



SINGAPORE CRICKET ASSOCIATION

The Governing Body of Cricket in Singapore

Singapore Cricket Association Playing Conditions 2022

(incorporating the 2017 Code of the MCC Laws of Cricket 2nd Edition 2019)

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Except to the extent modified by these playing conditions, the 2017 Code of the MCC Laws of Cricket shall apply

Preamble - The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

1 THE PLAYERS

1.1 Law 1.1: Number of players

Law 1.1 shall be replaced by the following:

- 1.1.1 A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.
- 1.1.2 There should be at least ONE registered member of the team present at the scheduled time of the toss (even in case of delays due to ground weather and light conditions). Failure to comply shall result in match being awarded to the opposition. A MINIMUM of 7 players has to take the field at the call of play. Failure to have 7 players take the field will result in the opposite team winning by a walkover. This applies to both batting and fielding teams [It would be prudent if umpires could do a physical count before getting to the field of play]

1.2 Law 1.2: Nomination of Players

Law 1.2 shall be replaced by the following:

- 1.2.1 Each captain shall provide a list of the 11 players in writing to the Umpires before the toss. (Captain to provide the team list with Full Player Name on the SCA prescribed template). No player may be changed after the nomination without the consent of the opposing captain.
- 1.2.2 No player may be replaced after the nomination without the consent of the opposing captain.
- 1.2.3 Any replacement player shall be considered the same player as the nominated player he/she replaced for the purposes of these Laws.
 - 1.2.3.1 A replacement may not bat in an innings in which the nominated player he/she is replacing has completed his/her innings.
 - 1.2.3.2 Any unserved Penalty time, warnings or suspensions, that applied to the original nominated player will be inherited by his/her replacement
- 1.2.2 All those nominated, must be eligible to play for that particular team in the tournament and should be part of the team's registered squad.
- 1.2.3 The toss shall take place 20 minutes prior to the scheduled (or re-scheduled) start of play.

1.3 Law 1.3: Captain

- 1.3.1 If at any time the captain is not available, a deputy shall act for him.
- 1.3.2 If a captain is not available to nominate the players, then any person associated with that team may act as his deputy to do so. See clause 1.2.
- 1.3.3 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Playing Conditions, including at the toss.

1.4 Law 1.4: Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within The Spirit of Cricket as well as within these Playing Conditions.

1.5 Players' Attire

- 1.5.1 Premier Division: All players must be attired in their team colours. Players not dressed in the team colours will not be allowed to play in the match. Coloured shoes can be worn but must be similar to the colour of their playing attire. If not only predominantly white shoes will be permitted.
- 1.5.2 All other divisions: All players must be attired in cricket whites. This includes collar T-Shirts, trousers, socks, shoes and pads. The shoes should be predominantly in white colour. Player's shirts/pants may have coloured piping, logos, names and numbers.
- 1.5.3 Clauses 1.5.1 and 1.5.2 will also apply for any person taking the field as a substitute.
- 1.5.4 Conduct of players and officials: The players are requested to refrain from smoking and to avoid activities that are disruptive to the scorers or the umpires within the pavilion area. Match officials are advised to avoid smoking for the duration of the match.

2 THE UMPIRES

2.1 Law 2.1: Appointment and attendance

Law 2.1 shall be replaced by the following:

- 2.1.1 SCA shall appoint Umpires for all the matches.
- 2.1.2 Neither team will have a right of objection to an umpire's appointment.
- 2.1.3 The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least 45 minutes before the scheduled start of play.

2.2 Law 2.2: Change of umpire

Law 2.2 shall apply.

2.3 Law 2.3: Consultation with Captains

Law 2.3 shall apply.

2.4 Law 2.4: The wickets, creases and boundaries

Law 2.4 shall apply.

2.5 Law 2.5: Conduct of the match, implements and equipment

Law 2.5 shall apply.

2.6 Law 2.6: Fair and unfair play

Law 2.6 shall apply.

2.7 Law 2.7: Fitness for play and Law 2.8: Suspension of play in dangerous or unreasonable circumstances

- 2.7.1 Law 2.7 and Law 2.8 shall apply subject to the following:
 - 2.7.2 It is solely for the umpires together to decide whether either condition of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

- 2.7.3 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- 2.7.4 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
- 2.7.5 If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.
- 2.7.6 If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. However, umpires will monitor the conditions and take necessary actions if in their opinion the drizzle will have an effect on the pitch, player's mobility, safety, etc.
- Note: For deciding on the fitness of ground conditions, umpires are requested to prioritize the areas of concern for players safety, starting from (i) pitch & areas adjoining the pitch, bowler's run up (ii) 15 yards from the pitch (iii) 30 yards from the pitch (iv) beyond 30 yards all the way up to the boundary line in that order. This is to ensure that the possibility of conducting a game in spite of relatively challenging conditions is maximized.*
- 2.7.7 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- 2.7.8 If a shadow from the fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.
- 2.7.9 PSI Guidelines. Shall be applied as per Appendix 1
- Haze is similar to other GROUND, WEATHER and LIGHT CONDITIONS THAT CAN AFFECT THE PROGRESS OF A CRICKET GAME. However, given that there are national and ground-specific guidelines in terms of permissible PSI thresholds above which grounds are unavailable, the league will follow the guidelines that are outlined in Appendix 1.
- 2.7.10 It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
- Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.
- The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.
- 2.7.11 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- 2.7.12 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

- 2.7.13 If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

2.8 Law 2.9: Position of umpires

Law 2.9 shall apply.

2.9 Law 2.10: Umpires changing ends

Law 2.10 shall not apply.

2.10 Law 2.11: Disagreement and dispute

Law 2.11 shall apply.

2.11 Law 2.12: Umpire's decision

Law 2.12 shall apply **and does not contradict Law 20.6 (Dead ball not to be revoked)**.

2.12 Law 2.13: Signals

The following shall apply in addition to Law 2.13:

- 2.12.1 The signals listed below shall be made to the scorers only when the ball is dead.
- Free Hit – after signaling the no ball, the bowler's end umpire extends one arm straight upwards and moves it in a circular motion.
 - Powerplay Over – by rotating his arm in a large circle.
- 2.12.2 The following signal is for Level 4 player conduct offences. The signal has two parts, both of which should be acknowledged separately by the scorers.
- Level 4 conduct:
 - Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it.
 - Part 2 - by raising an index finger, held at shoulder height, to the side of the body.

2.13 Law 2.14: Informing the umpires

Law 2.14 shall apply.

2.14 Law 2.15: Correctness of scores

Law 2.15 shall apply.

2.15 Sightscreens

- 2.15.1 Premier Division: Sightscreens will be black.
- 2.15.2 All other divisions: Sightscreens will be white.

3 THE SCORERS

3.1 Law 3.1: Appointment of scorers

Law 3.1 shall be replaced by the following:

- 3.1.1 SCA shall appoint scorers for all matches. All appointed will be SCA registered scorers.

3.2 Law 3.2: Correctness of scores

Law 3.2 shall apply.

3.3 Law 3.3: Acknowledging signals

Law 3.3 shall apply.

4 THE BALL

4.1 Law 4.1: Weight and size

Law 4.1 shall apply.

4.2 Law 4.2: Approval and control of balls

Law 4.2 shall be replaced by the following:

- 4.2.1 All teams shall utilize cricket balls approved and supplied by the SCA for the SCA League. An SCA approved ball will bear the insignia/logo of the SCA.
- i) Premier Division: **SG TEST** white ball will be used.
 - ii) All other divisions: **SG TEST** red ball will be used.
- 4.2.2 Before the start of an innings, the fielding team has to provide one new ball for the match to play and four used balls (of varying wear and tear) to the umpires. These balls will be used to replace any lost/out-of-shape balls during the corresponding innings.
- 4.2.3 These used balls will be collected at the beginning of the innings and shall be placed for safe-keeping at the scorer's desk.
- 4.2.4 Teams are not allowed to use any other balls than the ones prescribed above.
- 4.2.5 Failure to comply with this rule will lead to penalties in terms of lost time and reduced overs as prescribed by the officiating umpires of the match for the consent team.

4.3 Law 4.3: New ball

Law 4.3 shall not apply

4.4 Law 4.4: New ball in match of more than one day's duration

Law 4.4 shall not apply

4.5 Law 4.5: Ball lost or becoming unfit for play

Law 4.5 shall be replaced by the following:

- 4.5.1 In the event of a ball 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 had a similar amount of wear. New ball to be used in situations where ball is lost within the first 5 overs. Teams are advised to carry an extra new ball if a ball is lost within the first 5 overs. If a team is unable to provide the 3rd new ball if the ball is lost in the first 5 overs the umpires will select a ball from the best available used ball. A new ball can also be taken from the opponent team if they are carrying spare new balls and the team concerned is to replace it a later time.
- 4.5.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.
- 4.5.3 If the ball is to be replaced, the umpire shall inform the batsman. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

4.6 Law 4.6: Specifications

Law 4.6 shall not apply.

5 THE BAT

Law 5 shall apply as per SCA League Playing Conditions 2019.

6 THE PITCH

Law 6 shall apply.

7 THE CREASES

7.1 Law 7.1: The creases

Law 7.1 shall apply.

7.2 Law 7.2: The bowling crease

Law 7.2 shall apply.

7.3 Law 7.3: The popping crease

Law 7.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres)'.

7.4 Law 7.4: The return creases

Law 7.4 shall apply.

7.5 Additional Crease Markings

The following shall apply in addition to Law 7:

As a guideline to the umpires for the calling of wide on the offside, the crease markings detailed in paragraph 1 of Appendix 2 shall be marked in white at each end of the pitch.

8 THE WICKETS

Law 8 shall apply.

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

10 COVERING THE PITCH

Law 10 shall apply.

11 INTERVALS

Law 11 shall apply subject to the following:

11.1 Law 11.4: Changing agreed times for intervals - Interval between Innings

- 11.1.1 If the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, a ten-minute break will occur and the team batting second will commence its innings and the interval occur as scheduled.
- 11.1.2 If the team batting first has completed its innings less than 30 minutes prior to the scheduled interval, then the Lunch/Tea interval shall be taken immediately for the duration previously scheduled.
- 11.1.3 If a team can foresee a result when the time for lunch interval is reached, they can request the umpire to extend the play for a period of 30 minutes. The game will be played until the players have a cause to leave the field of play, or a result has been achieved or 30 minutes has elapsed, whichever is earlier. The 30 minutes will be deducted from the playing time allocated for that game.
- 11.1.4 Lunch/Tea shall normally be taken between innings and second session will commence immediately after lunch/tea and will end when results have been reached or bad light or conditions of ground prevent any further play.
- 11.1.5 Where play is delayed or interrupted, the umpires will reduce the timing of the intervals as follows:

- i. Premier Division games: Reduction in Lunch interval shall be considered as follows:

Time Lost	Interval
Up to 60 minutes	40 minutes
Between 60 & 120 minutes	30 minutes
More than 120 minutes	20 minutes
More than 180 minutes	10 minutes

- ii. Reduction of Lunch interval for Premier Division matches should be done only after the utilization of Extra Time first.

- iii. All other divisions: A minimum of 10 minutes interval for change of innings must be provided. Please note that any reduction in the number of overs shall automatically reduce the innings break duration to 10 minutes.

11.2 Law 11.8: Intervals for drinks

- 11.2.1 Drinks would normally be taken at the end of the stipulated overs.
- 11.2.2 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.

12 START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Start and Cessation Times

- 12.1.1 The hours of play matches in the SCA League differ according to the division that the match is being played in and the schedule provided by the SCA Fixtures Committee.

The times prescribed in the table in Appendix 3 are to be strictly followed.

In case of Division 1 matches the scheduled start is at 12.30 PM, the start may be delayed in the event of the preceding match running beyond its stipulated end time of 12.25 PM.

13 INNINGS

Law 13 shall apply subject to the following (see also Law 11 and 12 above):

13.1 Law 13.1: Number of innings

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side; each innings being limited to a maximum of:

- Premier Division: 50 overs per innings (Minimum of 20 overs to obtain a result)
- Division 1 : 40 overs per innings (Minimum of 12 overs to obtain a result)
- All other divisions: 30 overs per innings (Minimum of 8 overs to obtain a result)

13.2 Law 13.2: Alternate innings

Law 13.2 shall not apply.

13.3 Law 13.3: Completed innings

Laws 13.3.1, 13.3.2 and 13.3.3 shall not apply.

13.4 Length of Innings

- 13.4.1 Uninterrupted Matches.

- i) Each team shall bat for the number of overs prescribed in clause 12.1 above unless all out earlier.
- ii) 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.

However, when they bat they will receive the same number of overs which had been bowled by them in the allocated time. The umpires may reduce or waive this penalty if in their opinion the events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled cessation time of the first session.

The interval shall not be extended and the second session shall commence at the scheduled time. The over in progress at the scheduled cessation time shall count as a completed over.

The penalty for slow over rate shall apply even if the side bowling first bowls out the opponents before the required number of overs have been bowled. Refer Appendix 4 – First Innings Slow Over Rate Example

- iii) If the team batting first is dismissed in fewer than the prescribed overs, the team batting second shall still be entitled to bat for its entire overs.
- iv) If the team fielding second fails to bowl the required number of over as by the scheduled cessation time, the target of the team batting second shall be reduced by the average of the 10 best overs of the batting first multiplied by the number of overs short bowled by them at the scheduled cessation time.

Fractions are to be ignored in all calculations regarding the number of overs. The over in progress shall count as a completed over.

The hours of play shall be extended until the required number of overs has been bowled or a result achieved or bad light stops play the umpires may reduce or waive the penalty if in their opinion the events beyond the control of the bowling team prevented that team from bowling the required number of overs by the cessation time. Refer Appendix 4 – Second Innings Slow Over Rate Example

13.4.2 Delayed or Interrupted Matches

- i) Delayed Start
 - o In the case of any game not starting on time for any reason other than weather, or ground conditions, the umpires will in the first instance inform both the captains that the time is reached and unless the game is started immediately one over for every 4.2 minutes (or part thereof), of delay will be deducted from each team for that game.
 - o However, if the ground is not ready for play for any reason other than weather and/or ground conditions and the game is not started on time, the number of overs will be deducted only from the home team responsible for that game, at the rate of 1 over for every 4.2 minutes (or part thereof).
- ii) Delay or Interruption to the Innings of the Team Batting First
 - o When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4.2 minutes per over in the total remaining time available for play.
 - o The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
 - o To constitute a match, a minimum of overs as prescribed in the table in Appendix 3 have to be bowled to both sides, subject to their innings not being completed earlier.
 - o A fixed time will be specified for the commencement of the interval and the close of play for the match, by applying a rate of 4.2 minutes per over. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original time. If required the original time shall be extended to allow for one extra over for each team.

- 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. However when they bat they will receive the same number of overs which had been bowled by them in the allocated time. The umpires may reduce or waive this penalty if in their opinion the events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled cessation time of the first session. The interval shall not be extended and the second session shall commence at the scheduled time. The over in progress at the scheduled cessation time shall count as a completed over. The penalty for slow over rate shall apply even if the side bowling first bowls out the opponents before the required number of overs have been bowled.
 - If the team fielding second fails to bowl the required number of over as by the scheduled cessation time, the target of the team batting second shall be reduced by the average of the 10 best overs of the batting first multiplied by the number of overs short bowled by them at the scheduled cessation time. Fractions are to be ignored in all calculations re the number of overs. The over in progress shall count as a completed over. The hours of play shall be extended until the required number of overs has been bowled or a result achieved or bad light stops play the umpires may reduce or waive the penalty if in their opinion the events beyond the control of the bowling team prevented that team from bowling the required number of overs by the cessation time.
 - Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
- iii) Delay or Interruption to the innings of the Team Batting Second
- When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4.2 minutes per over in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
 - In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
 - To constitute a match, a minimum of overs as prescribed in the table in Appendix 3 have to be bowled to the side batting second, subject to the innings not being completed earlier.
 - The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
 - A fixed time will be specified for the close of play by applying a rate of 4.2 minutes per over. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
 - If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

13.5 Extra Time

- 13.5.1 Premier Division: Up to 30 minutes of extra time can be added to the scheduled time in the event of any interruption of play due to bad weather, light or any unavoidable circumstances.
- 13.5.2 All other divisions: No extra time is provided.

13.6 Number of Overs per Bowler

- 13.6.1 Premier Division: No bowler shall bowl more than 10 overs in an innings.
- 13.6.2 Division 1: No bowler shall bowl more than 8 overs in an innings.
- 13.6.3 All other divisions: No bowler shall bowl more than 6 overs in an innings.
- 13.6.4 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.
- 13.6.5 Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 13.6.6 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed 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.

14 THE FOLLOW-ON

Law 14 shall not apply.

15 DECLARATION AND FORFEITURE

Law 15 shall not apply.

16 THE RESULT

Law 16 shall apply subject to the following:

16.1 Law 16.1: A win - two innings match

Law 16.1 shall not apply.

16.2 Law 16.2: A win - one innings match

Law 16.2 shall apply in addition to the following:

- 16.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 16.3), a result can be achieved only if both teams have had the opportunity of batting for at least the minimum number of overs as prescribed in the table in Appendix 3, unless one team has been all out in less than the minimum number of overs as prescribed in Appendix 3, or unless the team batting second scores enough runs to win in less than the minimum number of overs as prescribed in Appendix 3.
- 16.2.2 However, in a rain-interrupted match the following will apply:
 - i) If the umpires determine that the ground, weather and light conditions have improved sufficiently and it is possible for play to go on till at least the minimum number of overs required are bowled, they shall determine the revised target for the team batting second applying the DLS system of revised targets.

If, after determining the revised target as above, the umpires find that the team batting second has already attained it i.e. their score at the start of the interruption was equal to or greater than the revised target, they shall declare the result as a win for the team batting second, and there shall be no need for the minimum number of overs to be bowled.

- ii) If the umpires determine that no further play is possible or the remaining time does not permit the minimum number of overs to be bowled, the match shall be considered as having no result. In such a scenario, there is no requirement for the umpires to determine the revised target under the DLS system.

16.2.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for the minimum number of overs as prescribed in the table in Appendix 3, shall be declared no result.

16.3 Law 16.3: Umpires awarding a match

Law 16.3 shall apply.

16.4 Law 16.4: A Tie

Law 21.4 shall apply.

16.5 Law 16.5: A Draw

Law 21.5 shall not apply.

16.6 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score

16.6.1 Interrupted Matches - Calculation of the Target Score- For all Divisions

- i) 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 of 20, 12 & 8 overs, Premier Division, Divisions 1 & and other divisions respectively), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing.

This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie. (Home Teams will be responsible to make available a computer for computation of DL calculations).

16.6.2 Prematurely Terminated Matches- For all Divisions

- i) If the innings of the side batting second is suspended (with at least minimum overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern regulations). If the score is equal to the par score, the match is a Tie. 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.**

16.6.3 Determining the revised target using DLS system

The following app/software shall be used to determine the revised target using DLS system

- o CRICCLUBS APP

16.7 Correctness of result

Any query on the result of the match as defined in the Laws and as modified by these regulations shall be resolved as soon as possible and a final decision made by the umpires at close of play.

16.8 Competition Format

Teams in all divisions will play against other teams in their respective groups twice.

Points will be allocated for each match in accordance with the system described in Clause 16.9 of these playing conditions, which will apply throughout the competition.

16.9 Points

16.9.1 Points will be awarded to the teams based on the below table:

Win	8 points to the winning team
Tie	5 points each (see Clause 16.4)
Abandoned / No Result	4 points each
Walkover	10 points to the team receiving the walkover
Losing Team	1 bonus point: <ul style="list-style-type: none">• If the winning team achieves the target consuming more than 90% of the overs available to them, or• If the losing team scores more than 90% of the par score/target.

16.9.2 Bonus Points (for Calculations, Interpretations, & more details: refer to below examples and Appendix 5)

Bonus points may be earned by the winning or losing team, based on the following guidelines:

1 (one) Bonus points will be awarded to the losing side if:

- when batting second, they score more than 90% of the runs scored by the team batting first, or the par score determined by the umpires, OR
- When bowling second, the team batting second consumes more than 90% of their allotted overs in reaching the target.

Examples for Bonus point calculation for losing side

Example 1:

In a Division 5 Match, Team A scored 229 Runs in 30 Overs. Please find the below different bonus points scenarios

- If Team B achieves the target between 27.1 overs to 30 overs, they will only get 8 points (no bonus points) and Team A will get 1 point.
- If Team B scores 207 runs (i.e. more than 90% of runs scored by Team A), then Team B will get 1 point.

Example 2:

In a Division 1 Match, Team A scored 212 runs in 40 overs. Please find below different bonus points scenarios

- If Team B achieves the target between 36.1 overs to 40 overs, they will only get 8 points (no bonus points) and Team A will get one point.
- If Team B scores 191 runs (i.e. more than 90% of runs scored by Team A), then Team B will get 1 points.

The winning team will be eligible for 2 bonus points if:

- When batting second, they attain the target in less than 50% of their allotted overs, or
- When bowling second, they win by a margin of more than 50% of the runs scored when batting first, or the par score.

Example 1:

In a Division 5 Match, Team A scored 229 Runs in 30 Overs. Please find the below different bonus points scenarios

- If Team B achieves the target in 14.5 overs or fewer, they will get 2 bonus points and cumulatively 10 points (inclusive of 8 for a win).
- If Team B achieved the target between 14.6 overs to 30 overs, they will only get 8 points (no bonus points).

- x) If Team B is restricted to 114 or less (i.e. 49% or less of runs scored by Team A), then Team A will get 10 points.
- xi) If Team B scored 115 but less than 229 (50% or more of runs scored by Team A but less than Team A score of 229), then Team A will get 8 points. (refer Appendix 5 for more details)

Example 2:

In a Division 1 Match, Team A scored 212 runs in 40 overs. Please find below different bonus points scenarios

- xii) If Team B achieves the target in 19.5 overs or earlier, they will get 2 bonus points and cumulatively 10 points (inclusive of 8 for a win).
- xiii) If Team B achieved the target between 19.6 overs to 40 overs, they will only get 8 points (no bonus points).
- xiv) If Team B is restricted to below 106 (i.e. 49% or less of runs scored by Team A), then Team A will get 10 points.
- xv) If Team B scored 106 but less than 212 (i.e. 50% or more of runs scored by Team A but less than Team A Score of 212), then Team A will get 8 points. (refer Appendix 5 for more details)

16.10 Law 16.6: Winning hit or extras

Law 16.6 shall apply

16.11 Law 16.7: Statement of result

Law 16.7 shall apply

16.12 Law 16.8: Correctness of result

Law 16.8 shall apply

16.13 Law 16.9: Mistakes in scoring

Law 16.8 shall apply

16.14 Law 16.10: Result not to be changed

Law 16.10 shall apply. Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see clauses 2.14 (Correctness of scores) – the result cannot thereafter be changed.

17 THE OVER

Law 17 shall apply subject to the following addition to Law 17.5.

17.1 Law 17.5: Umpire miscounting

Whenever possible the scorer(s) shall liaise with the on-field umpires and if possible shall inform the on-field umpires if the over has been miscounted.

18 SCORING RUNS

Law 18 shall apply.

New batter will be on strike even if the previous batter had crossed before being caught.

18.4.2 if, after either or both batters run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal Short run, unless the boundary is a result of an Overthrow or willful act of a fielder (see Law 19.8 – Overthrow or willful act of fielder).

19 BOUNDARIES

Law 19 shall apply subject to the following addition:

19.1 Law 19.7: Runs scored from boundaries

- 19.1.1 Where possible the umpires may consult with the scorers to determine if a boundary stroke shall be scored as four or six runs if the scorers are in a suitable position to view the same and advise the umpires.

20 DEAD BALL

Law 20 shall apply.

20.4.2 Either umpire shall call and signal Dead ball when

20.4.2.12 he/she considers that either side has been disadvantaged by a person, animal or other object within the field of play. However, if both umpires consider the ball would have reached the boundary regardless of the intervention, the boundary should stand.

See Law 19.2.7 (Identifying and marking the boundary).

20.6 Dead ball not to be revoked.

Once the ball is Dead no revoking of any decision can bring the ball back into play for that delivery.

21 NO BALL

Law 21 shall apply subject to the following:

21.1 Free Hit

- 21.1.1 In addition to the above, the delivery following a no ball called (all modes of no ball) 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 a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
- 21.1.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless:
- There is a change of striker (the provisions of clause 41.2 shall apply), or
 - The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- 21.1.3 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

21.2 Law 21.2: Definition of fair delivery

The procedure set out in attached Appendix 6 will be followed in addition to the provisions of Law 24.2 and Law 24.3.

21.3 Law 21.7: Ball bouncing more than once, rolling along the ground or pitching off the pitch

21.3.1 The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker, - bounces more than once - or rolls along the ground before it reaches the popping crease.

or

pitches wholly or partially off the pitch as defined in Law 6.1 before it reaches the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

21.4 Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering the delivery stride, it is not a No ball, and the procedure stated in 21.3 shall not apply. However, the umpire shall call and signal Dead ball under Law 20.4.2.9.

22 WIDE BALL

Law 22 shall apply subject with the following addition:

22.1 Law 22.1: Judging a Wide

22.1.1 Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

22.1.2 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.

22.1.3 A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

22.1.4 In the event of the batsman attempting a Switch Hit or Reverse sweep, the umpires shall revert to the normal method of judging wide.(Batsman cannot be out handled the ball off a Wide Ball)

23 BYE AND LEG BYE

Law 23 shall apply.

24 FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following:

24.1 Law 24.1: Substitute fielders

Law 24.1 shall apply

24.1.1 Law 24.1.2: A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, Law 42.2.1.

24.2 Law 24.2: Fielder absent or leaving the fielding

Law 24.2 shall be replaced by the following.

- 24.2.1 A fielder who fails to take the field with his side at the start of the match cannot be substituted.
- 24.2.2 If a fielder at any later time leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.
- 24.2.3 If a team plays with less than 11 players in the playing list, no substitute shall be allowed for the numbers of players falling short. (For instance, if a team has given a list of only 10 players at the time of toss, it will field only with 10 players and no substitute shall be provided for the 11th player, who is not listed at all in the team list).
- 24.2.4 If a player fails to take the field with his side at the start of the second innings and was present on the ground in the first innings he cannot be substituted except for wholly acceptable reasons such as an injury. If he is substituted, the player should be present in the ground (if he is not bleeding or sent on an ambulance) till his need of substitution/or till the end of the game.
- 24.2.5 If the player is absent from the field for longer than 8 minutes, he is subjected to restrictions as per clauses 24.2.5.1 and 24.2.5.2 below.
- 24.2.5.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as Penalty time), subject to a maximum cumulative penance time of 120 minutes.
- If any unexpired penance time remains at the end of the first innings, it is carried forward to the second innings of the match.
- 24.2.5.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 120 minutes.
- However, once his side has lost five wickets in its batting innings, he may bat immediately. For the purposes of 24.2.5.1 and 24.2.5.2, playing time shall comprise the time play is in progress excluding lunch and tea intervals, intervals between innings and official drinks intervals.
- However, in the event of a batsman or a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.
- Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stop-page time as playing time, provided he returns to the field of play immediately after the interruption.
- The restriction in clauses 24.2.5.1 and 24.2.5.2 shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).
- 24.2.5.3 Substitute fielders shall be permitted for 8 minutes comfort break for any reason whatsoever subject to a maximum of 3 breaks per innings per team with a minimum interval of 15 minutes after the previous break. If he fails to turn up within 8 minutes the substitute will be sent out and the player will subject to the restrictions as per the above clauses 24.2.5.1 and 24.2.5.2.

Note:

1. *There is no strict requirement that the names of substitutes should be listed out before the toss is taken. However, it should be added to the team list before the substitute enters the field of play. He should also be a registered member of the club/corporate, from within the same division or lower division of the concerned club or else they cannot be substituted. Whenever possible, scorers and umpires should verify the particulars to avoid abuse of the same. If a team is found violating the requirement above, this will be treated similar to player impersonation and commensurate penalties will apply.*
2. *Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).*

25 BATSMAN'S INNINGS

Law 25 shall apply with the following change:

25.1 Law 25.5: Runners

Runners shall not be permitted.

25.8 Striker's right to play the ball

The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicket-keeper or any other fielder (See Law 27.5 – Restrictions on actions of wicket-keeper and

26 PRACTICE ON THE FIELD

Law 26 shall apply.

27 THE WICKET-KEEPER

Law 27 shall apply.

27.4 Movement by wicket-keeper

- 27.4.2 In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so.

The bowler's end umpire shall then:

- 27.4.2.1 award the one-run penalty for Wide or No ball, if applicable
- 27.4.2.2 award 5 Penalty runs to the batting side
- 27.4.2.3 inform the captain of the fielding side of the reason for this action.
- 27.4.2.4 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

27.6 Interference with wicket-keeper by striker.

However, the striker may only attempt to play the ball if some of his/her bat or person, whether grounded or raised, remains within the pitch, as defined in Law 6.1. Should no part of the striker's bat or person remain within the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead ball.

28 THE FIELDER

Law 28 shall apply subject to the following:

28.1 Law 28.1: Protective equipment

The following shall apply in addition to Law 28.1:

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 waste of playing time.

28.2 Restrictions on the placement of fieldsmen

28.2.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

28.2.2 In addition to the restriction contained in Clause 28.2.1 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 are set out in the following paragraphs.

28.2.3 The following fielding restrictions shall apply:

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 (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 7).

The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 meters) intervals, each dot to be covered by a white plastic or Rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

Premier Division matches only: At the instant of delivery:

- a) Powerplay 1: no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- b) Powerplay 2: no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
- c) Powerplay 3: no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

28.2.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. 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	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7

38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10
50	10	30	10

28.2.5 If play is interrupted during an innings and the table in 28.2.3 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 28.2.5

- A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs.

The new phases are 7+19+6.

Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs.

The final phase begins after 26 overs have been bowled.

- A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs.

The new phases are 5+13+4.

When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

28.2.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

28.2.7 The scoreboard shall indicate the current Powerplay in progress.

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

28.2.9 All other divisions (apart from Premier Division):

- a) There shall only be one block of fielding restrictions which shall apply at the start of the innings for the following number of overs:
 - Division 1: 12 overs
 - All other divisions (apart from division 1): 9 overs
- b) During this block of fielding restrictions, only 2 fieldsmen shall be permitted outside the 30-yard circle at the instant of delivery.
- c) In the circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction overs shall be reduced proportionately in ratio of 15:50 (30%) in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to the 1st and 2nd innings of the match.

- d) For all other divisions, five (5) fieldsmen shall be permitted outside the fielding restriction area (30 yards) after the first block of power play overs.

Field restrictions for all divisions other than Premier Division:

Innings Duration	Field Restriction Overs
8-9	2
10-13	3
14-16	5
17-19	5
20-23	6
24-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40	12

28.2.10 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding Restriction overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

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

29 THE WICKET IS DOWN

Law 29 shall apply.

30 BATSMAN OUT OF HIS GROUND

Law 30 shall apply.

31 APPEALS

Law 31 shall apply.

32 BOWLED

Law 32 shall apply

33 CAUGHT

Law 33 shall apply.

Note: A ball can be caught after it strikes a helmet which is being worn by a fielder or the wicket-keeper. With the wearing of helmets by wicketkeepers and close fielders now compulsory at many levels of the game, it has been decided that a helmet will be deemed as being part of the fielder's person, meaning that a catch (or stumping) can be taken after the ball has struck the helmet, or become lodged in it.

34 HIT THE BALL TWICE

Law 34 shall apply

35 HIT WICKET

Law 35 shall apply

36 LEG BEFORE WICKET

Law 36 shall apply

37 OBSTRUCTING THE FIELD

Law 37 shall apply

37.1 Law 37.1: Out Obstructing the field

37.1.1 For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batsman crossing the pitch, clause 41.14 shall also apply.

38 RUN OUT

Law 38 shall apply

39 STUMPED

Law 39 shall apply

40 TIMED OUT

Law 40 shall apply

41 UNFAIR PLAY

41.1 Law 41.1: Fair and unfair play – responsibility of captains

Law 41.1 shall apply

41.2 Law 41.2: Fair and unfair play – responsibility of umpires

Law 41.2 shall apply

41.3 Law 41.3: The match ball – changing its condition

The use of saliva to polish the ball has long been a concern for MCC. It is both unhygienic and open to abuse, with players using various types of sweet to alter their saliva. During COVID-19, playing regulations were written in most cricket to state that saliva could no longer be applied to the ball. Data from international cricket has shown that this change had very little impact on the amount of swing. Players were using sweat to polish the ball, and this was equally effective. With both of those in mind, the new Law will not permit the use of saliva on the ball. Using saliva will be treated the same way as any other unfair methods of changing the condition of the ball.

Law 41.3 (d) and (e) shall be replaced with the following:

- 41.3.1 If the umpires together agree that the deterioration in the condition of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall then decide together whether they can identify the player(s) responsible for such conduct.
- 41.3.2 If it is possible to identify the player(s) responsible:
- i. Change the ball forthwith. The batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.
 - ii. Additionally, the bowler's end umpire shall:
 - Award 5 penalty runs to the batting side.
 - Inform the captain of the fielding side of the reason for the action taken.
 - Inform the captain of the batting side as soon as practicable of what has occurred.
 - Together with the other umpire report the incident to the SCA who shall take action as is appropriate against the player(s) responsible for the conduct under the ICC Code of Conduct.
- 41.3.3 If it is not possible to do identify the player(s) responsible:
- i. Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
 - ii. The bowler's end umpire shall issue the captain with a first and final warning, and
 - iii. Advise him that should there be any further incident by that team during the remainder of the match or subsequent matches within the event, steps 41.3.2 i) to ii) above will be adopted, with the captain deemed under 41.3.2 - ii) to be the player responsible should the umpires be unable to identify other player(s) responsible.

41.4 Law 41.4: Deliberate attempt to distract striker

Law 41.4 shall apply

41.5 Law 41.5: Deliberate distraction, deception or obstruction of batsman

Law 41.5 shall apply

41.6 Law 41.6: Bowling of dangerous and unfair short pitched deliveries

- 41.6.1 Law 41.6 shall be replaced by the following:
- i. A bowler shall be limited to two fast short-pitched deliveries per over.
 - ii. A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
 - iii. The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

- iv. In addition, for the purpose of this regulation and subject to Clause 41.6.1.vi below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- v. 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.
- vi. In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 41.6.1.ii above, the umpire at the bowler's end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast, short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- vii. If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- viii. If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- ix. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- x. The bowler thus taken off shall not be allowed to bowl again in that innings.
- xi. The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- xii. The umpires will then report the matter to the SCA who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

The above is not a substitute for clause 42.3 below, which umpires can apply at any time.

41.7 Law 41.7: Bowling of dangerous and unfair non-pitching deliveries

Law 41.7 shall be replaced by the following:

- 41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

- 41.7.2 Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally, the umpire shall

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the SCA who shall take such action as is considered appropriate against the bowler concerned.

41.7.3 The warning sequence in clauses 41.7.1 and 41.7.2 is independent of the warning and action sequence in clause 41.6.

41.7.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall

- immediately call and signal No ball.

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the SCA who shall take such action as is considered appropriate against the bowler concerned.

41.8 Law 41.8: Bowling of deliberate front-foot No ball

Law 41.8 shall apply.

41.9 Time wasting by the fielding side

Law 41.9 shall apply subject to Law 41.9.3 being replaced by the following:

If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:

xvi) Call and signal dead ball if necessary, and;

xvii) Award 5 penalty runs to the batting side.

xviii) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.

xix) Report the occurrence to the SCA.

41.10 Batsman wasting time

Law 41.10 shall apply, subject to the following:

41.10.1 If the incoming batsman is not in position to take guard or his partner is not ready to receive the next ball within 2 minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

41.10.2 In addition, the umpires will report the incident to the SCA.

41.11 Law 41.11: The protected area

Law 41.11 shall apply

41.12 Law 41.12: Fielder damaging the pitch

Law 41.12 shall apply.

In addition, the umpires may report the incident to the Reporting manager who will bring it up to the SCA.

41.13 Law 41.13: Bowler running on protected area

Law 41.13 shall apply.

In addition, the umpires may report the incident to the Reporting manager who will bring it up to the SCA.

41.14 Law 41.14: Batsman damaging the pitch

Law 41.14 shall apply.

In addition, the umpires may report the incident to the Reporting manager who will bring it up to the SCA.

41.15 Law 41.15: Striker in protected area

Law 41.15 shall apply.

In addition, the umpires may report the incident to the Reporting manager who will bring it up to the SCA.

41.16 Law 41.16: Non-striker leaving his ground early

41.16.1 Law 41.16 shall be replaced by the following:

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to deliberately attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon possible.

41.17 Law 41.17: Batsmen stealing a run

Law 41.17 shall apply.

In addition, the umpires may report the incident to the Reporting manager who will bring it up to the SCA.

41.18 Law 41.18: Penalty runs

Law 41.18 shall apply.

41.19 Law 41.19: Unfair actions

Law 41.17 shall apply.

In addition, the umpires may report the incident to the Reporting manager who will bring it up to the SCA.

42 PLAYERS' CONDUCT

42.1 Serious misconduct

- 42.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in clause 42.2.1. These offences correspond with Level 4 offences in the ICC Code of Conduct. Level 1 to Level 3 offences continue to be dealt with separately under the ICC Code of Conduct.
- 42.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.
- 42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed.
- 42.1.4 If the offence is committed by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batsmen at the wicket may not deputise for their captain.

42.2 Level 4 offences and action by umpires

- 42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:
- threatening to assault an umpire
 - making inappropriate and deliberate physical contact with an umpire
 - physically assaulting a player or any other person
 - committing any other act of violence.
- 42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.5 shall be implemented.
- 42.2.2.1 The umpire shall call Time.
- 42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
- 42.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:
- 42.2.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired – out at the commencement of any subsequent innings in which his team is the batting side.
- 42.2.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.
- 42.2.2.3.3 If the offending player is a batsman he is to be recorded as Retired – out in the current innings, unless he has been dismissed under any of clauses 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batsman is available to bat, the innings is completed.
- 42.2.2.4 As soon as practicable, the umpire shall:
- award 5 Penalty runs to the opposing team
 - signal the Level 4 penalty to the scorers
 - call Play.
- 42.2.2.5 The umpires shall then report the matter to the SCA.

42.3 Captain refusing to remove a player from the field

42.3.1 If a captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke clause 16.3 (Umpires awarding a match).

42.3.2 If both captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in Clause 12.1 and there shall be no result under clause 16.

42.4 Additional points relating to Level 4 offences

42.4.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, clause 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.

42.4.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.2.5.

List of Appendices to the Playing Conditions

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Appendix 1: Haze/PSI Guidelines

1. Haze is similar to other GROUND, WEATHER and LIGHT CONDITIONS THAT CAN AFFECT THE PROGRESS OF A CRICKET GAME. However, given that there are national and ground-specific guidelines in terms of permissible PSI thresholds above which grounds are unavailable; this section outlines the PSI guidelines and the treatment of the games impacted by haze during the league.
2. Given that the players' and officials' safety is of paramount importance, SCA would like to advise the following conditions for the games conducted under the SCA league:
 - a. PSI Guidelines for NUS and NTU:
 - For 24H PSI levels less than or equal to 100: Games shall either start or continue as per normal.
 - For 24H PSI levels above 100:
 - If at the start of the game, the 24H PSI levels are above 100, then the game shall not be started.
 - If during the game, the 24H PSI levels goes above 100, then the game shall be suspended immediately.

After the non-start or suspension of a game, if the 24H PSI level goes below 100, then the game shall be resumed. The treatment of such a delayed start or an interruption in terms of reduction of overs, arrival of results, points secured etc., will be similar to that of an interruption due to ground, weather and light factors.

- b. PSI Guidelines for all other grounds:
 - For 24H PSI levels less than or equal to 150: Games shall either start or continue as per normal.
 - For 24H PSI levels above 150:
 - If at the start of the game the 24H PSI levels are above 150, then the game shall not be started.
 - If during the game, the 24H PSI levels goes above 150, then the game shall be suspended immediately.

After the non-start or suspension, if the 24H PSI level goes below 150 or less, then the game shall be resumed. The treatment of such a delayed start or an interruption in terms of reduction of overs, arrival of results, points secured etc., will be similar to that of an interruption due to ground, weather and light factors.

3. During the League, umpires shall use the 24H PSI reading from <http://www.haze.gov.sg> and will monitor the same regularly - during the time between overs, drinks and other appropriate intervals. They will resume or abandon play depending on subsequent 24H PSI readings and the available playing time. The standard cut-off times for relevant divisions apply.

For the sake of clarity:

- a. In case of abandonment, the result will be derived based on the state of the game. If the minimum overs conditions are met, the result will then be derived based on the D/L method and points allocated as such.
 - b. If the minimum over conditions are not met due to a haze interruption or non-start of the game, then the game shall be deemed as a No Result with the points being split between the two teams.
 - c. There will be NO postponements of games. While it is inconvenient to all given the ground bookings and other logistics that are arranged, it is imperative that health concerns are of highest importance.
 - d. If a game is started/resumed based on the umpires' decision, then the teams are bound to play the game. In case of any refusal to start/continue to play despite the umpires' direction, then the umpires will proceed to apply Law 21.3 under MCC Laws pertaining to 'Umpires awarding a match'.
 - e. Similar to the ground, weather and light conditions, the umpires will be the sole and final judges of the haze related decisions.

For the sake of clarity (Ground & Zone):

Ground	Zone
CSC, IA, Police	Central
SCC & SRC Padang, Dempsey, Turf City A, B & Cage (Bukit Thimah)	South
WCP A & B, Yorker, NUS & NTU	West

LIABILITY EXEMPTION

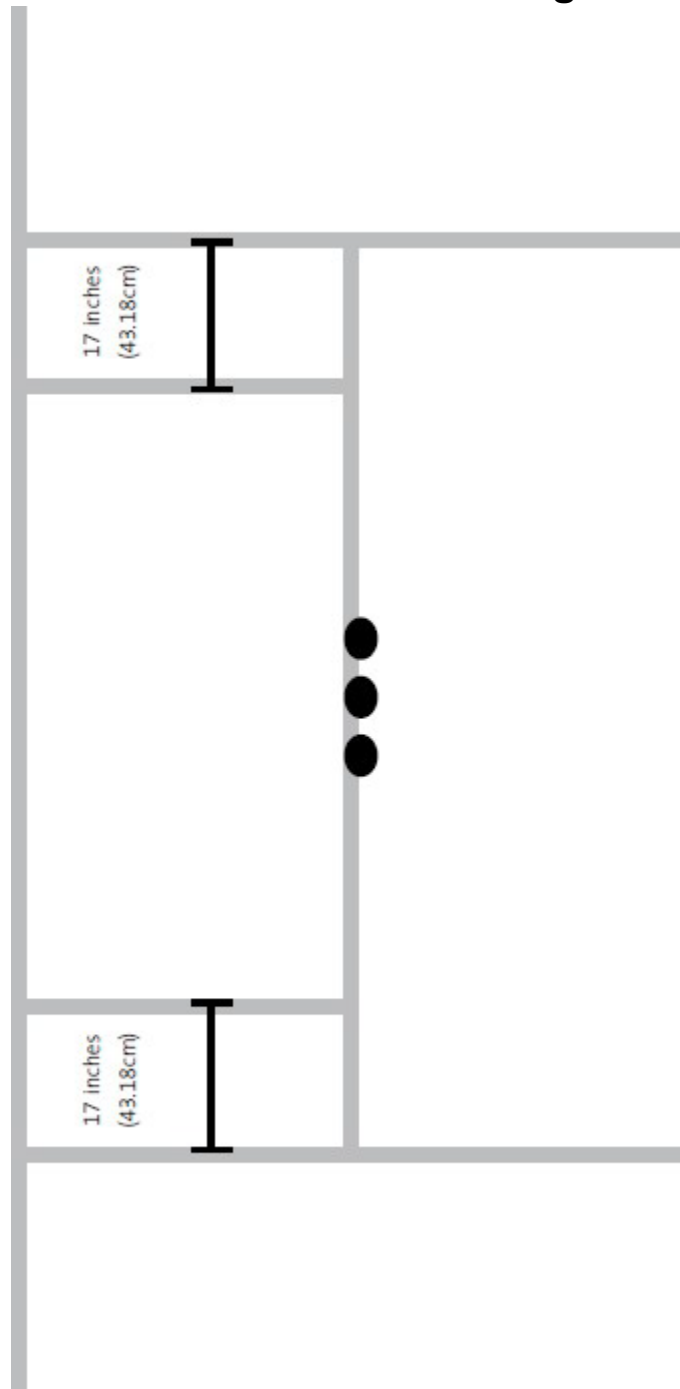
Teams, individual players and officials are advised to make themselves familiar with the health advisories issued by the **National Environmental Agency** (<http://www.haze.gov.sg/health-advisories>).

Teams, individual players and officials, playing and remaining outdoors do so at their own risk.

It is expressly understood by all parties concerned that teams, individual players and officials taking part in the League, do so under these playing conditions with full consent.

SCA accepts and bears no responsibility or liability in the event of any situation or mishap, which may directly or indirectly be attributed to the prevalent haze conditions prior-, during- and post the games.

Appendix 2: Additional Crease Markings



Appendix 3: Timings and Minimum Overs

	Premier Division	Divisions 1	All Other Divisions
Length of matches (overs per innings)	50 overs	40 overs	30 overs
Duration of each innings*	3hrs 30min	2hrs 50min	2hrs 05min
Drinks breaks	3 (13 th , 26 th , 40 th overs)	2 (13 th , 26 th overs)	1 (15 th over)
Minimum number of overs	20	12	8
Normal hours of play	1 st Session : 0930 – 1300 Lunch : 1300 – 1345 2 nd Session : 1345 – 1715	1 st Session : 12:30 - 15:20 Tea : 15:20 - 15:35 2 nd Session : 15:35 - 18:25	1 st Session : 12:45 - 14:50 Tea : 14:50 - 15:05 2 nd Session : 15:05 - 17:10
Latest time for start of play	14:47 (including 30 minutes extra time)	16:34	15:52
Hours of play for games scheduled in the morning	<i>Not applicable</i>	<i>Not applicable</i>	1 st Session : 08:00 - 10:05 Break : 10:05 - 10:20 2 nd Session : 10:20 - 12:25
Latest time for start of play	<i>Not applicable</i>	<i>Not applicable</i>	11:07
Maximum number of overs per bowler	10	8	6
Normal Fielding Restrictions	10	12	9
Other fielding restrictions	Powerplay 1: Maximum of 2 fielders outside the 30 yards' circle Powerplay 2: Maximum of 4 fielders outside the 30 yards' circle Powerplay 3: Maximum of 5 fielders outside 30 yards' circle	<ul style="list-style-type: none"> Maximum of 2 fielders outside the 30 yards' circle during field restriction overs Maximum of 5 fielders outside 30 yards after normal fielding restrictions 	

* Extra Time: As mentioned in the table above, only for Premier Division games, a maximum of 30 minutes extra time can be added to scheduled close of play to make up for any delays due to bad weather, light or any other unforeseeable situations.

Appendix 4: Examples of Slow Over Rate Calculations

1. Example 1 – First Innings slow over rate
 - Division 3 match: 30 Overs – Team A Vs Team B
 - Team A bat first
 - Match start time: 8 AM
 - Scheduled First innings end time: 10:05 AM

Assuming over in progress at 10:05 AM: 28.2 Overs (Last over should be started by 10:05 AM, considering no allowances)

Team B is bowling one over short, Team B will be penalized for slow over rate and one over will be docked

Team B shall bowl full 30 overs or until Team A is all out whichever is earlier

Team A final score – 129/8 in 30 Overs, Team B have to score the target of 130 in 29 Overs

2. Example 2 – Second Innings slow over rate; best 10 overs calculation & revised target
 - Division 4 match: Team C Vs Team D
 - Team C bat first: 179/4 in 30 Overs
 - Match start time: 8 AM
 - Scheduled First innings end time: 10:05 AM
 - Scheduled Second innings start time: 10:20 AM
 - Scheduled Second innings end time: 12:25 PM

Over in progress at 12:25 PM: Team C has bowled 27.3 overs @ 12:25 PM (considering no allowances)

No. of overs Team C is short = 2 overs

Average of best 10 overs for Team C = 10.7 (ignore fractions) – 10 Runs

Revised target = Original Target – (No of overs short X Best 10 overs average) = 180 – (2 X 10) = 160 Runs

Match will continue until the target is reached or 30 Overs have been bowled to get the result or Team D is all out and also subject to Ground, Weather and Light conditions

Appendix 5: Examples of Bonus Point Calculations

Points calculation table (Consider Team A, C and E won the Toss and Elected to Bat first)				
Scenario 1: Match won by team batting first				
	Toss	Score	Points	Calculation
Premier Division (50 overs a side)				
Team A	Won the toss and Bat first	245/5 in 50 overs	Won with 10 points	<ul style="list-style-type: none"> Team B: <=122 runs Team A: 10 points Team B: >122 and < 245 Team A: 8 points Team B: >= 221 runs and <245, Team A: 8 points, Team B: 1 point
Team B		120 all out in 43.2 overs		
Team A	Won the toss and Bat first	180 all out in 44 overs	Won with 8 points	<ul style="list-style-type: none"> Team B: < 90 runs Team A: 10 points Team B: >=90 and <180 Team A: 8 points Team B >=163 runs and <180 Team A: 8 points, Team B: 1 point
Team B		97 all out in 25 overs		
Divisions 1(40 overs a side)				
Team C	Won the toss and Bat first	193 all out in 38 overs	Won with 8 points	<ul style="list-style-type: none"> Team D: <=96 runs Team C: 10 points Team D: >96 and < 193 Team C: 8 points Team D >=174 runs and <193, Team C: 8 points, Team D: 1 point
Team D		106 all out in 29.2 overs		
Team C	Won the toss and Bat first	218/9 in 40 overs	Won with 10 points	<ul style="list-style-type: none"> Team D: < 109 runs Team C: 10 points Team D: >=109 and < 218 Team C: 8 points
Team D		107 all out in 32.1 overs		

				<ul style="list-style-type: none"> If Team D ≥ 197 runs and < 218 runs, Team C: 8 points, Team D: 1 point
All Other Divisions (30 overs a side)				
Team E	Won the toss and Bat first	173/8 in 30 overs	Won with 8 points	<ul style="list-style-type: none"> Team F: ≤ 86 runs Team E: 10 points Team F: > 86 and < 173 Team E: 8 points Team F ≥ 156 runs and < 173 runs, Team E: 8 points, Team F: 1 point
Team F		102 all out in 21.5 overs		
Team E	Won the toss and Bat first	166 all out in 28.2 overs	Won with 10 points	<ul style="list-style-type: none"> Team F: < 83 runs Team E: 10 points Team F: ≥ 83 and < 166 Team E: 8 points If Team F ≥ 150 runs and < 166 runs, Team E: 8 points, Team F: 1 point
Team F		82 all out in 28 overs		
Scenario 2: Match won by team batting second				
	Toss	Score	Points	Calculation
Premier Division (50 overs a side)				
Team A	Won the toss and Bat first	165/8 in 50 overs		<ul style="list-style-type: none"> Team B: wins in ≤ 24.5 Overs Team B: 10 points Team B: wins in ≥ 24.6 Overs Team B: 8 points Team B: wins in ≥ 45.1 overs, Team B: 8 points, Team A: 1 point
Team B		167/2 in 24.1 overs	Won with 10 points	
Divisions 1 (40 overs a side)				
Team C	Won the toss and Bat first	88 all out in 32.2 overs		<ul style="list-style-type: none"> Team D: wins in ≤ 19.5 Overs Team D: 10 points Team D: wins in ≥ 19.6 Overs Team D: 8 points If Team D wins in ≥ 36.1 overs, Team D: 8 points, Team C: 1 point
Team D		89/7 in 18.2 overs	Won with 10 points	

All Other Divisions (30 overs a side)				
Team E	Won the toss and Bat first	183/6 in 30 overs		<ul style="list-style-type: none"> • Team F: wins in ≤ 14.5 Overs Team F: 10 points • Team F: wins in ≥ 14.6 Team F: 8 points • Team F wins in ≥ 27.1 overs, Team F: 8 points, Team E: 1 point
Team F		184/5 in 14.5 overs	Won with 10 points	
Scenario 3: Match won by team batting first – DLS applied				
	Toss	Score	Points	Calculation
Premier Division (50 overs a side)				
Team A	Won the toss and Bat first	<ul style="list-style-type: none"> • Started as 50 overs • Rain Stoppage: 66/2 (15.5 overs) • 5 overs lost per side • Final Score: 245/5 in 45 overs 	Won with 10 points	<ul style="list-style-type: none"> • Team B: ≤ 123 runs Team A: 10 points • Team B: >123 and ≤ 222 Team A: 8 points • Team B ≥ 223 runs and < 247 runs, Team A: 8 points, Team B: 1 point
Team B		<ul style="list-style-type: none"> • Revised DLS Target: 248 (in 45) • 123 all out in 43.2 		
Scenario 4: Match won by team batting second – DLS applied				
	Toss	Score	Points	Calculation
Team A	Won the toss and Bat first	<ul style="list-style-type: none"> • 165/8 in 50 		<ul style="list-style-type: none"> • Team B: wins in ≤ 19.5 Overs Team B: 10 points • Team B: wins in ≥ 19.6 Overs Team B: 8 points • Team B wins in ≥ 36.1 overs Team B: 8 points, Team A: 1 point
Team B		<ul style="list-style-type: none"> • Started as 50 overs • Rain Stoppage: 112/1 (15.4 overs) • 10 Overs reduced • Revised DLS Target: 145 in 40 Overs • Final Score: 145/2 in 19.6 overs 	Won with 8 points	

Appendix 6: Suspect Actions Procedure

A. Cases where the bowling action is unequivocally illegal

In general, for clear cut cases action will be taken against the bowlers in accordance with Law 21.2 (Fair delivery – the arm). Such cases need to be reported in the Umpires Reports for tracking purposes.

B. Cases where the bowling action is suspect [while delivering a faster ball or trying to give a big tweak or any such infringement]

Please note that this framework is only for suspect action situations, where the on-field umpires may not be sure of the level of illegality of the action. If a bowler really throws the ball and is clear to the on-field umpires, then Section A above should be implemented without fail.

Step 1: Action by reporting manager following report by on-field umpires

If a bowler is reported to be having a suspect bowling action, by the on-field umpires for the first time:

- xx) The person designated by the SCA as the Umpires' Report Manager will make note of this report, and inform the person designated by SCA for appointed umpires to matches ("Umpire Assignment Manager").
- xxi) The bowler will be placed on observation from that point onwards.
- xxii) The Umpire Assignment Manager will immediately inform the Captain and convener of the team that the player is under observation.
- xxiii) This process will be implemented for one more game as follows
 - Umpires Assignment Manager will disseminate the information to umpires ~~who~~ appointed to games that the "said player" is likely to participate in.
 - Observations are to be jointly reported back by the on-field officials and communicated through umpires' match report.
 - Umpires Assignment Manager will ensure that these two matches be officiated by at least 3 different umpires (i.e., at least one umpire should be different in all the matches)

Step 2: Referral to SCA

If a bowler is reported by umpires in two different matches (as per Step 1 above), then his case will be referred to SCA by the Umpires' Report Manager for a decision.

For the sake of clarity, the bowler can bowl with a suspect action in a game and may repeat the same three games later. The fact that he was good for three games does not take him off the suspect list. If he bowls with suspicious actions in two different games in a season, then he gets into this framework. Though a season-end does not condone his infringements, for ease of administration, we may consider starting on a clean slate for a new season.

Step 3: Decision by the SCA

The SCA will then decide on the recommendation based on the appropriate and relevant umpires' reports. The recommendation may also include suspending the errant bowler from bowling with immediate effect.

This recommendation will be communicated by the SCA, to the Umpires Report Manager and the Umpires Assignment Manager, who will ratify this decision and communicate the same to the relevant authorities/captains/managers/convener of the teams affected. For sake of expediting implementation, the decisions can be in the form of emails.

Step 4: Reinstatement of bowler after review by SCA

A player thus suspended as per Step 3, can bowl after his action has been reviewed and cleared by the SCA or anyone appointed by the SCA. For the sake of effectively dispensing with the process, the testing, remedying

and clearing of the suspect bowler to bowl in a match, are expected to be completed ideally within a period of two weeks following the suspension.

The Process

- xxiv) After receiving a second report on a player regarding suspect action, the SCA shall arrange for testing the player's action within a week's time.
- xxv) The SCA or any person appointed by it will also suggest ways of improving/remedying the action during their first session.
- xxvi) Two weeks after the first review, the player will be called for testing by the SCA.
- xxvii) If the SCA is satisfied that the bowler has corrected his mode of delivery, they will communicate this information to the officials committee, relevant authorities, captains & conveners.
- xxviii) The bowler shall then be cleared to bowl in the next match immediately.
- xxix) If the SCA is not satisfied with the progress then the bowler will have to undergo the process in two weeks' time for him to be tested and cleared again.

If the player thus cleared is found not to have corrected his action in a real match situation, the transgression will be dealt with in accordance with Law 21.2.

For the sake of clarity, Steps 1 through 3 will NOT be repeated.

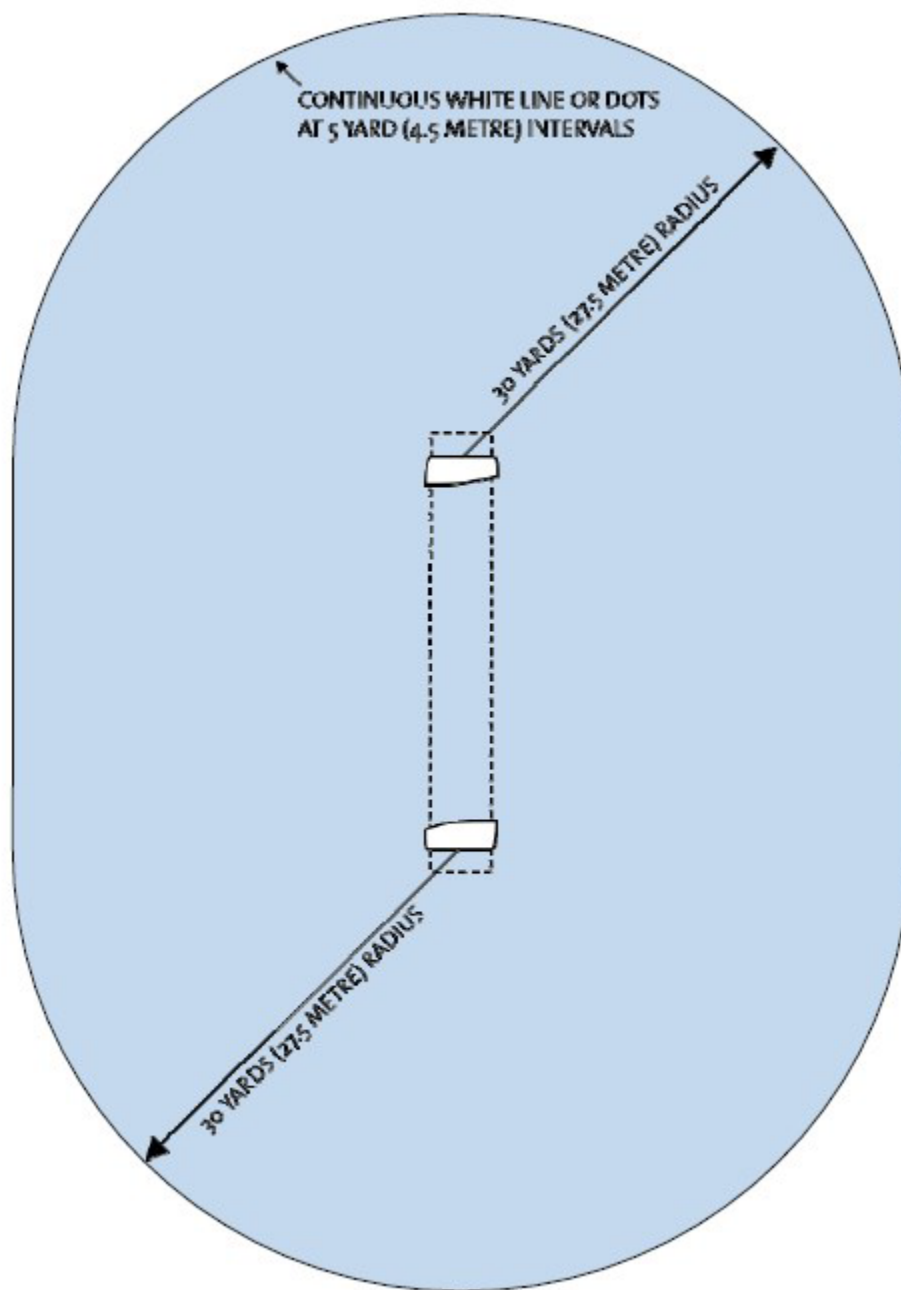
Points to note:

1. The decision of SCA will be final and binding on all. Furthermore this decision could not be challenged or contested at any forum.
2. Even if any bowler is suspended from bowling for illegal/suspect bowling action, his performances in earlier matches shall remain effective and not cancelled in any manner.

Communication:

1. In general, it is advised that the on-field umpires:
 - a. Have a quiet chat with the captains during the game about the suspicion
 - b. Note down the situations under which the suspect bowling action manifests itself – faster ball, doosra, wrong-one etc. This needs to be included in the match report, so that it is helpful for subsequent umpires and also for the subsequent review process.
 - c. Take the necessary action where the infringements are clear-cut
2. **In all communications to the SCA Review, SCA CEO and other appropriate appointed official personnel must be copied on.**
3. This process needs to be communicated to the captains/conveners/managers of the teams in the league, so that they are aware of the steps involved. Such a communication can be effected by SCA.

Appendix 7: 30 Yards Circle



Appendix 8: Calculations

Table 1: Calculation sheet for use when a delay or interruptions occur in the First Innings

Time

Net playing time available at start of the match	420 minutes (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost [C – (D + E)]	_____ (F)
Remaining playing time available (A - F)	_____ (G)
G divided by 4.2 (to 2 decimal places)	_____ (H)
Max overs per team [H/2] (round up fractions)	_____ (I)
Maximum overs per bowler [I / 5]	_____
Duration of Powerplay Overs (initial, batting side)	___ + ___

Rescheduled Playing Hours

First session to commence or recommence	_____ (J)
Length of innings [I x 4.2] (round up fractions)	_____ (K)
Rescheduled first innings cessation time [J + (K – B)]	_____ (L)
Length of interval	_____ (M)
Second innings commencement time [L + M]	_____ (N)
Rescheduled second innings cessation time [N + K]	_____ *(O)

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying clause 13.7.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

Table 2: Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time _____ (P)

Rescheduled cut-off time allowing for full use of any extra time provision _____ (Q)

Minutes between P and Q _____ (R)

Potential overs to be bowled $[R / 4.2]$ (round up fractions) _____ (S)

Number of complete overs faced to date in first innings _____ (T)

If S is greater than T then revert to Table 1

If S is less than or equal to T then the first innings is terminated - go to Table 3

Table 3: Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Table 2) _____ (A)

Scheduled length of innings: $[A \times 4.2]$ (round up fractions) _____ (B)

Start time _____ (C)

Scheduled cessation time $[C + B]$ _____ (D)

Overs per bowler and fielding restrictions

Maximum overs per bowler $[A / 5]$ _____ overs

Duration of Powerplay overs (initial, batting side) _____ + _____ overs

Table 4: Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

Time at start of innings _____ (A)

Time at start of interruption _____ (B)

Time innings in progress _____ (C)

Restart time _____ (D)

Length of interruption [D – B] _____ (E)

Additional time available: _____ (F)
(Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)

Total playing time lost [E – F] _____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost [G / 4.2] (rounded down) _____ (I)

Adjusted maximum length of innings [H – I] _____ (J)

Rescheduled length of innings [J x 4.2 rounded up] _____ (K)

Amended cessation time of innings [D + (K – C)] _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5] _____ overs

Duration of Powerplay overs (initial, batting side) _____ + _____ overs

Appendix 9: Umpires Match Details Card

Bowling Team:

Date:

Scorers:

Co-umpire:

Captain:

Wicket Keeper:

Start Time:

Last Over Start Time:

End Time:

No	Bowler Name	1	2	3	4	5	6	7	8	9	10
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											

Drinks 1	Drinks 2	Drinks 3	Powerplay 1	Powerplay 2	Powerplay 3

Player	Substitute	Time Out	Time In	Reason

Breaks, Interruptions & Notes :-

Appendix 10: Sports SG SMM Details

Please refer the latest SMM guidelines attached here.

Please print and carry these guidelines separately.

Refer <https://www.sportsingapore.gov.sg/COVID19> for the latest SMM guidelines.



SMMs_for_Sport_PE_
PA_from 15 March 20