



PLAYING CONDITIONS

UNDER-FIFTEEN

HUNDRED OVERS COMPETITION - 2015

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

1. AGE OF QUALIFICATION:

A player shall be eligible to participate in the competition if he is under fifteen (15) years of age on or before 1st September, in the year of the competition. So for 2015 he would have to be born on or after 1st September, 2000.

2. COMPETITION FORMAT:

The competition will be played in two zones with teams playing each other within their zone. The top two teams from each zone will advance to the semi-finals with the winners of the semi-finals progressing to the final.

3. NOMINATED PLAYERS:

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.

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

4. DURATION:

Zone matches will be of one hundred (100) overs duration, one innings per side. The team batting first shall be allowed to bat for a maximum of 55 overs. The side batting second is entitled to bat a minimum of 45 overs in an uninterrupted game.

5. HOURS OF PLAY AND INTERVALS

5.1 First Session: 9:30 A.M — 1.20 PM

Lunch: 1.20 P.M – 2.05 PM

Second Session: 2.05 PM – 5.15 PM.

5.2 LUNCH:

(a) The lunch break shall be no longer than 45 minutes duration. If the team

batting first has completed or declared its innings close at least 30 minutes prior to the scheduled interval, a 10-minute break will occur then the team batting second will commence its innings and the interval will occur as scheduled. If the innings of the team batting first is completed or declared close with less than 30 minutes remaining to the scheduled lunch break then lunch will be taken immediately and the second session restarted after 45 minutes or the time allotted for lunch.

(b) Where the Innings of the side batting first is delayed or interrupted, the Umpire will reduce the length of the interval.

(c) In the event of time being lost up to and including 60 minutes in aggregate, the length of the interval shall be reduced from 45 to 30 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be determined by the Umpires, subject to no interval being of more than 35 minutes' duration or less than 10 minutes' duration. In the event of disagreement, the interval shall be of 25 minutes' duration.

5.3 Intervals for Drinks:

Drink intervals shall be permitted after every 1 hour 10 minutes of play. In conditions of extreme heat the Umpires may permit the intervals for drinks to occur after every hour of play.

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.

6. LENGTH OF INNINGS

6.1 Uninterrupted Matches (i.e. Matches which are neither delayed nor interrupted).

(a) The team batting first shall be allowed to bat for a maximum of 55 overs but may declare its innings at any time. In an uninterrupted game the side batting second is entitled to bat a minimum of 45 overs. The

side batting second shall not be permitted to declare its innings close.

- (b) If the team batting first declares or is dismissed having received less than 55 overs, then the side batting second is entitled to bat the balance of those overs in addition to its own allotment of overs (if the team batting first is bowled out or declares after facing 47 overs then the side batting second is entitled to face its 45 overs plus the 8 overs that the team that batted first did not bat, so the side batting second is entitled to 53 overs).
- (c) Any incomplete over bowled in the first innings (if team is all out or declares) shall be considered a full over for the purpose of calculating the remaining overs entitled to the team batting second.
- (d) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled. The bowling team shall lose one (1) point for each over it fails to bowl by the scheduled cessation time of the first innings unless otherwise determined by the umpires.
- (e) The umpires shall consider whether events beyond the control of the team bowling first prevented that team from bowling the required number of overs by the scheduled time for the cessation of the first innings and calculate the deduction of points accordingly.
- (f) If the team fielding second fails to bowl 45 overs or the number of overs as provided for in a reduced 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. The bowling team shall lose one (1) point for each over it fails to bowl by the scheduled cessation time of the second innings unless otherwise determined by the umpires.
- (g) The umpires shall consider whether events beyond the control of the team bowling second prevented that team from bowling the required number of overs

by the scheduled time for the cessation of the second innings and calculate the deduction of points accordingly.

6.2 Delayed or Interrupted Matches

5.2.1 General

Any rearrangement of the number of overs that may be necessary due to a delayed start or one or more interruptions in play during the innings of the team batting first as a result of adverse ground, weather or light conditions or any other reason, the timing and duration of all suspensions of play (including all intervals) or delays will be taken into account when calculating the length of time available for either Innings.

- (a) A minimum of 40 scheduled overs must be possible for a match to begin.

- (b) When the **start of play is delayed**, the object shall always be to rearrange the number of overs so that it is possible for the team batting first to bat 55% and the second team to bat 45% of the total overs of the match. Fractions in the calculations of the overs to the team batting first shall be rounded up to the next whole number while fractions in the calculations of the overs of team batting second shall be rounded down to the previous whole number (if 45 overs available for the match then the team batting first has a maximum of $45 \text{ overs} \times 55\% = 24.75$ rounded up to 25 overs and the team batting second will have $45 \text{ overs} \times 45\% = 20.25$ rounded down to 20 overs or simply $45 \text{ overs} - 25 = 20$ overs).

- (c) If the innings of the side batting second has been interrupted or delayed then the side batting second must have the opportunity to bat a minimum of 12 scheduled overs (considering that bonus points are available) in order to constitute a match.

- (c) Overs lost **during the innings of the team batting first** are to be calculated at the rate of two (2) overs of the match deducted (1 from each innings) for every eight (8) minutes lost {if 32 minutes are lost before the start of play or during first innings then $32 \text{ minutes} \div 8 \text{ minutes} = 4 \times 2 \text{ overs} = 8$ overs are

lost for the match making it a total of 92 overs available with 4 overs being lost by both the side batting first ($55 - 4 = 51$ overs maximum available) and the side batting second ($45 - 4 = 41$ overs minimum available)}.

(d) Overs lost during the innings of the team batting second are to be calculated at the rate of one (1) over of the innings deducted for every (4) minutes lost.

7. Restrictions on the Placement of Fieldsmen

6.1 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 semi-circles shall be 30 yards (27.5m). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.

(a) The field restriction area should be marked by continuous painted white lines or "dots"; at five-yard (4.5m) intervals, each "dot" to be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter. At the instant of delivery, there may not be more than five fieldsmen on the leg side.

(b) Not more than five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.

(c) In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal "No Ball".

(d) Safety 8 yards Field Restrictions must be strictly implemented. No fielder is to field closer than eight (8) yards from the batting stumps, when fielding in front of the wicket.

8. Number of Overs Per Bowler –

8.1 No bowler shall bowl more than one-fifth ($1/5$) of the total overs allotted to the team batting at the time.

(a) 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.

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

(c) 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.

8.2 No fast or medium fast bowler shall be allowed to bowl more than 5 overs in one spell; and further, these bowlers there shall have mandatory rest periods of 8 overs after a 3 over spell 9 overs after a 4 over spell 10 overs after a 5 over spell. Each team shall declare their fast and medium fast bowlers prior to the start of the tournament although the Umpires have the final jurisdiction in deeming a bowler as "fast or medium fast". This rule also applies to those fast bowlers who have the ability to bowl spin.

9. No Ball

Short Pitched Bowling - if the ball passes or would have passed above the shoulder height of the striker standing upright at the crease, either Umpire shall call and signal "No Ball". The penalty shall be one run for the no ball, plus any runs scored from that delivery.

10. Wide Bowling - Judging a Wide

- (a) 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*:
- (b) Any offside 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.
- (c) A penalty of one run for a wide shall be scored if no runs are made otherwise.

11. THE RESULT

11.1 Interrupted matches - Calculation of Target Score

- a) If, due to delay or interruption, the number of overs in the second innings has to be revised to a lesser number than originally allotted, (minimum 15 overs, then a revised target score should be calculated by:

The runs scored by the team batting first divided by the original number of overs that the team batting **second is entitled to** (to find the original required run rate) then multiply that number by the new allotment of overs for the team batting second then add one (1) to find the New Target Score:

Example 1: If the team batting first faced 55 overs and made 200 runs for 6 wickets and the overs of the team batting second was reduced from 45 to 30

overs. Then the new target score would be: 200 divided by 45 = 4.44 multiplied by 30 overs = 133.2 rounded up to 134 plus 1 = 135 New Target Score. (1 less is par score where scores would be tied).

Example 2: If the team batting first scored 170 runs for 7 wickets declared after facing 46 overs. The side batting second is entitled to 54 overs (55 – 46 overs = 9 + 45 overs = 54). If however 11 overs were then lost due to rain. The side batting second would now have 43 overs available to it. The new target score would be: 170 runs divided by 54 overs = 3.15 multiplied by 43 overs = 135.45 rounded up to 136 plus 1 = 137 New Target Score (1 less is par score where scores would be tied).

For this purpose any part of an over received shall be considered a full over.

- b) If the team batting second has not had the opportunity of completing the agreed number of overs and has neither been all out nor has passed its opponent's score, but has batted for at least 15 overs, the result shall be draw.

- c) If the team batting second has not had the opportunity of completing the agreed number of overs and has neither been all out nor has passed its opponent's score, but has batted for less than 15 overs, the result shall be an Uncompleted Match.

12. THE ZONE STAGE OF THE COMPETITION:

The Zone stage of the competition shall be played in two zones; Zone A & Zone B.

The top two teams in each zone shall advance to the semi-finals where the winner of Zone A will play the runner-up of Zone B and the winner of Zone B will play the runner-up of Zone A.

13. POINTS:

Points shall be awarded as follows:

- (a) **Win** – 10 Points Plus Bonus Points.

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

Bonus Points

- (c) **Draw** – 2 Points. Plus Bonus Points
- (d) **Loss** – 0 Points. Plus Bonus Points
- (e) **Uncompleted Match / Abandoned Match** – 1 Point each. Plus Bonus Points where applicable.
- (f) **Walk-Over** – 20 Points will be awarded to a team gaining a walk-over. (10 Match Points Plus 10 Bonus Points).

14. 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 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.

14.1 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 drawing lots.**

14.2 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) 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

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

15. SEMI-FINALS AND FINAL:

The semi-finals and final of the competition shall be played on a 50-overs a side limited overs basis where there is no draw. Each team will have the opportunity to bat a maximum of 50 overs.

15.1 This stage of the competition shall be on a knockout basis.

15.2 The matches shall be of 50 overs per innings.

15.3 The hours of play are: 1st Session - 9:30 to 1:00 PM.

Lunch 1:00 PM to 1:45 PM.

2nd Session – 1:45 Pm to 5:15 PM.

15.4 There shall be Drinks Breaks after every 1 hour and 10 minutes of play (2 drinks breaks per innings).

15.5 A minimum of 20 overs comprise a match, unless a team is dismissed or scores the runs required to win prior to the completion of 20 overs.

15.6 A maximum of 5 fielders are allowed outside the circle at all times.

15.7 Each bowler is permitted a maximum of 10 overs.

15.8 In a semi-final or final where the overs are reduced by rain in the second innings the target score shall be decided by run rate. The match referee or the umpires shall inform both teams of the adjusted target in all such cases or of the result in a match which has been terminated abruptly after 20 or more overs have been completed. Fractions are rounded off to the nearest whole number.

16 **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 and Team Officials shall be bound by the terms of the GCA Code of Conduct.**

17. **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 Under-19 Division Competition that it wishes to be a part of.

18. **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.

19. SAFTEY:

- (a) Coaches are to encourage their players to wear helmets at all times when batting.
- (b) Coaches are to encourage their wicket-keepers to wear helmets at all times when keeping up to the wicket.

20. GENERAL:

- (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 in the DEDUCTION OF POINTS.

21. 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.

All for your information and guidance

Shaun Massiah

Chairman, Competition Committee