

**GEORGETOWN CRICKET ASSOCIATION**

**PLAYING CONDITIONS – 2009-2012**

**FIRST DIVISION**

**TWO (2) DAYS LEAGUE COMPETITION**

**SECOND DIVISION TWO (2) DAYS LEAGUE COMPETITION**

Except as specifically provided for hereafter the 2003 code of laws of cricket, shall apply in all matches.

1. DURATION:

- (a) Matches will be of two (2) days duration (Saturday, Sunday)

SECOND DIVISION:

Matches will be of two (2) days duration (Saturday, Sunday)

2. NOMINATED PLAYERS:

No team shall take the field with less than seven (7) nominated players at anytime during the match.

3. HOURS OF PLAY AND INTERVALS (FIRST DIVISION )

- (a) Time of starting and drawing stumps:

		Minimum Overs
Saturdays	9:30 A.M – 5:30 P.M	100
Sundays	9:30 A.M – 5:30 P.M	85 plus mandatory 15

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.

- (b) LUNCH & TEA INTERVALS:

Saturdays & Sundays – Lunch 11:50 – 12:20, TEA 14:50 – 15:10 P.M

On all days Lunch & Tea intervals will be stipulated as above where an innings concludes or there is a break in play within ten (10) minutes of scheduled prior to lunch interval and thirty (30) minutes prior to Tea interval.

**(c) Interval For Drinks:**

Drinks breaks shall be permitted after fifty (50 ) minutes of continuous play in each session of the days" play except in the last hour of the match. These 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.

**SECOND DIVISION**

**(2) DAYS LEAGUE COMPETITION:**

**(d) TIME:**

Saturdays	11:00 A.M – 5:30 P.M	Minimum Overs 90
Sundays	11:00 A.M – 5:30 P.M	Minimum Overs 75 plus 15 in the last hour.

**LUNCH:**

14:00HRS – 14:30 HRS

FROM 1<sup>st</sup> September

Saturday	10:30 A.M – 5:00P.M
Sunday	10:30 A.M – 5:00 P.M

**4. THE COMPETITION:**

The competition shall be played on a league basis.

The Team with the most points shall be the winner.

The first four top teams in the competition will advance to a Supper League ( semi- final & final)

If a winner still cannot be determined then net run rate would be required:

- (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 percentage shall be considered to have the better performance.
- (d) For the purpose of the calculations and for individual averages, a team declaring its innings closed shall be deemed to have lost only the number of wickets they actually lost.

#### 5. POINTS:

Points shall be awarded as follows:

(a) COMPLETED MATCH:

Outright win	-	12 plus Bonus points
Loser, if won 1 <sup>st</sup> Innings	-	4 plus Bonus points
Loser, if tied on 1 <sup>st</sup> Innings	-	3 plus Bonus points
Loser, if 1 <sup>st</sup> Innings lost also	-	0 plus Bonus points
Tie	-	8 plus Bonus points

(b)

1 <sup>st</sup> Innings lead	-	6 plus Bonus Points
1 <sup>st</sup> Innings lost	-	3 plus Bonus points
Tied 1 <sup>st</sup> Innings	-	4 plus Bonus points

(c) SCORES EQUAL IN A DRAW MATCH:

Team batting in 4 <sup>th</sup> Innings	-	8 plus Bonus Points
Team fielding in 4 <sup>th</sup> Innings	-	
If that team has led on 1 <sup>st</sup> Innings	-	6 plus Bonus points
If scores are level in 1 <sup>st</sup> Innings	-	4 plus Bonus points
If team has lost 1 <sup>st</sup> Innings	-	3 plus Bonus Points
Abandoned Match	-	4 plus Bonus points

- (b) When an 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 100 overs to be completed
- (c) 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.
- (d) On the last day, if any of the minimum of 85 overs, or 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.
- (e) Law 16.6; 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 regard 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 thirty (30) minutes of the last hour have elapsed both captains (the batsmen 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.
- (f) 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.
- (g) An over completed on resumption of a new day's play shall be disregarded in calculating minimum overs that day.
- (h) Except on the final day, if in the event of ground, weather or light conditions causing a suspension of play and/or if the players are already off the field at the rescheduled cessation time or any time thereafter, stumps shall be drawn.
- (i) 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 is in progress at the conclusion shall be rounded up.
- (j) 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:**

Law 2.1 (b) shall apply.

**Law 2.2 Objection to substitutes.**

10. **FITNESS OF GROUND, WEATHER AND LIGHT:**

Laws 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 any time after eighty (~~80~~<sup>70</sup>) overs have been bowled with the previous ball.

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

In event of a ball during play being lost 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 one hundred and ten (~~110~~<sup>ninety</sup>) overs for any of the reasons above, it shall be replaced by a new ball. If the ~~ball~~<sup>bat</sup> 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:**

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 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.

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 stump, not necessarily as a negative tactic, the strict limited over wide interpretation shall be applied. For bowlers who the Umpires consider to be bowling down the legside 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 the Umpires do not consider that it constitutes a

**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 a Georgetown club.

**SECOND DIVISION:**

Only Nationals Players who have played National and International cricket two (2) years proceeding the current SECOND DIVISION season would be Debarred from 2<sup>nd</sup> Division. All under 19 Players are exempt.

Each Club would have a list of Players who are Debarred.

**PLAYING CONDITION:**

Restriction on Fast Bowlers:-

No Under 19 fast bowler should be allowed to bowl more than six (6) overs in any one spell, per session, and no more than three (3) consecutive such six (6) over spell in a day's play.

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

**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 Competition at the end of each Match in the drop box at Demerara Cricket Club (DCC) QUEENSTOWN, failure to submit would result LOSTOF POINTS.
- (c) Clubs should inform the Competition Committee at least seventy two (72) hours before a schedule 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 club must register their players before the start of the Competition.

**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 (5) Batting Bonus Points. While for the Second Division one (1) Bonus Point would be awarded when a team reaches 125runs and every 25 runs added there after up to 225 runs. A maximum of (5) Batting Bonus Point .

**BOWLING BONUS POINTS:**

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

**LOST OF POINTS:**

Teams may Lost (2) two POINTS FOR SLOW OVER RATE, both UMPIRES TO SIGN Match Report Forms and indicate if both teams or which team had slow over rate after taking into consideration all stoppages an calculations. (FOR FIRST & SECOND INNINGS IN BOTH DIVISION ). Ten (10) points may be lost for failure to submit Match Report Forms.

All for your information and guidance

Yours in sports,

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Shaun Massiah  
Chairman Competition Committee