



NEW BUILDING SOCIETY TROPHY

GCA SECOND DIVISION 40 OVERS ZONAL LEAGUE CRICKET COMPETITION 2016

PLAYING CONDITIONS

Except as specifically provided for hereafter the present Laws of Cricket and amendments shall apply in all matches.

1. THE COMPETITION

The Competition shall be played in two zones (A and B) involving GCA Second Division Club Teams.

The Competition will be played on a league basis in the zones.

The first and second placed teams in each zone will advance to the semi-finals.

The winner of Zone A will play the runner-up of Zone B in Semi-final one and the winner of Zone B will play the runner-up of Zone A in Semi-final 2.

The winners of the two Semi-finals will contest the final.

2. ELIGIBILITY OF PLAYERS

(a) All Clubs must ensure that only registered players are selected to play in this competition. GCA debarring regulations are in effect for all second division competitions. **Players seventeen years and older who have played in any ICC First Class, List 'A', or International Cricket within the last two years are debarred from taking part in all GCA Second Division Competitions.**

(b) **Players who have played First Division cricket during the same year of this competition are required to play a least two matches in the league stage of this competition to qualify to play in the semi-final and final.**

NOMINATED PLAYERS

(c) All Clubs must ensure that only registered players are selected to play for their teams play in this competition.

(d) The two Captains are required to exchange their "Lists of Nominated Players" (team sheet) along with providing one for the umpires before tossing. A team that allows a player whose name is not on their List of Nominated Players to bat or bowl shall forfeit the match and full points be awarded to the opposition.

3. DURATION - HOURS OF PLAY, INTERVALS AND MINIMUM OVERS IN THE MATCH.

(a) Matches shall be one day's duration and will consist of one innings per side and each innings will be limited to 40 six-ball overs. To constitute a match, a minimum of 20 overs must be bowled to both batting teams, subject to their innings not being completed earlier. A team shall not be permitted to declare its innings closed.

(b) Start and Cessation Times

Normal hours of play will be:

First session	-	11:00 a.m	-	1:50 p.m
Interval	-	1:50 p.m	-	2:20 p.m
Second session	-	2:20 p.m	-	5:10 p.m

Extra time shall be ordered by the umpires if in their opinion a finish can be obtained.

(c) Interval between Innings

The interval between innings shall be no longer than 30 minutes or the specified adjusted length of time in a delayed or interrupted game. 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 shall commence after 30 minutes time or the specified adjusted time in a delayed or interrupted game, after the end of the innings of the team batting first, unless the team batting first has completed its innings 30 minutes or more prior to the scheduled interval, in which case a ten minutes break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where play is delayed or interrupted, the Umpires will reduce the length of the interval accordingly. However, the interval shall never be less than ten minutes.

(d) Intervals for Drinks

Drink shall be taken after one hour of continuous play. Under conditions of extra heat the Umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, provided that no playing time is wasted. No drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

4. LENGTH OF INNINGS

(a) **Uninterrupted Matches**

- i. Each team shall bat for 40 (six ball) overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- ii. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. The over in progress at the scheduled cessation time shall count as a completed over. The innings of the team batting second shall be limited to the same number of overs bowled by it at the scheduled cessation of the first session unless the umpires are of the opinion that events beyond the control of the bowling side prevented that team from bowling the required number of overs at the cessation time.

The interval shall not be extended and the second session shall commence at the scheduled time.

- iii. If the team fielding second fails to bowl 40 overs or the number of overs as provided for in a delayed or an interrupted game by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved. **Penalties shall apply for slow over rates.**

5. **DELAYED OR INTERRUPTED MATCHES**

- (a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- (b) No match will commence after 14:10 hours.
- (c) If at 14:10 hours play is possible, a match of twenty (20) overs each side shall be played.
- (d) A minimum of 20 overs have to be bowled to the side batting second to constitute a match. The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (1 over every 4 minutes) in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.
- (b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved. **Penalties shall apply for slow over rates.**
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than agreed number of overs.

(d) Fractions are to be ignored in all calculations re the number of overs.

6. DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING FIRST

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of clauses 3 (c) and 5 (a).
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled and clause 4 (iv) shall apply.

7. PENALTIES FOR SLOW OVER RATES

All sides are expected to be in position to bowl the first ball of the last of their 40 overs within two hours and fifty minutes (2hr. 50mins.) of playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 4 runs for every whole over that has not been bowled.

If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. If the innings is terminated before the scheduled or re-scheduled cut-off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.

The umpires shall inform the fielding captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain and the batsmen of any time allowances as and when they occur (the aforementioned is for the umpires alone to decide upon and will not be subject to negotiations). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. The Umpires will inform the scorers at the instant when penalties are being applied to the team bowling second.

8. DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING SECOND

If there is a delay to the start of the match or there is a suspension in play during the second innings, the overs shall be reduced at a rate of 15 overs per hour for time lost, except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not

commence until an amount of time equivalent to that by which the second innings started early has elapsed.

9. Restrictions on the Placement of Fieldsmen:

9.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

9.2 The following fielding restrictions shall apply:

a). Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

For the duration of the innings no more than five (5) fieldsmen shall be permitted outside the fielding restriction area referred to in clause 5.3 a. above at the instant of delivery.

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

9. NUMBER OF OVERS PER BOWLER

No bowler shall bowl more than 8 (six ball) overs in an innings.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. This restriction shall not apply to the team fielding second where the provisions of Clause 4 (iv) have been applied.

Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

10. Pace bowlers must account for Forty Percent or Two Fifths (16 overs in an uninterrupted match) of the allotted overs of an innings by the bowling team when that team bowls its full complement of scheduled overs. This will not be considered if the batting team is dismissed before the overs are completed providing that the overs not bowled would include and amount to the missing overs from the pacers.

Ten (10) runs will be added to the opposition's score for each over of pace that was not bowled.

- (a) If due to injury to a pace bowler or pace bowlers a team is unable to complete the overs allotted to the pacers and has to use spinners then the batting team shall decide who shall bowl the missing overs. However, under no circumstances shall a bowler exceed the maximum number of overs allowed to a bowler.

11. **NO BALL**

A bowler shall be allowed to bowl one short pitched delivery per over (not being a wide ball or a no ball).

A fast short pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the crease, but not clearly above the batsmen's head.

In the event of the bowler bowling more than one fast short-pitched delivery in an over, the umpire shall call and signal no ball. The penalty shall be one run for the no ball, plus any runs scored from the delivery.

The above regulation is not a substitute for Law 42.6, which umpires may apply at any time.

Note: The provisions of one allowable fast short-pitched delivery per over shall be superseded by the Provisions of Clause 11 wide bowling.

11.1 **FREE HIT AFTER A NO BALL**

The delivery following a no ball (all modes of no-ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide ball) then the next delivery will become a free hit for which ever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for free hit is called a wide ball.

Field changes are not permitted for free hit deliveries, unless there is a change of striker (the provisions of Law 41.2 shall apply). The umpires shall signal free hit (after the no ball signal) by extending one hand straight upwards and moving it in a circular motion.

12. **WIDE BOWLING - JUDGING A WIDE**

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

Any off side or leg side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on the

leg side a ball landing clearly outside the leg stump going further away shall be called wide.

13. **THE BALL**

The Georgetown Cricket Association shall provide four piece leather cricket balls of the approved standard and colour for this tournament. **Red balls will be used in this tournament.**

14. **RESULT**

(a) A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs; subject to the provisions of Clauses 3 (a) and 5 (b) unless one team has been all out in less than 20 overs, or unless the team batting second, scores enough runs to win in less than 20 overs. All matches in which both teams have not had the opportunity of batting for at least 20 overs shall be declared no result.

(b) **Target score**

The target score is always one run more than the score made by the team batting first. In matches in which both teams have had the opportunity of batting for the agreed numbers of overs subject to the provisions of 4 (iv) and 6 (b), the team scoring the higher number of runs shall be the winner. If the scores are equal then the result shall be a tie regardless of the number of wickets lost by either side.

(c) **Delayed or Interrupted Matches - Calculation of the Target Score**

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

1. If the side batting first (Team A) batted its 40 overs and scored 200 runs and the overs of the side batting second (Team B) are reduced to 30 overs due to rain. Then the target of the side batting second (Team B) is calculated by multiplying the run rate of the side that batted first (Team A) by the overs available to the side batting second and adding that figure to the number of overs lost multiplied by 2 then adding 1.

Team A made 200 runs from 40 overs. Team B only has 30 overs available to bat. Overs lost are 10.

The new target is: run rate of Team A (200 runs divided by 40 overs) = 5.
Overs available to Team B = 30

Numbers of overs lost = 10

Target: $(200 \text{ divided by } 40) \times 30 + (10 \times 2) + 1 = (5 \times 30) + 20 + 1 = 171$

2. If the side batting first (Team A) was in the process of batting when the match was interrupted and overs are lost, then the target of the team batting second (Team B) is calculated in the following way:

If when the game was interrupted the side batting first (Team A) had batted:

- (i) Between 1 to 10 overs when 10 overs (or less) were lost due to rain and managed to score a total of 140 runs at the end of their 30 overs. Then the target for the team batting second (Team B) would be calculated by multiplying the overs lost by 1 and adding it to the total score made by Team A then adding 1. That is $(10 \times 1) + 140 + 1 = 151$
- (ii) Between 11 to 20 overs when 10 overs (or less) were lost due to rain and managed to score a total of 140 runs at the end of their 30 overs. Then the target for the team batting second (Team B) would be calculated by multiplying the overs lost by 1.5 and adding it to the total score made by Team A then adding 1. That is $(10 \times 1.5) + 140 + 1 = 156$
- (iii) Between 21 to 39 overs when 10 overs (or less) were lost due to rain and managed to score a total of 140 runs at the end of their 30 overs. Then the target for the team batting second (Team B) would be calculated by multiplying the overs lost by 2 and adding it to the total score made by Team A then adding 1. That is $(10 \times 2) + 140 + 1 = 161$
- (iv) Between 1 to 10 overs when 20 overs (or less but more than 10) were lost due to rain and managed to score a total of 120 runs at the end of their 20 overs. Then the target for the team batting second (Team B) would be calculated by multiplying the overs lost by 1 and adding it to the total score made by Team A then adding 1. That is $(20 \times 1) + 120 + 1 = 141$
- (v) Between 11 to 20 overs when 20 overs (or less but more than 20) were lost due to rain and managed to score a total of 80 runs at the end of their 20 overs. Then the target for the team batting second (Team B) would be calculated by multiplying the overs lost by 1.5 and adding it to the total score made by Team A then adding 1. That is $(20 \times 1.5) + 80 + 1 = 111$.

Please see table below:

Please note that all fractions are rounded up or down to the nearest whole number (.5 or above rounded to higher number and less than .5 to lower number). 5.54 would then be 6 and 3.45 would be 3.

<u>Ovs Batted By Team Batting First</u>	<u>Ovs Lost</u> (Not More Than)	<u>Overs Lost To Be Multiplied By</u>	<u>Remaining Overs</u>	<u>Runs Made</u>	<u>Runs To Be Added</u>	<u>New Target</u>
1 – 10	10	1	29 - 20	140	10 + 1	151
11 – 20	10	1.5	19 – 10	140	15 + 1	156
21 - 30	10	2	9 - 0	140	20 + 1	161
1 - 10	20	1	19 – 10	100	20 + 1	121
11 – 20	20	1.5	9 - 0	100	30 + 1	131
1 - 10	5	1	34 – 25	170	5 + 1	176
11 – 20	5	1.5	24 – 15	170	8 + 1	179
21 - 35	5	2	14 - 5	170	10 + 1	181
1 - 10	17	1	22 – 13	135	17 + 1	153
11 – 20	17	1.5	12 – 3	135	26 + 1	162
21 - 23	17	2	2 – 0	135	34 + 1	170

3. **If the team batting first (Team A) had scored 200 runs in their 40 overs and the game was interrupted when the side batting second (Team B) had batted:**

(i) between 1 to 10 overs when 10 overs (or less) were lost due to rain. Then the new target of the side batting second (Team B) is calculated by multiplying the run rate of the side that batted first, Team A (200 runs ÷ 40 overs) by the total overs now available to the side batting second (which is 30 overs) and adding that figure to the number of overs lost (10 overs) multiplied by 1 then adding 1.

$$\text{New Target: } (200 \div 40) \times 30 = (5 \times 30) + (10 \times 1) + 1 = 150 + 10 + 1 = 161$$

(ii) between 11 to 20 overs when 10 overs (or less) were lost due to rain. Then the new target of the side batting second (Team B) is calculated by multiplying the run rate of the side that batted first, Team A (200 runs ÷ 40 overs) by the total overs

now available to the side batting second (which is 30 overs) and adding that figure to the number of overs lost (10 overs) multiplied by 0.75 then adding 1.

$$\text{New Target: } (200 \div 40) \times 30 = (5 \times 30) + (10 \times 0.75) + 1 = 150 + 8 + 1 = 159$$

- (iii) between 21 to 30 overs when 10 overs (or less) were lost due to rain. Then the new target of the side batting second (Team B) is calculated by multiplying the run rate of the side that batted first, Team A (200 runs \div 40 overs) by the total overs now available to the side batting second (which is 30 overs) and adding that figure to the number of overs lost (10 overs) multiplied by 0.5 then adding 1.

$$\text{New Target: } (200 \div 40) \times 30 = (5 \times 30) + (10 \times 0.5) + 1 = 150 + 5 + 1 = 155.$$

- (iv) Between 1 to 10 overs when 20 overs (or less but more than 10) were lost due to rain. Then the new target of the side batting second (Team B) is calculated by multiplying the run rate of the side that batted first, Team A (200 runs \div 40 overs) by the total overs now available to the side batting second (which is 30 overs) and adding that figure to the number of overs lost (20 overs) multiplied by 1 then adding 1.

$$\text{New Target: } (200 \div 40) \times 20 = (5 \times 20) + (20 \times 1) + 1 = 100 + 20 + 1 = 121.$$

- (v) Between 11 to 20 overs when 30 overs (or less but more than 20) were lost due to rain. Then the new target of the side batting second (Team B) is calculated by multiplying the run rate of the side that batted first, Team A (200 runs \div 50 overs) by the total overs now available to the side batting second (which is 20 overs) and adding that figure to the number of overs lost (30 overs) multiplied by 0.75 then adding 1.

$$\text{New Target: } (200 \div 40) \times 20 = (5 \times 20) + (30 \times 0.75) + 1 = 100 + 23 + 1 = 124.$$

Please see table below:

Please note that all fractions are rounded up or down to the nearest whole number (.5 or above rounded to higher number and less than .5 to lower number). 5.54 would then be 6 and 3.45 would be 3.

<u>Overs Batted By Team Batting Second</u>	<u>Overs Lost</u> (Not More Than)	<u>Overs Lost To Be Multiplied By</u>	<u>Total Overs Available</u>	<u>First Team's Run Rate</u> (160 ÷ 40)	<u>Figures To Be Added</u>	<u>New Target</u>
1 – 10	10	1	30	4	120 + 10 + 1	131
11 – 20	10	.75	30	4	120 + 8 + 1	129
21 - 40	10	.5	30	4	120 + 5 + 1	126
1 - 10	20	1	20	4	80 + 20 + 1	101
11 – 20	20	.75	20	4	80 + 15 + 1	96
21 - 30	20	.5	20	4	80 + 10 + 1	91
1 - 10	5	1	35	4	140 + 5 + 1	146
11 – 20	5	.75	35	4	140 + 4 + 1	145
21 - 35	5	.5	35	4	140 + 3 + 1	144
1 - 10	17	1	23	4	92 + 17 + 1	110
11 – 20	17	.75	23	4	92 + 13 + 1	106
21 - 30	17	.5	23	4	92 + 9 + 1	102

POINTS:

Points shall be awarded as follows:

- (a) **Win** – 10 Match Points Plus Bonus Points.
- (b) **Tie** – 5 Match Points (scores tied irrespective of the number of wicket taken/lost). Plus Bonus

Points

- (c) **Loss** – 0 Match Points. Plus Bonus Points
- (d) **Uncompleted Match / Abandoned Match** – 1 Point each. Plus Bonus Points where applicable.
- (e) **Walk-Over** – 20 Points will be awarded to a team gaining a walk-over. (10 Match Points Plus 10 Bonus Points).

BONUS POINTS

Batting Points – One (1) bonus point shall be awarded when a team reaches 100 runs and an additional point will be awarded for every 25 runs scored up to 200 runs. A team can earn a maximum of 5 batting bonus points.

Extra Batting Points – Extra Batting points are designed to give teams the opportunity to gain maximum batting points when chasing a target below 200 runs while batting second. **However, the team has to win the match to be awarded Extra Batting Points.** If the team batting first is dismissed for less than 200 runs, then the team batting second can also earn batting points based on the number of wickets that team keeps intact **in achieving victory** to allow it to gain **the maximum of 5 batting points**. Every two wickets intact will earn 1 Extra Batting Point in addition to Batting Points gained for reaching 100 runs and every 25 runs thereafter to a maximum of 5 points total. **Example:** If the team batting first scores 140 runs in its 40 overs. Then the team batting second must score 141 runs (2 Batting Points) for the loss of 4 wickets or less (3 Extra Batting Points) to gain the maximum 5 Batting Bonus Points. If the team batting second scores 141 runs (2 Batting Points) for the loss of 8 wickets (1 Extra Batting Point), then that team will only gain a total of 3 Batting Bonus Points

Bowling Points – One (1) bonus point shall be awarded for every two (2) wickets taken. A team can earn a maximum of 5 bowling bonus points.

11.2 The Winner

The Winner of The League Competition shall be the team which has amassed the most points following the completion of the competition.

11.3 Resolving Teams Tied On Points At End Of League Stage

In the event of teams finishing on equal points the placing shall be determined in the following order of priority:

1. **Most wins;**
2. **When two teams have both equal points and equal wins, the team which was the winner of the match played between them will be placed in the**

higher position.

- 3. If still equal, the team with the higher net runs per wicket average will be placed in the higher position (refer to 11.4 below for the calculation of net runs per wicket average).**
- 4. In the highly unlikely event that teams cannot be separated by 1 - 3 above this will be done by drawing lots.**

11.4 Net Runs Per Wicket Average.

To calculate a team's Net Runs Per Wicket Average:

- (a) Divide the total number of runs scored by a team by the total number of wickets lost by it.
- (b) Divide the total number of runs scored against a team by the total number of wickets taken by it
- (c) Divided the former (a) by the latter (b). The team having the higher score shall be considered to have the better performance.

All matches played will be taken into account for the purpose of Net Runs Per Wicket calculations

15. CODE OF CONDUCT

- (a)** Players are to endeavor at all times to conduct them selves in keeping with the true spirit of the game observing the highest standards and tradition of cricket.
- (b)** Players are expected to accept the umpires decisions at all times and to refrain from showing dissent.
- (c)** All players shall be bound by the terms of the GCA Code of Conduct and Discipline.
- (d)** While it is expected that the game of cricket will be played in a most competitive spirit, players are to refrain from abusive, insulting and indecent language on the field of play and from confrontations with umpires, officials, other players or spectators in any manner likely to bring the game into disrepute.

16. PLAYER'S ATTIRE

Captains shall toss the coin in regulation cricket attire. Similarly, members of both teams must be dressed in such attire on the field and at all presentation functions on the ground and conduct themselves in the fit and proper manner.

17. **THE PITCH - Law 10**

Law 10.1 - Rolling of the Pitch

Law 10.1 will apply but add the following sentence to the first paragraph.

In addition the umpires are empowered to authorize the Grounds men to roll sweep and otherwise treat the pitch by such manner and means which they, keeping in mind the advice of the Grounds men, consider will return the state of the pitch as near as possible to that pertaining when the choice of innings was made.

Law 10.6 - Maintenance of Foot Holes

Law 10.6 will apply but add:

The umpires shall see wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowlers' foot holes.

18. **COVERING THE PITCH (Law 11)**

In place of Laws 11.2, 11.3 and 11.4, the following shall apply;
Where ever possible the pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match.

19. **DRYING OF PITCH AND GROUND**

(a) Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the Grounds man. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Grounds man, but the drying of the affected area of the pitch carried out only on the instruction and supervision of the umpires.

(b) The umpires may instruct the Grounds man to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

Note: An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

20. **LAW 21 - THE RESULT**

Law 21 shall apply with the following

Any Query on the result of the match shall be resolved as soon as possible and a final decision made by the umpires at close of play.

21. HITTING UP

Teams are required to observe Ground Authority regulations and the exercise the utmost care and caution when engaging in practice and pre-match warm-up and hitting up” activities so as to avoid the risk of injury to members of the public, damage to the center wicket region and to perimeter fencing and to motor vehicles.

22. REPORTS BY UMPIRES

Umpires are required to report immediately after, or if necessary during the match, any breach of these playing conditions or as required under the terms of law 42. Umpires will report any case of obvious dissent or misconduct even though the player’s captain may have taken effective action. (Law 42.13 refers). All reports shall be submitted to the Competitions Committee Chairman of the Georgetown Cricket Association.

23. CAPTAINS’ REPORTS

Captains are required to submit their reports (Umpires & Match Reports) no later than 2 days after the completion of the match, to the Competitions Committee Chairman of the Georgetown Cricket Association.

Penalty: If match reports are not submitted within two weeks of the completion of the match the captain of that match will be banned for two matches in GCA Second Division Competitions.

(Forms can be downloaded from the GCA website: www.gcacricket.org go to GCA Info & Stats, then Report Forms).

24. MATCH REFEREE

The GCA shall appoint a match referee for the final of this 40-overs competition.

25. MINIMUM NUMBER OF PLAYERS TO BE PRESENT AT THE TIME OF THE TOSS

a) A team must have a minimum of seven (7) players present at the ground for that team to be counted as present and the captain allowed to toss the coin.

b) No team shall take the field with less than seven (7) players.

- c) Umpires shall wait a maximum of thirty (30) minutes after the scheduled start time of the match for an absent team to be present at ground after which the game shall be awarded to the opposition team which must be present at that time.
- d) **A team that arrives late and causes the start of the game to be delayed shall suffer the penalty of having the overs it caused to be lost due to being late, to be deducted from the allotted overs of its (batting) innings whether that team bats first or second. However, that team is still required to bowl the full allotment of overs to the opposition. Therefore if a team arrives late and causes the match to begin 25 minutes late then that team shall lose 25 divided by 4, that is 6 overs deducted from its (batting) innings.**

26. Penalty For Walk Overs and Conceded Matches

Any team that gives another team a "walk over" or concedes a match before it is Completed, will be required to pay \$15,000 to enter the next GCA Second Division Competition that it wishes to be a part of.

27. Penalty For Refusing To Play Or To Complete A Match.

A team refusing to play or to complete a match shall be considered to have withdrawn from the competition and shall forfeit all prize money due to the team and all individual awards due to the members of the team for that competition.

If a team so withdraws from a league competition where points are accrued, any matches played by that team shall be deemed null and void.

All of the above will apply in addition to any disciplinary sanctions that may be applied.

Any team refusing to play or to complete a match will be required to pay a fee of \$15,000 to enter the next GCA competition that it wishes to play.

28. Substitute Fielders.

Substitute fielders shall only be allowed in cases of injury, illness or other wholly acceptable reasons:

- The illness or injury must be genuine.
- No substitute shall be allowed for **COMFORT BREAKS**, i.e. toilet breaks, ice baths, showers, change of clothing, massages etc (no substitute for any of these reasons).
- Diarrhea and vomiting shall be considered as illnesses and a substitute shall be allowed.

29. Bowling of High Full Pitched Balls.

a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair and shall be called and signaled **no ball** by the umpire at the bowler's end (with guidance from the square-leg umpire where needed).

b) If in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batter, the umpire at the bowler's end shall, in addition to calling and signaling **no ball**, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the fielding side's captain and the batter at the wicket of what has occurred.

c) If there is another instance as in 29.b above by the same bowler in the same innings, then in addition to calling and signaling **no ball**, when the ball is dead, the umpire shall direct the captain of the fielding side to take the bowler off immediately. If necessary the over shall be completed by another player who shall neither have bowled the previous over or part thereof, nor be allowed to bowl the next over or part thereof. The bowler thus taken off shall not be allowed to bowl for the rest of that innings. The umpire shall report the occurrence to the other umpire, the batter at the wicket and as soon as reasonably possible the batting side's captain.

d) Where clause 29.c is applied the umpires shall report the matter to the GCA who shall take action as considered appropriate against the captain and the bowler concerned.

30. DISCLAIMER:

The GCA does not accept responsibility for any injury or damage caused to person or property during this competition. Clubs participate at their own risk and bear responsibility for any injury or damage that may result due to their participation.

***** Teams are asked to note clauses 2 on page 1, 10(a) – Pace Bowlers on page 5 along with 25 a, b, c & d, 26, 27 & 28 on page 15, 16 and 29 & 30 on page 17**

Shaun Massiah

Chairman, Competitions Committee