shall apply even though the obstruction is caused by the striker in lawfully guarding their wicket under the provision of Clause 34.3 (Ball lawfully struck more than once).

#### 37.4. Returning the ball to a Fielder

Either Batter is out Obstructing the field if, at any time while the ball is in play and, without the consent of a Fielder, they use the bat or any part of their person to return the ball to any Fielder.

#### 37.5. Runs scored

37.5.1. When either Batter is dismissed Obstructing the field, unless the obstruction prevents a catch from being made, any runs completed by the Batters before the offence shall be scored, together with any runs awarded for penalties to either side.

See Clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a Batter is dismissed). <sup>[1]</sup><sub>SEP</sub>

37.5.2. If the obstruction prevents a catch from being made, any runs completed by the Batters shall not be scored but any penalties awarded to either side shall stand.

#### 37.6. Bowler does not get credit

The Bowler does not get credit for the wicket.

### 38 Run Out

#### 38.1. Out Run out

Either Batter is out Run out, except as in Clause 38.2, if, at any time while the ball is in play, they are out of their ground and their wicket is fairly put down by the action of a Fielder even though No ball has been called, except in the circumstances of Clause 38.2.2.2, and whether or not a run is being attempted.

**38.2. Batter not out Run out**

**38.2.1. A Batter is not out Run out in the circumstances of Clauses 38.2.1.1 or 38.2.1.2. if:**

**38.2.1.1.** They have been within their ground and have subsequently left it to avoid injury, when the wicket is put down.

Note also the provisions of Clause 30.1.2 (When out of their ground).

**38.2.1.2.** The ball, delivered by the Bowler, has not made contact with a Fielder, before the wicket is put down.

**38.2.2. The striker is not out Run out in any of the circumstances in Clauses 38.2.2.1 and 38.2.2.2. if:**

**38.2.2.1.** They are out Stumped. See Clause 39.1 (Out Stumped).

**38.2.2.2.** No ball has been called and they are out of their ground not attempting a run and the wicket is fairly put down by the wicketkeeper without the intervention of another Fielder.

**38.3. Which Batter is out**

The Batter out in the circumstances of Clause 39.1 is the one whose ground is at the end where the wicket is put down. See Clause 30.2 (Which is a Batter's ground).

**38.4. Runs scored**

If either Batter is dismissed Run out, the run in progress when the wicket is put down shall not be scored, but any runs completed by the Batters shall stand, together with any runs for penalties awarded to either side. See Clauses 19.6 (Runs awarded for penalties) and 19.8 (Runs scored when a Batter is dismissed).

**38.5. Bowler does not get credit**

The Bowler does not get credit for the wicket.

## **39 Stumped**

**39.1. Out Stumped**

**39.1.1.** The striker is out Stumped, except as in Clause 39.3, if ball which is delivered is not called No ball and they are out of their ground, other than as in Clause 39.3.1 and they have not attempted a run when their wicket is fairly put down by the wicket-keeper without the intervention of another Fielder.

Note, however, Clause 27.3 (Position of wicket-keeper).

**39.1.2.** The striker is out Stumped if all the conditions of Clause 39.1.1 are satisfied, even though a decision of Run out would be justified.

**39.2. Ball rebounding from wicket-keeper's person**

If the wicket is put down by the ball, it shall be regarded as having been put down by the wicket-keeper if the ball rebounds on to the wickets from any part of the wicket-keeper's person or equipment or has been kicked or thrown on to the wickets by the wicket-keeper.

**39.3. Not out Stumped**

**39.3.1.** The striker will not be out Stumped if they have left their ground in order to avoid injury.

39.3.2. If the striker is not out Stumped they may, except in the circumstances of 38.2.2, (Batter not out Run out), be out Run out if the conditions of Clause 38.1 (Out Run out) apply.

## 40 Timed Out

### 40.1. Out Timed out

40.1.1. After the fall of a wicket or the retirement of a Batter, the incoming Batter must, unless Time has been called, be in position to take guard, or for the other Batter to be ready to receive the next ball, within 1 minute (60 seconds) of the dismissal or retirement. If this requirement is not met, the umpire shall award 5 Penalty runs to the fielding team.

If the incoming Batter is not in position to take guard, or for the other batter to be ready to receive the next ball, within 1 minute 30 seconds (90 seconds) and there is an appeal from the fielding team, the incoming Batter will be out, Timed out.

40.1.2. The incoming Batter is expected to be ready to make their way to the wicket immediately a wicket falls. Incoming and outgoing batters are expected to cross around the 30 metre circle.

40.1.3. In the event of an extended delay in which no Batter comes to the wicket, the umpires shall adopt the procedure of Clause 16.2 (Umpires awarding a match). For the purposes of that Clause the start of the action shall be taken as the expiry of the 1 minute 30 seconds (90 seconds) referred to above.

### 40.2. Bowler does not get credit

The Bowler does not get credit for the wicket.

## 41 Unfair Play

### 41.1. Fair and unfair play – responsibility of Captains

The Captains are responsible for ensuring that play is conducted within the Spirit of Cricket, as well as within these Playing Conditions.

### 41.2. Fair and unfair play – responsibility of umpires

41.2.1. The umpires shall be the sole judges of fair and unfair play.

41.2.2. If either umpire considers an action, not covered by these Playing Conditions, to be unfair they shall intervene without appeal and, if the ball is in play, call and signal Dead ball and implement the procedure as set out in Clause 41.19.

41.2.3. Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by these Playing Conditions.

### 41.3. The match ball – changing its condition

41.3.1. The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in Clause 41.3.2.

41.3.2. It is an offence for any player to take any action which changes the condition of the ball. Except in carrying out their normal duties, a Batter is not allowed to damage the ball other than, when the ball is in play, in striking it with the bat. See also Clause 5.5 (Damage to the ball). <sup>[L]</sup><sub>SEP</sub>A Fielder may, however:

41.3.2.1. polish the ball on their clothing provided that ONLY sweat is used and that such polishing wastes no time.

41.3.2.2. remove mud from the ball under the supervision of an umpire.

41.3.2.3. dry a wet ball on a piece of cloth that has been approved by the umpires.

- 41.3.3. The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in Clause 41.3.2.
- 41.3.4. If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this Clause and decide together whether they can identify the player(s) responsible for such conduct.
- 41.3.5. If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;
- 41.3.5.1. Change the ball forthwith.
- 41.3.5.2. If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, the Batter at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.
- 41.3.5.3. If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.
- 41.3.6. Additionally, the Bowler's end umpire shall:
- 41.3.6.1. award 5 Penalty runs to the opposing side.
- 41.3.6.2. if appropriate, inform the Batters at the wicket and the Captain of the fielding side that the ball has been changed and the reason for their action.
- 41.3.6.3. inform the Captain of the batting side as soon as practicable of what has occurred. <sup>[1]</sup><sub>[SEP]</sub>The umpires shall then report the matter to the Umpires who shall take such action as is considered appropriate against the player(s) concerned.
- 41.3.7. If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;
- 41.3.7.1. Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
- 41.3.7.2. The Bowler's end umpire shall issue the Captain with a first and final warning, and
- 41.3.7.3. Advise the Captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the series, Clause 41.3.5.2 above will be adopted, with the Captain deemed to be the player responsible for the contravention.
- 41.4. Deliberate attempt to distract striker
- 41.4.1. It is unfair for any Fielder deliberately to attempt to distract the striker while they are preparing to receive or receiving a delivery.
- 41.4.2. If either umpire considers that any action by a Fielder is such an attempt, they shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The Bowler's end umpire shall:
- 41.4.2.1. award 5 Penalty runs to the batting side. <sup>[1]</sup><sub>[SEP]</sub>
- 41.4.2.2. inform the Captain of the fielding side, the Batters and, as soon as practicable, the Captain of the batting side of the reason for the action.
- 41.4.2.3. <sup>[1]</sup><sub>[SEP]</sub>Neither Batter shall be dismissed from that delivery and the ball shall not count as one of the over.

41.4.2.4. The umpires may then report the matter to the Umpires who shall take such action as is considered appropriate against the Fielder concerned.

41.5. Deliberate distraction, deception or obstruction of Batter

41.5.1. In addition to Clause 41.4, it is unfair for any Fielder wilfully to attempt, by word or action, to distract, deceive or obstruct either Batter after the striker has received the ball.

41.5.2. It is for either one of the umpires to decide whether any distraction, deception or obstruction is wilful or not.

41.5.3. If either umpire considers that a Fielder has caused or attempted to cause such a distraction, deception or obstruction, they shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.

41.5.4. Neither Batter shall be dismissed from that delivery.

41.5.5. If an obstruction involves physical contact, the umpires together shall decide whether or not an offence under Clause 42 (Players' conduct) has been committed.

41.5.6. If an offence under Clause 42 (Players' conduct) has been committed, they shall apply the relevant procedures in Clause 42 and shall also apply each of Clauses

41.5.7 to 41.5.9.

41.5.7. If they consider that there has been no offence under Clause 42 (Players' conduct), they shall apply each of Clauses 41.5.6 to 41.5.10.

41.5.8. The Bowler's end umpire shall:

41.5.8.1. award 5 Penalty runs to the batting side.

41.5.8.2. inform the Captain of the fielding side of the reason for this action and as soon as practicable inform the Captain of the batting side.

41.5.9. The ball shall not count as one of the over.

41.5.10. Any runs completed by the Batters before the offence shall be scored, together with

any runs for penalties awarded to either side. Additionally, the run in progress shall be scored whether or not the Batters had already crossed at the instant of the offence.

41.5.11. The Batters at the wicket shall decide which of them is to face the next delivery.

41.5.12. The umpires may then report the matter to the Umpires who shall take such action as is considered appropriate against the Fielder concerned.

41.6. Bowling of dangerous and unfair short pitched deliveries

41.6.1. Notwithstanding Clause 41.6.2, the bowling of short pitched deliveries is dangerous if the Bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.

41.6.2. In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1:

41.6.2.1. The umpire shall call and signal No ball, and when the ball is dead, caution the Bowler and inform the other umpire, the Captain of the fielding side and the Batters of what has occurred. This caution shall apply to that Bowler throughout the innings.

41.6.2.2. If there is a second instance, the umpire shall repeat the above procedure and indicate to the Bowler that this is a final warning, which shall apply to that Bowler throughout the innings.

41.6.3. Should there be any further instance by the same Bowler in that innings, the umpire

shall:

41.6.3.1. call and signal No ball

41.6.3.2. when the ball is dead, direct the Captain of the fielding side to suspend the Bowler immediately from bowling

41.6.3.3. inform the other umpire for the reason for this action.

41.6.4. <sup>[L]</sup><sub>[SEP]</sub>The Bowler thus suspended shall not be allowed to bowl again in that innings. <sup>[L]</sup><sub>[SEP]</sub>If applicable, the over shall be completed by another Bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

41.6.5. The umpire shall report the occurrence to the Batters and, as soon as practicable, to the Captain of the batting side. The umpires may then report the matter to the Umpires who shall take such action as is considered appropriate against the Bowler concerned.

41.6.6. A Bowler shall be limited to one fast short-pitched delivery per over.

41.6.7. A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

41.6.8. 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.

41.6.9. In addition, a ball that passes above head height of the Batter, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also Clause 22.1.1.2

41.6.10. For the avoidance of doubt any fast short pitched delivery that is called a Wide under this Clause shall also count as one of the allowable short pitched deliveries in that over.

41.6.11. In the event of a Bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 41.6.3 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.

41.6.12. If a Bowler delivers a second 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 Batters at the wicket of what has occurred. This caution shall apply throughout the innings.

41.6.13. 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 their final warning for the innings.

41.6.14. Should there be any further instance by the same Bowler in that innings, the umpire shall:

41.6.14.1. call and signal No ball;

41.6.14.2. when the ball is dead, direct the Captain of the fielding side to suspend the Bowler immediately from bowling;

41.6.14.3. inform the other umpire for the reason for this action.

41.6.15. The Bowler thus suspended shall not be allowed to bowl again in that innings. <sup>[L]</sup><sub>[SEP]</sub>If applicable, the over shall be completed by another Bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

41.6.16. The umpire shall report the occurrence to the Batters and, as soon as practicable,

to the Captain of the batting side. <sup>[11]</sup> The umpires shall then report the matter to the Umpires who shall take such action as is considered appropriate against the Bowler concerned.

41.6.17. Should the umpires initiate the caution and warning procedures set out in Clauses 41.6.1.3, 41.6.1.9 and 41.7, such cautions and warnings are not to be cumulative.

41.7. Bowling of non-pitching deliveries waist height or above

41.7.1. Any non-pitching delivery which passes waist height or above of the striker standing upright at the popping crease is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If either umpire is not absolutely sure the ball passes (or would have passed) below waist height of the striker standing upright at the crease, they shall immediately call and signal No Ball.

On a Bowler's first instance of bowling such a delivery in a match, when the ball is dead the umpire shall caution the Bowler, indicating that this is a first warning. The umpire shall also inform the other umpire, the captain of the fielding side and the Batters of what has occurred. This caution shall apply to that Bowler throughout the innings.

On a Bowler's second instance of bowling such a delivery in a match, when the ball is dead the umpire shall caution the Bowler, indicating that this is a second and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the Batters of what has occurred. This caution shall apply to that Bowler throughout the innings.

Such warnings shall be given for all such non-pitching deliveries waist height and above, irrespective of the level of danger to the striker.

41.7.2. Should there be a third instance (non-pitching delivery waist height or above) by the same Bowler in that innings, the umpire shall:

- call and signal No ball;
- when the ball is dead, direct the captain of the fielding side to suspend the Bowler immediately from bowling; and
- inform the other umpire for the reason for this action.

The Bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another Bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally, the umpire shall:

- report the occurrence to the Batters and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the Umpires who shall take such action as is considered appropriate against the Bowler concerned.

41.7.3. The warning sequence in Clauses 41.7.1 and 41.7.2 is independent of the warning and action sequence in Clause 41.6.

41.7.4. If the umpire considers that a Bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in Clause 41.7.1, then the caution(s) and warning in Clause 41.7.1 shall be dispensed with.

The umpire shall:

- immediately call and signal No ball; and
- when the ball is dead, direct the Captain of the fielding side to suspend the Bowler immediately from bowling and inform the other umpire for the reason for this action.

The Bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another Bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

The umpire shall:

- report the occurrence to the Batters and, as soon as practicable, to the Captain of the batting side.

The umpires together shall report the occurrence to the Umpires who shall take such action as is considered appropriate against the Bowler concerned.

#### 41.8. Bowling of deliberate front-foot No ball

41.8.1. If the umpire considers that the Bowler has delivered a deliberate front-foot No ball, they shall:

41.8.1.1. immediately call and signal No ball.

41.8.1.2. when the ball is dead, direct the Captain of the fielding side to suspend the Bowler immediately from bowling.

41.8.1.3. inform the other umpire for the reason for this action. <sup>[L]</sup><sub>[SEP]</sub>The Bowler thus suspended shall not be allowed to bowl again in that innings. <sup>[L]</sup><sub>[SEP]</sub>If applicable, the over shall be completed by another Bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

41.8.1.4. report the occurrence to the Batters and, as soon as practicable, to the Captain of the batting side.

41.8.2. The umpires together shall report the occurrence to the Umpires who shall take such action as is considered appropriate against the Bowler concerned.

#### 41.9. Time wasting by the fielding side

41.9.1. It is unfair for any Fielder to waste time.

41.9.2. If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the Captain of the fielding side or by any other Fielder, at the first instance the umpire concerned shall:

41.9.2.1. if the ball is in play, call and signal Dead ball.

41.9.2.2. inform the other umpire of what has occurred.

41.9.3. <sup>[L]</sup><sub>[SEP]</sub>The Bowler's end umpire shall then:

41.9.3.1. warn the Captain of the fielding side, indicating that this is a first and final warning.

41.9.3.2. inform the Batters of what has occurred.

41.9.4. If either umpire considers that there is any further waste of time in that innings by any Fielder, the umpire concerned shall:

41.9.4.1. if the ball is in play, call and signal Dead ball.

41.9.4.2. inform the other umpire of what has occurred.

41.9.5. <sup>[L]</sup><sub>[SEP]</sub>The Bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the Captain of the fielding side of the reason for this action.

41.9.6. Additionally the umpire shall inform the Batters and, as soon as is practicable, the Captain of the batting side of what has occurred.

41.9.7. <sup>[L]</sup><sub>[SEP]</sub>If the umpires believe that the act of time wasting was deliberate or repetitive, they shall lodge a report under the NF Code of Conduct. In such circumstances the Captain and/or any individual members of the fielding team responsible for the time wasting will be charged.

#### 41.10. Batter wasting time

41.10.1. It is unfair for a Batter to waste time. In normal circumstances, the striker should always be ready to take strike when the Bowler is ready to start their run-up.

41.10.2. Should either Batter waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the Bowler starts their run-up or when the ball becomes dead, as appropriate, the umpire shall:

41.10.2.1. warn both Batters and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall inform each incoming Batter.

41.10.2.2. inform the other umpire of what has occurred.

41.10.2.3. inform the Captain of the fielding side and, as soon as practicable, the Captain of the batting side of what has occurred.

41.10.3. If there is any further time wasting by any Batter in that innings, the umpire shall, at the appropriate time while the ball is dead:

41.10.3.1. award 5 Penalty runs to the fielding side.

[[SEP]]

41.10.3.2. inform the other umpire of the reason for this action.

[[SEP]]

41.10.3.3. inform the other Batter, the Captain of the fielding side and, as soon as practicable, the Captain of the batting side of what has occurred. [[SEP]]

41.10.4. If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they shall lodge a report under Guernsey Cricket Code of Conduct. In such circumstances the Batter concerned will be charged.

#### 41.11. The protected area

The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle wickets, each parallel to it and 1 ft/30.48 cm from it.

#### 41.12. Fielder damaging the pitch

41.12.1. It is unfair to cause deliberate or avoidable damage to the pitch. A Fielder will be deemed to be causing avoidable damage if either umpire considers that their presence on the pitch is without reasonable cause.

41.12.2. If a Fielder causes avoidable damage to the pitch, other than as in Clause 41.13.1, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The Bowler's end umpire shall then:

41.12.2.1. caution the Captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.

41.12.2.2. inform the Batters of what has occurred.

41.12.3. If, in that innings, there is any further instance of avoidable damage to the pitch, by any Fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The Bowler's end umpire shall then:

41.12.3.1. award 5 Penalty runs to the batting side.

41.12.4. Additionally the umpire shall:

41.12.4.1. inform the fielding Captain of the reason for this action.

41.12.4.2. inform the Batters and, as soon as practicable, the Captain of the batting side of what has occurred.

41.12.5. The umpires together shall report the occurrence to the Umpires who shall take such action as is considered appropriate against the Fielder concerned.

41.13. Bowler running on protected area

41.13.1. It is unfair for a Bowler to enter the protected area in their follow-through without reasonable cause, whether or not the ball is delivered.

41.13.2. If a Bowler contravenes this Clause, at the first instance and when the ball is dead, the umpire shall:

- caution the Bowler and inform the other umpire of what has occurred. This caution shall apply to that Bowler throughout the innings.
- Inform the Captain of the fielding side and the Batters of what has occurred.

41.13.3. If, in that innings, the same Bowler again contravenes this Clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.

Note requirements of Clause <sup>[1]</sup><sub>SEP</sub> 41.13.4.

41.13.4. If, in that innings, the same Bowler contravenes this Clause a third time, when the ball is dead, the umpire shall:

- direct the Captain of the fielding side to suspend the Bowler immediately from bowling. If applicable, the over shall be completed by another Bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The Bowler taken off shall not be allowed to bowl again in that innings.
- inform the other umpire of the reason for this action.
- inform the Batters and, as soon as practicable, the Captain of the batting side of what has occurred. <sup>[1]</sup><sub>SEP</sub>

The umpires shall then report the matter to the Umpires who shall take such action as is considered appropriate against the Bowler concerned.

41.14. Batter damaging the pitch

41.14.1. It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, they must move from it immediately thereafter. A Batter will be deemed to be causing avoidable damage if either umpire considers that their presence on the pitch is without reasonable cause.

41.14.2. If either Batter causes deliberate or avoidable damage to the pitch, other than as in Clause 41.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The Bowler's end umpire shall then:

- warn both Batters that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall inform each incoming Batter.
- inform the Captain of the fielding side and, as soon as practicable, the Captain of the batting side of what has occurred.

41.14.3. If there is any further instance of avoidable damage to the pitch by any Batter in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. <sup>[1]</sup><sub>SEP</sub> The Bowler's end umpire shall:

- disallow all runs to the batting side.
- return any not out Batter to their original end.
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.

- award any other 5-run Penalty that is applicable except for Penalty runs under Clause 28.3 (Protective helmets belonging to the fielding side).
- inform the Captain of the fielding side and, as soon as practicable, the Captain of the batting side of the reason for this action.
- The umpires together shall report the occurrence to the Umpires who shall take such action as is considered appropriate against the Batter concerned.

#### 41.15. Striker in protected area

41.15.1. The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable. The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

41.15.2. If either umpire considers that the striker is in breach of any of the conditions in Clause 41.15.1, if the Bowler has not entered the delivery stride, they shall immediately call Dead ball, otherwise, wait until the ball is dead; they shall then inform the other umpire of the occurrence.

41.15.3. The Bowler's end umpire shall then:

41.15.3.1. warn the striker that the practice is unfair and indicate that this is a first and final warning.

This warning shall apply throughout the innings. The umpire shall inform the non-striker and each incoming Batter.

41.15.3.2. inform the Captain of the fielding side and, as soon as practicable, the Captain of the batting side of what has occurred.

41.15.4. If there is any further breach of any of the conditions in Clause 41.15.1 by any Batter in that innings, the umpire seeing the contravention shall, if the Bowler has not entered their delivery stride, immediately call and signal Dead ball, otherwise, they shall wait until the ball is dead and then inform the other umpire of the occurrence.

41.15.5. The Bowler's end umpire shall:

41.15.5.1. disallow all runs to the batting side.

41.15.5.2. return any not out Batter to their original end.

41.15.5.3. signal No ball or Wide to the scorers if applicable.

41.15.5.4. award 5 Penalty runs to the fielding side.

41.15.5.5. award any other 5-run Penalty that is applicable except for Penalty runs under Clause 28.3 (Protective helmets belonging to the fielding side).

41.15.5.6. inform the Captain of the fielding side and, as soon as practicable, the Captain of the batting side of the reason for this action.

41.15.6. The umpires together shall report the occurrence to the Umpires who shall take such action as is considered appropriate against the Batter concerned.

#### 41.16. Non-striker leaving their ground early

41.16.1. If the non-striker is out of their ground from the moment the ball comes into play to the instant when the Bowler would normally have been expected to release the ball, the Bowler is permitted to attempt to run him out.

41.16.2. Whether the attempt is successful or not, the ball shall not count as one in the over.

41.16.3. If the Bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

#### 41.17. Batters stealing a run

41.17.1. It is unfair for the Batters to attempt to steal a run during the Bowler's run-up.

41.17.2. Unless the Bowler attempts to run out either Batter – see Clauses 41.16 and 21.4 (Bowler throwing towards striker's end before delivery) the umpire shall:

41.17.2.1. call and signal Dead ball as soon as the Batters cross in such an attempt.

41.17.2.2. inform the other umpire of the reason for this action.

41.17.3. The Bowler's end umpire shall then;

41.17.3.1. return the Batters to their original ends.

41.17.3.2. award 5 Penalty runs to the fielding side.

41.17.3.3. inform the Batters, the Captain of the fielding side and, as soon as practicable, the Captain of the batting side, of the reason for this action. <sup>[L]</sup><sub>[SEP]</sub>

41.17.4. The umpires shall then report the matter to the Umpires who shall take such action as is considered appropriate against the Batter concerned.

#### 41.18. Penalty runs

41.18.1. When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. See Clause 2.15 (Signals).

41.18.2. Penalty runs shall be awarded in each case where these Playing Conditions require the award, even if a result has already been achieved. See Clause 16.5 (Winning hit or extras). <sup>[L]</sup><sub>[SEP]</sub>

Note, however, that the restrictions on awarding Penalty runs, in Clauses 23.3 (Leg byes not to be awarded), 34.4 (Runs scored from ball lawfully struck more than once) and 28.3 (Protective helmets belonging to the fielding side), will apply.

41.18.3. When 5 Penalty runs are awarded to the batting side under any of Clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), or 28.3 (Protective helmets belonging to the fielding side) or under Clauses 41.3, 41.4, 41.5, 41.9 or

41.12, then:

41.18.3.1. they shall be scored as Penalty extras and shall be in addition to any other penalties.

41.18.3.2. they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries. <sup>[L]</sup><sub>[SEP]</sub>

41.18.3.3. the Batters shall not change ends solely by reason of the 5 run penalty.

41.18.4. When 5 Penalty runs are awarded to the fielding side, under Clause 18.5.2 (Deliberate short runs), or under 41.10, 41.14, 41.15 or 41.17, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

#### 41.19. Unfair actions

41.19.1. If an umpire considers that any action by a player, not covered in these Playing Conditions, is unfair, they shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire.

41.19.2. The Bowler's end umpire shall;

41.19.2.1. If this is a first offence by that side:

- 41.19.2.1.1. summon the offending player's Captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.
- 41.19.2.1.2. warn the offending player's Captain that any further such offence by any member of their team shall result in the award of 5 Penalty runs to the opposing team.
- 41.19.2.2. If this is a second or subsequent offence by that side:
  - 41.19.2.2.1. award 5 Penalty runs to the opposing side.
- 41.19.3. The umpires shall then report the matter to the Umpires who shall take such action as is considered appropriate against the player concerned.

## 42 Player's conduct

- 42.1. Serious misconduct
  - 42.1.1. The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in Clause 42.2.1. These offences correspond with Level 4 offences in Guernsey Cricket Code of Conduct. Level 1 to Level <sup>[11]</sup>~~[SEP]~~3 offences continue to be dealt with separately under Guernsey Cricket Code of Conduct.
  - 42.1.2. If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.
  - 42.1.3. The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. The umpires may also consult with the third umpire and the Umpires, who may review any audio or video replays to confirm whether an offence has been committed. If so, the umpires shall then apply the related sanctions.
  - 42.1.4. If the offence is committed by a Batter, the umpires shall summon the offending player's Captain to the field. Solely for the purpose of this Clause, the Batters at the wicket may not deputise for their Captain.
- 42.2. Level 4 offences and action by umpires
  - 42.2.1. Any of the following actions by a player shall constitute a Level 4 offence:
    - 42.2.1.1. threatening to assault an umpire
    - 42.2.1.2. making inappropriate and deliberate physical contact with an umpire
    - 42.2.1.3. physically assaulting a player or any other person <sup>[11]</sup>~~[SEP]~~ committing any other act of violence.
  - 42.2.2. If such an offence is committed, 42.2.2.1 to 42.2.2.3 shall be implemented.
    - 42.2.2.1. The umpire shall call Time.
    - 42.2.2.2. Together the umpires shall summon and inform the offending player's Captain that an offence at this Level has occurred.
    - 42.2.2.3. The umpires shall instruct the Captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:
      - 42.2.2.3.1. If the offending player is a Fielder, no substitute shall be allowed for him.
      - 42.2.2.3.2. They are to be recorded as Retired – out at the commencement of any subsequent innings in which their team is the batting side.
      - 42.2.2.3.3. If a Bowler is suspended mid-over, then that over must be completed by a different Bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

42.2.2.3.4. If the offending player is a Batter they are to be recorded as Retired – out in the current innings, unless they have been dismissed under any of Clauses 33 to 40, and at the commencement of any subsequent innings in which their team is the batting side.

42.2.2.3.5. If no further Batter is available to bat, the innings is completed.

42.2.3. As soon as practicable, the umpire shall:

42.2.3.1. award 5 Penalty runs to the opposing team; 42.2.3.2. signal the Level 4 penalty to the scorers; and

42.2.3.3. call Play.

42.2.4. The umpires shall then report the matter to the Umpires under Guernsey Cricket Code of Conduct.

42.3. Captain refusing to remove a player from the field

42.3.1. If a Captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke Clause 16.2 (Umpires awarding a match).

42.3.2. If both Captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in Clause 16.2 and there shall be no result under Clause 16.

42.4. Additional points relating to Level 4 offences

42.4.1. If a player, while acting as wicket-keeper, commits a Level 4 offence, Clause 24.1.2 (Fielder absent or leaving the field of play) shall not apply, meaning that only a nominated player may keep wicket, even if another Fielder becomes injured or ill and is replaced by a substitute.

42.4.2. A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under Clause 42.2.2.5.

#### **43 Supplement Covid-19 playing conditions enforcement procedures**

43.1. If it is the opinion of the umpire or the DCC that a player is not following Guernsey Cricket Covid Guidelines (See Appendix G) then they may apply the following enforcement procedures;

43.1.1. The umpire shall summon and inform the offending player's Captain of an unintentional breach of the guide.

43.1.2. The umpire shall deliver a first and final warning to the Captain for that match.

43.2. Any breaches during the match shall result in a 5 run penalty.

43.3. Continued breaches by any player and/or support personnel, on and off the field, may result in that person/s being removed from the event.