

Playing Conditions – 100 balls per side

The Laws of Cricket (2017 Code 3rd Edition - 2022) shall apply with the following exceptions:

- 1 Duration**

1 innings per side, each limited to a maximum of 100 balls (20 5-ball overs).
- 2 Hours of Play**
 - 2.1 Start times, close of play and additional time are to be agreed by teams or directed by the competition organiser.
 - 2.2 All sides are expected to be in position to bowl the first ball of their final over within 65 minutes playing time.
 - 2.3 Interval should be no longer than 15 minutes.
 - 2.4 In the event of an interruption or delay during the 1st innings, the calculation of the number of balls to be bowled shall be based upon one over for every 3 minutes 15 seconds in the total time available for play up to the scheduled close of play. In the 2nd innings of the match, overs shall be reduced at a rate of one over for every full 3 minutes 15 seconds lost, unless the 1st innings has finished early or the 2nd innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.
- 3 Rearrangement of overs due to inclement weather**

The objective of rearranging overs is to give the greatest opportunity for a match of equal overs without reverting to a Super 5.
- 4 Over rate penalties**
 - 4.1 All sides are expected to be in position to bowl the first ball of their final over of the innings within 65 minutes playing time. In the event of them failing to do so, the full quota of balls will be completed, one fewer fielder shall be permitted outside the fielding restriction area in 5.1, 5.2 & 5.3 than would normally be the case in the over(s) in progress at the time. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
 - 4.2 The Umpire shall inform the Captains of any revisions following an interruption before play resumes. When the game is in play, the Umpires will inform the fielding Captain of any time allowance adjustments (this matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one overs leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
 - 4.3 If the innings is terminated before the scheduled or re-scheduled cut off-time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. Over-rate penalties apply only to innings of 10 overs/50 balls or more duration unless a penalty has been applied before 10 overs/50 balls have been bowled.

In innings of less than 10 overs/50 balls duration, Umpires shall apply the penalty run Laws for time wasting especially strictly.

- 4.4 Umpires are instructed to apply a strict interpretation of time wasting by the batter (5 run penalties) specifically; batters are expected to be ready for the start of a new over as soon as the bowler is ready.

5 Fielding restrictions

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

- 5.1 For the first 5 overs/25 balls of each innings only two fielders are permitted to be outside the fielding circle at the instant of delivery (known as the Power Play). Fielding circle to be 30 yards for Boys U14 and above plus Open Age matches. Fielding circle to be 25 yards for Boys U13 and below plus all Women's & Girls matches.

- 5.2 For the remaining overs of each innings only five* fielders are permitted to be outside the fielding circle at the instant of delivery.

**** For Women's & Girls' matches, only four fielders are permitted to be outside the fielding circle at the instant of delivery, as determined by the competition organiser.***

- 5.3 In circumstances when the number of overs of the batting team is reduced, the number of Power Play balls 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 and that Power Play fielding restrictions will sometimes end part way through an over.

Total Overs	No. of balls for which fielding restrictions apply
5	6 (1.1 overs)
6	8 (1.3 overs)
7	9 (1.4 overs)
8	10 (2 overs)
9	11 (2.1 overs)
10	13 (2.3 overs)
11	14 (2.4 overs)
12	15 (3 overs)
13	16 (3.1 overs)
14	18 (3.3 overs)
15	19 (3.4 overs)
16	20 (4 overs)
17	21 (4.1 overs)
18	23 (4.3 overs)
19	24 (4.4 overs)

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

6 Number of balls per bowler

- 6.1 Two overs of 5 balls each shall be bowled from each end alternately. Batters shall not change ends in between any overs.
- 6.2 A bowler shall be allowed to change ends as often as desired, provided they do not bowl more than two overs consecutively, nor bowl parts of more than two consecutive overs, in the same innings.
- 6.3 No bowler may bowl more than one-fifth of the amount of balls scheduled for the innings. However, in a delayed start, or interrupted match, where the balls are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total balls allowed (unless such a number has been exceeded before the interruption), except that where the total balls are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after 40 balls, rain interrupts play and the innings is reduced to 60 balls. Both opening bowlers have bowled 20 balls. Two bowlers can bowl 15 balls and three bowlers can bowl 10 balls. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra balls (20 as opposed to 15) and so any other bowlers are limited to 10 balls.
- 6.4 For innings of rescheduled length of between 25 and 50 balls (5-10 overs), no bowler may bowl more than 10 balls. In these circumstances, the one-fifth limit does not apply.
- 6.5 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.
- 6.6 In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

7 No Ball

- 7.1 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:
 - 7.1.1 Regardless of how wide of the striker a delivery is, there shall be no more than one delivery per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.
 - 7.1.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within the limit in 7.1.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.
 - 7.1.3 A different signal shall be used to signify a fast short pitched "No Ball". The Umpire shall call and signal "No Ball" then raise the other arm across the chest. If the bowler exceeds their limit of short pitched deliveries in an over not only must the Umpire call "No Ball" but he must invoke the procedures of Law 41.6 .3 in regard to cautioning the bowler.

If a bowler is “No Balled” a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

Note: For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in 7.1.1 and 7.1.2 are cumulative.

7.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

7.3 **Free Hit after a No Ball**

7.3.1 The delivery following a no ball shall be a free hit for whichever batter is facing it.

Note: this applies to all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.

7.3.2 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 shall become a free hit for whichever batter is facing it.

7.3.3 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.

7.3.4 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

7.3.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

8 **Wide Ball - Judging a Wide**

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

Any offside or legside delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a wide. For guidance purposes, a legside wide should be called if a ball passes on the legside outside the pads of the batter standing in a normal batting position.

9 **The Result**

9.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of balls, the team scoring the higher number of runs shall be the winner. In the event of the scores being tied where a winner is not required i.e. league format, the result shall be declared a tie. Where a winner is required, the following shall apply:

- 9.1.1 If tied at the completion of a match, the team that has lost fewer wickets shall be adjudged the winner.
- 9.1.2 If this gives no result, then the team with the higher score at the end of 5th completed over shall be adjudged the winner.
- 9.1.3 If still equal, the side with the higher score at the end of 4th, 3rd, 2nd and 1st completed over shall be adjudged the winner.
- 9.1.4 If still equal, a Super 5 (see 8) should be used to determine the winner.
- 9.2 For all matches if, due to the suspension of play after the start of the match, the number of balls in the innings of either team has to be revised to a lesser number than that originally allocated (minimum 25 balls), then a revised target score should be set for the number of balls which the team batting second will have the opportunity of facing, this revised method being calculated by the Duckworth/Lewis method (version of DL shall be prescribed by the competition organiser. If no agreement, Play-Cricket Scorer/PCS Pro should be used). A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then the scores are tied.
- 9.3 For all matches, if a match is abandoned before it had been played to a conclusion and before the team batting second has received its allocated number of balls (providing that it has received not less than 25 balls), the result shall be decided by the Duckworth/Lewis method.
- 9.4 In the event of the scores being tied in a match when the Duckworth/Lewis method has been used, no account shall be taken of wickets lost and a Super 5 shall be used to find a winner.

10 **Super 5**

- 10.1 The teams shall compete in a Super 5 to determine the winner. The following procedure will apply should the provision for a Super 5 be adopted in any match.
- 10.2 Subject to weather conditions the Super 5 will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 10.3 The Super 5 will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.
- 10.4 The umpires shall stand at the same end as that in which they finished the match.
- 10.5 In both innings of the Super 5, the fielding side shall choose from which end to bowl.
- 10.6 Only nominated players in the main match may participate in the Super 5. Should any player (including the batters and bowler) be unable to continue to participate in the Super 5 due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super 5.
- 10.7 Any penalty time being served in the main match shall be carried forward to the Super 5.

- 10.8 Each team's over is played with the same fielding restrictions as apply for a non-Field Restriction Over in a normal match.
- 10.9 The team batting second in the match will bat first in the Super 5.
- 10.10 The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the Super 5. The ball to be used shall not be a new ball.
- 10.11 The loss of two wickets in the Super 5 ends the team's innings.
- 10.12 In the event of the teams having the same score after the Super 5 has been completed a second Super 5 shall be played. The team batting first in the first Super 5 will bat second in the subsequent Super 5.
- 10.12 If still a tie after the second Super 5, the team whose batters hit the most number of boundaries in the Super 5 shall be the winner.
- 10.13 If still equal, a count-back from the final ball of the Super 5. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls.
Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.
- 10.14 If still equal, then another Super 5 shall be played until a winner is found. If factors mean subsequent Super 5 are not possible, a coin toss will be used to determine a winner.