

## **QUEENSWAY CUP - GCA 50 OVERS OPEN KNOCK OUT CRICKET COMPETITION 2011**

### **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 on a knock out basis involving all GCA clubs.

White Balls and Coloured clothing will be used in this competition.

#### **2. ELIGIBILITY OF PLAYERS**

All Team must register 16 players for this competition by the date given by the Competitions Chairman of GCA prior to the start of this competition. Second Division teams are allowed two (2) guest players that are not registered members of their clubs, however they must ensure that there is no duplication of players by clubs.

#### **3. DURATION - HOURS OF PLAY, INTERVALS AND MINIMUM OVERS IN THE DAY.**

(a) Matches shall be one day's duration and will consist of one innings per side and each innings will be limited to 50 six-ball overs. A minimum of 20 overs per team shall constitute a match. A team shall not be permitted to declare its innings closed.

##### **(b) Start and Cessation Times**

Normal hours of play will be:

First session	-	9:30 a.m	-	1:00 p.m
Interval	-	1:00 p.m	-	1:45 p.m
Second session	-	1:45 p.m	-	5:15 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 45 minutes or the specified adjusted length of time in a delayed or interrupted game. Therefore the innings of the team batting second shall commence 45 minutes 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 as follows:

<u>Time lost</u>	<u>Interval</u>
Up to 60 minutes	30 minutes
Between 60 and 120 minutes	20 minutes
More than 120 minutes	10 minutes

(d) **Intervals for Drinks**

Two drink breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 16:6 shall be strictly observed except that 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. No match will commence after 14:10 hours.
- ii. If at 14:10 hours play is possible, a match of twenty (20) overs each side shall be played.
- iii. Each team shall bat for 50 (six ball) overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- iv. 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. **Penalties shall apply for slow over rates.**

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

- v. If the team fielding second fails to bowl 50 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.

A minimum 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 50 overs within three hours and thirty minutes (3hr. 30mins.) 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.**

This will apply to both innings of the match. 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.

## **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 In addition to the restriction contained in clause 5.1 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 (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

9.3 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.

During the **first block of Powerplay Overs** (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During **the second and third Powerplay** blocks only three (3) fieldsmen shall be permitted outside the field restriction area at the instant of delivery.

Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. During the initial block of Fielding Restriction Overs (in an uninterrupted innings, the first 10); there must be a minimum of two stationary fieldsmen within this fielding restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

During the non Powerplay Overs, no more than five (5) fieldsmen shall be permitted outside the fielding restriction area referred to in clause 5.3 a. above.

9.4 Subject to the provisions of below the Powerplay overs shall apply for 20 overs per innings to be taken as follows:

a) The **first block of Powerplay Overs** (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.

b) **For the remaining second and third block of Powerplay overs** (blocks of five overs for an uninterrupted match) one block shall be taken at the discretion of the fielding captain and the other at the discretion of either batsman at the wicket.

c) A batsman must nominate his team's powerplay no later than at the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's powerplay anytime prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.

d) Once a side has nominated a Powerplay, the decision cannot be reversed. Should either team chose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 46<sup>th</sup> over.

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

Innings Duration	First Powerplay	Fielding Powerplay	Batting Powerplay	Powerplay Total
20 – 22	4	2	2	8
23 – 24	5	2	2	9
25 - 27	5	3	2	10
28 - 29	6	3	2	11
30 - 32	6	3	3	12
33 – 34	7	3	3	13
35 – 37	7	4	3	14
38 – 39	8	4	3	15
40 – 42	8	4	4	16
43 – 44	9	4	4	17
45 – 47	9	5	4	18
48 – 49	10	5	4	19

5.6 Each block of Powerplay Overs must commence at the start of an over.

5.7 If an innings is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.

5.8 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.

5.9 If play is interrupted during a Powerplay and on resumption the total number of Powerplay overs has already been exceeded, then the fielding restriction will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

5.10 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

5.11 At the commencement of each discretionary block of Power play Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.

5.12 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

5.13 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 10 (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 in 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** 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 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 FOOT FAULT NO BALL**

The delivery following a no ball called for a foot fault (law 24.5) 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. **White 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 fielding side shall be the winner as there shall be no tied matches. The team batting second has to score 1 run more than the team that batted first in order to win the match.

#### (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 50 overs and scored 200 runs and the overs of the side batting second (Team B) are reduced to 40 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 50 overs. Team B only has 40 overs available to bat. Overs lost are 10.



The new target is : run rate of Team A (200 runs divided by 50 overs) = 4.  
Overs available to Team B = 40  
Numbers of overs lost = 10

Target:  $(200 \text{ divided by } 50) \times 40 + (10 \times 2) + 1 = (4 \times 40) + 20 + 1 = 181$

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 40 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 40 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 40 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 40 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 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  $(20 \times 1) + 120 + 1 = 141$
- (v) Between 11 to 20 overs when 30 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  $(30 \times 1.5) + 80 + 1 = 126$ .

**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	39 - 30	140	10 + 1	151
11 – 20	10	1.5	29 – 20	140	15 + 1	156
21 - 40	10	2	19 - 10	140	20 + 1	161
1 - 10	20	1	29 – 20	120	20 + 1	141
11 – 20	20	1.5	19 - 10	120	30 + 1	151
21 - 30	20	2	9 - 0	120	40 + 1	161
1 - 10	30	1	19 - 10	80	30 + 1	111
11 – 20	30	1.5	9 – 0	80	45 + 1	126
1 - 10	5	1	44 – 35	170	5 + 1	176
11 – 20	5	1.5	34 – 25	170	8 + 1	179
21 - 45	5	2	24 - 15	170	10 + 1	181
1 - 10	17	1	32 – 23	135	17 + 1	153
11 – 20	17	1.5	22 – 13	135	26 + 1	162
21 - 30	17	2	12 – 3	135	34 + 1	170

**3. If the team batting first (Team A) had scored 200 runs in their 50 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 ÷ 50 overs) by the total overs now available to the side batting second (which is 40 overs) and adding that figure to the number of overs lost (10 overs) multiplied by 2 then adding 1.

$$\text{New Target: } (200 \div 50) \times 40 = (4 \times 40) + (10 \times 1) + 1 = 160 + 10 + 1 = 171$$

- (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 ÷ 50 overs) by the total overs now available to the side batting second (which is 40 overs) and adding that figure to the number of overs lost (10 overs) multiplied by 0.75 then adding 1.

New Target:  $(200 \div 50) \times 40 = (4 \times 40) + (10 \times 0.75) + 1 = 160 + 8 + 1 = 169$

- (iii) between 21 to 40 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 ÷ 50 overs) by the total overs now available to the side batting second (which is 40 overs) and adding that figure to the number of overs lost (10 overs) multiplied by 0.5 then adding 1.

New Target:  $(200 \div 50) \times 40 = (4 \times 40) + (10 \times 0.5) + 1 = 160 + 5 + 1 = 165$ .

- (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 ÷ 50 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.

New Target:  $(200 \div 50) \times 30 = (4 \times 30) + (20 \times 1) + 1 = 120 + 20 + 1 = 141$ .

- (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 ÷ 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.

New Target:  $(200 \div 50) \times 20 = (4 \times 20) + (30 \times 0.75) + 1 = 80 + 23 + 1 = 104$ .

**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> (200 ÷ 50)	<u>Figures To Be Added</u>	<u>New Target</u>
1 – 10	10	1	40	4	160 + 10 + 1	171
11 – 20	10	.75	40	4	160 + 8 + 1	169
21 - 40	10	.5	40	4	160 + 5 + 1	166
1 - 10	20	1	30	4	120 + 20 + 1	141
11 – 20	20	.75	30	4	120 + 15 + 1	136
21 - 30	20	.5	30	4	120 + 10 + 1	131
1 - 10	30	1	20	4	80 + 30 + 1	111
11 – 20	30	.75	20	4	80 + 23 + 1	104
1 - 10	5	1	45	4	180 + 5 + 1	186
11 – 20	5	.75	45	4	180 + 4 + 1	185
21 - 45	5	.5	45	4	180 + 3 + 1	184
1 - 10	17	1	33	4	132 + 17 + 1	150
11 – 20	17	.75	33	4	132 + 13 + 1	146
21 - 30	17	.5	33	4	132 + 9 + 1	141

**15. CODE OF CONDUCT**

- (a) Players are to endeavor 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.
- (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 advise 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 no later than 2 days after the completion of the match, to the Competitions Committee Chairman of the Georgetown Cricket Association.

(Forms can be downloaded from the GCA website: [www.gcacricket.org](http://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 all 50-overs competitions.

## **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.**

**\*\*\* Teams are asked to note clauses 10(a) on page 7 along with 25 a,b,c & d on page 15.**