



GCA PLAYING CONDITIONS

NOBLE HOUSE SEAFOODS

SECOND DIVISION TWO (2) DAYS ZONAL COMPETITION.

Except as specifically provided for hereafter the latest code of laws of cricket, shall apply in all matches.

- 1. Red four piece leather cricket balls of the approved standard shall be provided by GCA to be used in this competition.**
- 2. DURATION:**
 - (a) Matches will be of two (2) days duration (Saturday & Sunday).
- 3. NOMINATED PLAYERS:**

No team shall take the field with less than seven (7) nominated players at anytime during the match.
- 4. HOURS OF PLAY AND INTERVALS - SECOND DIVISION**

START AND CLOSE OF PLAY TIMES:

Saturdays	11:00 AM – 5:30 PM	Minimum Overs 90
Sundays	11:00 AM – 5:30 PM	Minimum Overs 75, plus 15 in the last hour.

LUNCH:

14:00 HRS – 14:30 HRS

FROM 1st September

Saturday: 10:30 AM – 5:00 PM

Sunday: 10:30 AM – 5:00 PM

On the last day of play, Captains may agree to terminate play not more than thirty (30) minutes before the schedule close, notwithstanding the fact that fifteen (15) overs have not been completed, if a result cannot be achieved.

(a) Interval for Drinks:

Drinks shall be permitted after every sixty (60) minutes of continuous play in each session of the day's play except in the last hour of the match. However, Umpires are allowed to use their discretion relative to the prevailing weather and climatic conditions to adjust the timing of the water breaks for either division. The provisions of law 15.9 shall be strictly observed.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket on the field, provided that no playing time is wasted. No other 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.

5. **THE COMPETITION – SECOND DIVISION:**

The competition shall be played in two zones.

The top two teams in each zone of the competition shall advance to the semi-finals.

The winner of Zone A shall play the runner-up of zone B and the winner of Zone B shall play the runner-up of Zone A in the semi-finals. The winners of the semi-finals shall meet in the final.

RESOLVING TEAMS ON EQUAL POINTS

If the top two teams of either zone cannot be determined due to teams being equal on points, then:

- a) The order of places shall be determined by the teams with the **most outright wins**.
- b) **If two** teams have both equal points and equal outright wins, then the team which was the **winner of the match played between them** will be placed higher (if no outright winner then the leader on first innings).
- c) If there was no winner the team that got the **most bonus points** from the match played between the two teams shall place higher.
- d) If **more than two teams** have both equal points and equal outright wins, then the team which lost fewer matches outright shall place higher. If still tied then the team that lost fewer matches on first innings shall place higher.
- e) If still tied then the team with the **best net batting average (runs per wicket batting average)** shall place higher. That is calculated by dividing the total number of runs scored by a team by the total number of wickets lost by that

team.

- f) If still tied then the team with the **best net bowling average (runs per wicket bowling average)** shall place higher. That is calculated by dividing the total number of runs scored against a team by the total number of wickets taken by that team.
- g) In the highly unlikely event that teams cannot be separated by any of the above (a – f) then the teams will compete in a **bowl out** to determine the winner. Five (5) members of each team (players that played in the competition) will bowl one delivery each at the stumps as in a match (hits off no-balls will not count and are not re-bowled). The team with the most hits will be the winner. If still equal then the bowl out will continue in a “**sudden death**” manner (first team that misses after each team has bowled equal deliveries) with the other members (those that did not bowl before) of each team. The GCA will determine the date and time when the Bowl Out shall take place.

RESOLVING A NO RESULT IN FINAL.

In the event of competing teams unable to achieve an outright result or a lead on first innings in the final of the competition, then the winner of the competition will be determined in the order of priority as stated above 4 – a to g.

6. POINTS:

Points shall be awarded as follows:

(a) COMPLETED MATCH:

Outright win	-	12 plus Bonus points
Loser, if won 1 st Innings	-	4 plus Bonus points
Loser, if tied on 1 st Innings	-	3 plus Bonus Points
Loser, if 1 st Innings lost also	-	0 plus Bonus Points
Tie, if won 1 st Innings	-	10 plus Bonus points
Tie, if 1 st Innings lost	-	8 plus Bonus points

(b) DRAWN MATCH:

1 ST Innings lead	-	6 plus Bonus Points
------------------------------	---	---------------------

1 st Innings lost	-	3 plus Bonus Points
Tied 1 st Innings	-	4 plus Bonus Points
Incomplete 1 st Innings (no 1 st inns. Winner)	-	4 plus Bonus Points
Abandoned Match	-	4 plus Bonus points

- (c) When a innings ends, a minimum number of overs shall be bowled from the start of the new innings. The number of overs to be bowled shall be calculated at the rate of one over for each full four (4) minutes to enable a minimum of 90 overs to be completed.
- (d) Except in the last hour of the match, for which clause (e) makes provision, if play is suspended due to adverse weather or light on any day, the minimum number of overs shall be reduced by one over each full four (4) minutes of the aggregate playing time lost .
- (e) On the last day, if any of the minimum of 75 Overs for 2nd Division, or the number of overs as recalculated, have not been bowled when one hour of scheduled playing time remains, the last hour of the match, for purposes of Clause (e) shall be the hour immediately following the completion of those overs.
- (f) Law 16,6; and 16.7 and 16.8 will apply except that a minimum of 15 (six balls) overs shall be bowled in the last hour and all calculations with regards to suspensions of play or the start of a new innings shall be based on one over for each full four (4) minutes. If, however, at anytime after 30 minutes of the last hour have elapsed both captains (the batsman at the wicket may act for their captain) accept that there is no prospect of a result to the match, they may agree to cease play at that time.
- (g) Notwithstanding any other provision, there shall be no further play on any day, **other than the last day**, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within two (2) minutes of the schedule or re-scheduled cessation time or thereafter.
- (h) An over completed on resumption of a new day's shall disregard in calculating minimum overs that day.

- (i) Except on the final day, if in the event of ground, weather or light conditions causing a suspension of the play and/or if the players are already off the field at the rescheduled cessation time thereafter, stumps shall be drawn.
- (j) Fractions are to be ignored in all calculations re the number of overs except where there is a change of innings in a day's play, when the over that is in progress at the conclusion shall be rounded up.
- (k) The score board shall show:
 - The total number of overs bowled with the ball currently in use and
 - The minimum number of overs remaining to be bowled in a day.

7. SUBSTITUTES:

The current Law relating to substitutes shall apply.

10. FITNESS OF GROUND, WEATHER AND LIGHT

Law 3.8 and 3.9 shall apply.

11. THE BALL:

Law 5

(a) LAW 5.4: New Ball

The captain of the fielding side shall have the choice of taking a new ball anytime after seventy (70) overs have been bowled with the previous ball.

(b) Law 5.5 Ball lost or becoming unfit for play:

In event of a ball being lost during play or, in the opinion of the Umpires, being unfit for play through normal use, the Umpires shall allow it to be replaced by one that in their opinion has a similar amount of wear. However, if the ball needs to be replaced, after ninety (90) overs for any of the reasons above, it shall be replaced by a new ball. If the ball is to be replaced, the Umpires shall inform the batsmen.

12. THE BAT:

Law 6 shall apply

13. Law 7 shall apply.

14. **DRYING OF PITCH AND GROUND**

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

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

(c) Pitches should be completely covered the day before and during the match in the event of rain.

15. **PRACTICE ON THE FIELD**

Law 17 shall apply.

16. **BOUNDARIES – Re MYO, GNIC & GYO GROUNDS**

Because of the size of the following grounds: Muslim Youth Organisation, GNIC and Gandhi Youth Organisation; sixes will now only be allowed when the ball is hit over the straight boundaries. For the purpose of definition, the straight boundaries are the boundaries running North to South on each of these grounds. Balls hit to the side (East to West) boundaries whether to the fence or over the fence shall be given as fours.

17. **THE RESULT:**

Law 21 shall apply with the following

Any query on the result of the match as defined in laws 21.1; 21.3; 21.4; 21.5; 21.8 and 21.10 shall be resolved as soon as possible, and the final decision shall be made by the Umpires at close of play.

18. **MODE OF DELIVERY:**

Law 24.1(b) shall be replaced by the following:

The bowler may not deliver the ball under-arm. If a bowler bowls a ball under-arm the

Umpire shall call and signal no ball, and the ball is to be re-bowled over-arm.

19. **FAIR DELIVERY - THE ARM:**

Law 24.2 shall apply. However, Umpires are encouraged to call no-ball if a bowler delivers a ball or balls with what seems like a blatantly illegal action.

20. **JUDGING A WIDE**

Law 25.1 shall apply, but in addition:

For bowlers attempting to utilise the rough outside of a batsman's leg sump, not necessarily as a negative tactic, the strict limited over wide interpretation shall not be applied. For bowlers who the Umpires consider to be bowling down the leg side as a negative tactic, the one-day international wide interpretation will be applied.

21. **LAW 32 - CAUGHT**

Add the following to law 32.1

The striker is out under this Law if the ball is deflected from his bat onto the helmet he is wearing and a fair catch is taken. Runs may be scored off deflections from the batsman's or fielder's helmet.

22. **HELMETS (AND PROTECTIVE EQUIPMENT**

In addition to Laws 23.1 (v1), 32.3 (e), 38.2 (c) and 41.3 the following shall apply.

A batsman may call for a helmet to be brought out at any time. He must then wear or carry it personally all the time while play is in progress, or can have it taken off the field at the fall of a wicket, or at the end of an over or at any drinks interval.

In all cases, no actions involving helmets are to waste playing time. Umpires are not to hold helmets.

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that Umpires do not consider that it constitutes a waste of playing time.

25 **DELIBERATE ATTEMPT TO DISTRACT STRIKER:**

Law 42.4 shall apply.

26. **DELIBERATE DISTRACTION OR OBSTRUCTION OF BATSMAN:**

Law 42.5 shall apply.

27 **DANGEROUS AND UNFAIR BOWLING:**

Law 42.6 shall apply.

28 **THE BOWLING OF HIGH FULL PITCHED BALLS:**

Law 42.6 (b) shall apply.

29. **PLAYERS' CONDUCT:**

Law 42.18 shall apply.

30. **ELIGIBILITY OF PLAYERS:**

All players must be registered with the Georgetown Club for which they play. Clubs are required to hand in their list of registered players to the Competitions Chairman of the GCA by the date given by the GCA prior to the start of this competition.

31. **PLAYERS DEBARRED FROM THE SECOND DIVISION**

All players who have played International, Regional and any First Class cricket within two (2) years preceding the current SECOND DIVISION season are Debarred from the SECOND Division. Also, all players who have played any form of Inter-County cricket within one (1) year preceding the current SECOND DIVISION season are Debarred from the SECOND Division. All under-19 players are exempt.

Each Club would have a list of players who are debarred.

32. **RESTRICTION ON YOUTH FAST BOWLERS: -**

Under-19 Fast Bowlers:

- i. Should not be allowed to bowl more than six (6) overs in any one spell.
- ii. Should not be allowed to bowl more than nine (9) overs per session in the Second Division.

- iii. Should not be allowed to bowl more than eighteen (18) overs in any one day.

Umpires are charged with strictly enforcing this rule and participating teams will be required to nominate the fast bowlers that fall under this restriction in their squads prior to the commencement of the match.

33. **PACE BOWLING STIPULATION**

Pace bowlers must account for at least **Twenty-Five Percent** or **A Quarter** of the overs bowled in any innings that exceeds 20 overs. So at the end of an innings that lasted for 24 overs, pace bowlers should have bowled 6 overs ($24 \div 4$) and at the end of an innings that lasted 48 overs, pace bowlers should have bowled 12 overs ($48 \div 4$). Fractions are not to be included in calculations.

One point shall be deducted for each over of pace that was not accounted for in each innings.

34. **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 the ground after which the game shall be awarded to the opposition team which must be present at that time.
- d) A team that loses two games due to being late or absent shall be expelled from the competition unless that team can give credible reasons for the above occurrences at a hearing with the GCA.
- e) **A team that arrives late and causes the start of the game to be delayed shall suffer the penalty of having 4 points deducted from its total points gained for the season.**

35. **GENERAL FOR FIRST & SECOND DIVISION:**

- (a) Each team will be required to Host Themselves and one (1) Umpire.
- (b) Match Reports must be submitted to the Chairman of the GCA Competitions Committee at the end of each Match in the drop box at Demerara Cricket Club (DCC), QUEENSTOWN, failure to submit match report forms would result in the LOSS OF POINTS.

- (c) Clubs should inform the Chairman of the Competitions Committee at least seventy two (72) hours before a scheduled fixture of the unavailability of their ground or a fine of \$20,000 (twenty thousand dollars) would be imposed plus forfeit of full points which will be awarded to the opposing team.
- (d) All clubs must register their players before the start of the competition.

36. BONUS POINTS FOR FIRST & SECOND DIVISION:

BATTING BONUS POINTS

One (1) Bonus Point would be awarded when a team reaches 150 runs and every additional 50 runs added there after up to 350 runs. There shall be no more than five (5) Batting Bonus Points. While for the Second Division one (1) Bonus Point would be awarded when a team reaches 125 runs and every 25 runs added thereafter up to 225 runs. A maximum of five (5) Batting Bonus Points will be awarded.

BOWLING BONUS POINTS

One (1) Bonus Point would be awarded when a team has taken the first 3 wickets and every 2 wickets thereafter up to 9 wickets or for a total of not more than (5) Bonus Points for Bowling out a team

For the Second Division one (1) Bonus Point would be awarded for the first 2 wickets taken and for every two (2) wickets thereafter for a maximum of 5 Bonus Points.

LOSS OF POINTS

Teams may lose (2) two POINTS FOR SLOW OVER RATE, both UMPIRES TO SIGN Match Report forms and indicate if both teams or which team was guilty of a slow over rate after taking into consideration all stoppages and calculations. THIS APPLIES FOR FIRST & SECOND INNINGS IN BOTH FIRST & SECOND DIVISIONS.

TEN (10) POINTS MAY BE LOST FOR FAILURE TO SUBMIT MATCH REPORT FORMS.

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

37. CODE OF CONDUCT

- (a) Players are to endeavour at all times to conduct themselves 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.

- (e) 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.

38. PENALTIES FOR BREACHES OF THE CODE OF CONDUCT:

Teams will have 4 points deducted from whatever points gained during the competition for each of the following:-

1. Littering of the match venue.
2. Leaving dressing room dirty and untidy.
3. Players being improperly dressed on the field.
4. In-disciplined behaviour.
5. Late arrival at the venue.
6. Players showing **dissent** to Umpiring decisions.
7. **Players, Coaches or Managers** showing **dissent or heckling Umpires from off the field.**

***** Teams are asked to note clauses 16, 31, 32, 33, 34 a, b, c & d and 38 on pages 6, 8, 9 & 11.**

All for your information and guidance

Yours in sports,

Shawn Massiah

Chairman, Competitions Committee