

CARIB BEER - GCA T20 FIRST DIVISION CRICKET COMPETITION 2013

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 First Division Club Teams. Zone A will consist of five teams and Zone B will consist of four teams.

The Competition will be played on a league basis in the zones. However, Teams in Zone B will play one team in their zone (Zone B) twice so that each team in the competition will have the opportunity to play four preliminary round matches.

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

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

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

2. ELIGIBILITY OF PLAYERS

All Clubs must ensure that only officially GCA registered players are selected to play in this competition.

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

(a) Matches will consist of one innings per side and each innings will be limited to 20 six-ball overs. A minimum of 5 overs per innings shall constitute a match. A team shall not be permitted to declare its innings closed.

(b) **Start and Cessation Times**

The Hours of play shall be:

**Matches Starting
In The Morning**

09:30am – 10:53am
10:53am – 11:13am
11:13am – 12:36pm

First Innings
Break
Second Innings

**Matches Starting
In The Afternoon**

01:30pm – 02:53pm
02:53pm – 03:13pm
03:13pm – 04:36pm

(c) **Interval between Innings**

The interval between innings shall be no longer than 20 minutes or the specified adjusted length of time in a delayed or interrupted game. Therefore the innings of the team batting second shall commence 20 minutes after the end of the innings of the team batting first. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. However, the **minimum time for the interval will be 10 minutes.**

(d) **Intervals for Drinks**

There shall be **one drink break** of not more than three (3) minutes duration, which will occur at the **end of over number ten**, unless a wicket falls just prior and drinks are called for by the umpires. In a match or an innings reduced to 14 overs or less there shall be no water break.

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 shall commence unless a minimum of fifty (50) minutes of playing time is available.
- ii. If only fifty minutes of play is possible, a match of five (5) overs each side shall be played.
- iii. Each team shall bat for 20 (six ball) overs unless all out earlier. A team shall not be permitted to declare its innings closed or forfeit its innings.
- 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.**
- v. The interval shall not be extended and the second session shall commence at the scheduled time.

- vi. If the team fielding second fails to bowl 20 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 5 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 20 overs within one hour and twenty-three minutes (1hr. 23mins.) 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 9.1 above, further fielding restrictions shall apply to a certain number of overs at the start of 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.

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

c) The Powerplay Overs are always the first overs of the innings. In an innings of 20 overs duration, the Powerplay Overs shall be the first 6 overs.

d) 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.

In circumstances when the overs of the batting team are 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 1st and 2nd innings of the match.

Innings Duration	Number of Powerplay Overs
5 - 8	2
9 - 11	3
12 - 14	4
15 - 18	5
19 - 20	6

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.

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

9. NUMBER OF OVERS PER BOWLER

No bowler shall bowl more than 4 (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.

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

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 (Fast Short Pitched Deliveries)

A bowler shall be allowed to bowl one fast 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.

For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over

Note: The provisions of one allowable fast short-pitched delivery per over shall be superseded by the Provisions of Clause 12 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. Fast short pitched deliveries that pass over the batsman's head 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 to bat for at least 5 overs; subject to the above provisions and unless one team has been all out in less than 5 overs, or unless the team batting second, scores enough runs to win in less than 5 overs. All matches in which both teams have not had the opportunity of batting for at least 5 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 above, the team scoring the higher number of runs shall be the winner.

(c) Scores Equal

If the scores are equal then the team that **lost less wickets** while batting shall be the winner as there shall be no tied matches. If still equal then the winner shall be the team that lost less wickets at the end of over number fifteen (15). If still equal then the winner shall be the team that lost less wickets at the end of over number ten (10). If still equal then the winner shall be the team that lost less wickets at the end of each preceding over all the way to over number one (1).

(d) 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 5 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: (Run Rate of Team that Batted First = A) + (Number to be added to Run Rate of Team Batting First = B) multiplied by (overs to be batted by team batting second = C) + 1. That is $\{(A + B) \times C\} + 1$ (rounded off to the nearest whole number). Please note that the Target is always a whole number.

Overs Lost	Number to be added to Run Rate of Team Batting First B
15	1
14	1
13	1
12	1
11	1
10	1
9	0.5
8	0.5
7	0.4
6	0.4
5	0.3
4	0.3
3	0.2
2	0.2
1	0.1

Example One: If the agreed number of overs at the start of the match was 20 (start not delayed) and due to rain after the start of its innings the team batting first lost 9 overs and therefore had the opportunity to bat 11 overs and scored 55 runs. Then the target for the side batting second would be: $\{(A+B) \times C\} + 1$. That is $\{(5+0.5) \times 11\} + 1 = 61.5$ rounded off to the nearest whole number = 62. Target of team batting second is 62 from 11 overs.

Example Two: If the agreed number of overs at the start of the match was 20 (start not delayed) and the team batting first scored 120 runs at the end of its allotted 20 overs. Then the side batting second has its overs reduced by 6 overs due to a rain delay and will bat 14 overs. Then the new target for the side batting second would be: $\{(A+B) \times C\} + 1$. That is $\{(6+0.4) \times 14\} + 1 = 90.6$ rounded off to the nearest decimal = 91. Target of team batting second is 91 from 14 overs.

(e) If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison 'par score (par score is one run less than the target score)' determined at the instant of the

suspension by the method used above. If the score is equal to the 'par score', then the winner would be determined by the method in 14 (c) above. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of the Par Score. If the innings of the side batting second is terminated in the middle of an over, then unless the batting side has exceeded the target required at the end of the over in which the match was terminated then the comparison of "par score" would have to be done for the last completed over.

Please note that one run less than the target score would be equivalent to scores being equal and the winner would be determined by the method listed in 14 (c) above.

15. POINTS

The points system shall be as follows:

(a) Win	-	10 points plus bonus points.
No Result	-	2 Points plus bonus points where applicable.
Loss	-	0 Points plus bonus points.

16. BONUS POINTS

Batting Bonus Points: 1 point will be awarded for every 30 runs scored up to 150 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 150 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 150 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 scoring every 30 runs to a maximum of 5 points total. **Example:** If the team batting first scores 90 runs in 20 overs. Then the team batting second must score 91 runs (3 Batting Points) for the loss of 6 wickets or less (2 Extra Batting Points) to gain the maximum 5 Batting Bonus Points. If the team batting second scores 91 runs (3 Batting Points) for the loss of 8 wickets (1 Extra Batting Point), then that team will only gain a total of 4 Batting Bonus Points

Bowling Bonus Points: 1 point will be awarded for every 2 wickets taken. A team can earn a maximum of 5 bowling bonus points.

17. Resolving Ties

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 the toss of a coin

18. 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.
- (d) All matches played will be taken into account for the purpose of Net Runs Per Wicket calculations

16. 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 traditions 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.

17. **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.

18. **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.

19. **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.

20. **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 (and match referee where applicable) 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 go to GCA Info & Stats, then Report Forms).

24. **MATCH REFEREE**

The GCA shall appoint a match referee for the final of this 20-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 fifteen (15) 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 10 minutes late then that team shall lose 10 divided by 4, that is; 2 overs deducted from its (batting) innings.**

***** Teams are asked to note clauses 10(a) along with 25 a, b, c & d and 26.**

26. RULE FOR ALL GCA COMPETITIONS – SINCE MARCH 2013

For all GCA competitions:

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.

All for your information and guidance
Yours in sports,

Shaun Massiah

Chairman,
Competitions Committee