Playing Conditions – 45 overs per side

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

1 **Duration**

All matches will consist of one innings per side, and each innings will be limited to 45 six-ball overs. A minimum of 10 overs per team will constitute a match (subject to the provisions of 8 below).

2 **Hours of Play and Intervals**

2.1 Start times are to be agreed by teams or directed by competition organiser.

2.2 The interval will be 30 minutes unless otherwise agreed by both teams and the umpires.

2.3 The total match time, including interval, should be no longer than 6 hours 30 minutes, exception given for the final over of each innings.

2.4 **Sessions of Play and Interval between Innings**

Provided that no time has been lost (see below) the interval will be of the agreed duration commencing at the end of the innings of the team batting first.

If the innings of the side batting first is completed more than 60 minutes prior to the scheduled interval then the full interval (30 minutes) will apply, unless tea being unavailable or another reason makes a full interval not possible, in which case a 10 minute break will occur and the team batting second will commence their innings and the interval (remaining 20 minutes) will occur as scheduled.

In the event of time being lost umpires have the discretion to reduce the length of the interval.

Additional Hour – Subject to weather and light, in the event of play being suspended for any reason other than normal intervals, the playing time shall be extended by the amount of time lost up to a maximum of one hour. If the scheduled match start time is later than 12:30pm, this regulation will not apply. Otherwise, the teams may agree to dispense with this rule only by mutual consent. In such circumstances, the umpires must be notified before the start of the match.

2.5 **Intervals for Drinks**

Umpires and captains to determine if one or two intervals will take place each innings.

If two intervals for drinks per innings are taken then it will be after 15 and 30 overs of the innings unless a wicket falls in the 15th or 30th over, in which case the interval will be taken immediately.

If the second innings has commenced before the scheduled interval there will only be one drinks interval which will be taken at the end of the over when half of the overs remaining to be bowled after the scheduled interval have been completed.

The two intervals for drinks per innings shall not last longer than 10 minutes in total.

If the number of overs in an innings is reduced to 40 overs or less as a result of delays or interruptions there will only be one interval for drinks, which will normally be taken once half the scheduled number of overs in that innings have been completed.

If only one interval for drinks is taken it will be taken after 23 overs of the innings unless a wicket falls in the 23rd over, in which case the interval will be taken immediately. The interval shall not exceed 5 minutes in length.

If the number of overs in an innings is reduced to 20 overs or less as a result of delays or interruptions there will be no interval for drinks.

An individual player may be given a drink either on the boundary edge or, at the fall of a wicket, on the field providing that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the umpires except that under conditions of extreme heat the umpires may permit extra intervals for drinks. Any player taking drinks on to the field shall be dressed in proper cricket attire.

Note: Umpires should give appropriate time allowances for drinks intervals.

3 **Length of Innings**

3.1 **Uninterrupted Matches**

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

(a) Each team shall bat for 45 six ball overs unless all out earlier. A team shall not be permitted to declare its innings closed.

(b) All sides are expected to be in position to bowl the first ball of the last of their 45 overs within 3 hours playing time. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in 4.1 or 4.4 than would normally be the case in the Powerplay or non-Powerplay overs 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.

The full quota of overs will be completed.

If the innings is terminated before the scheduled or re-scheduled cut off-time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

The Umpires shall inform the Captains of any revisions following an interruption before play resumes. When the game is in play, the Umpires will ensure the fielding Captain is aware of any time allowances 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 over's 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.

Over-rate penalties apply only to innings of 15 overs or more duration unless a penalty has been applied before 15 overs have been bowled. This is the only penalty for a slow over-rate.

3.2 **Delayed or Interrupted Matches**

3.2.1 General

Rearrangement of the number of overs may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason. The timing and duration of all suspensions of play (including all intervals) or delays during the match will be taken into account when calculating the length of time available for either innings. It should also take into account time already played when recalculations are required to calculate cessation time for that innings.

(a) The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum of 10 overs must be bowled to the team batting second in order to constitute a match (subject to the provisions of 8 below).

The calculation of the number of overs to be bowled shall be based on a rate of 4 minutes per over in the total time available for play up to the scheduled Close of Play.

(b) If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in 3.2.1 (a) above.

(c) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.

(d) The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.

(e) Fractions are to be ignored in all calculations regarding the number of overs, with total rounded up.

Please refer to 8 (Result) for methodology of calculating target scores in interrupted matches.

4 **Restrictions on the Placement of Fielders**

4.1 The following fielding restrictions shall apply for Men's & Boys matches *(for Women's & Girls matches see 4.4 onwards)*:

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

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 metres) (25 yards for U13 age group and below). The semi-circles shall be linked by two parallel straight lines drawn on the field.

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

At the instant of delivery:

(a) **Powerplay 1** – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 9 inclusive.

(b) **Powerplay 2** – no more than four fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 10 to 36 inclusive.

(c) **Powerplay 3** – no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 37 to 45 inclusive.

4.2 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase (Powerplay) of the innings shall be reduced in accordance with the table in **Appendix 1**. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

4.3 If play is interrupted during an innings, overs are reduced and the table in **Appendix 1** is applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

4.4 The following fielding restrictions shall apply for Women's & Girls matches (4.4 – 4.5):

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

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 25 yards (22.86 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

(a) **Powerplay** – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 9 inclusive.

(b) During **non-Powerplay** Overs, no more than four fielders shall be permitted outside the fielding restriction area.

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

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

5 **Number of Overs Per Bowler**

5.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs 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 16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.

5.2 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.

5.3 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.

5.4 The ECB Fast Bowling Regulations will apply to all matches.

6 **No Ball**

6.1 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

6.1.1 Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

6.1.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batter at the wicket when a delivery within the limit in 6.1.1 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.

6.1.3 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 6.1.1 and 6.1.2 are cumulative.

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

6.3 **Free Hit after a No Ball**

6.3.1 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.

6.3.2 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.

6.3.3 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.

6.3.4 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.

6.3.5 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.

7 **Wide Bowling – Judging a Wide**

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

Any 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 shall be called if a ball passes on the legside outside the pads of the batter standing in a normal batting position.

8 **The Result**

8.1 A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. All matches in which a match has begun but both teams have not had the opportunity of batting for a minimum of 10 overs (subject to the provisions of this clause) shall be declared 'Abandoned'.

8.2 Where the maximum number of overs available to both sides remains unaltered once play has commenced the team scoring the higher number of runs shall be the winner.

8.3 Where a winner is required and the scores are tied, the side losing fewer wickets shall be the winner. If no winner is required, the match will be declared as a tie.

8.4 If the result cannot be decided by 8.2 or 8.3 above the winner shall be the side with the higher score a) after 40 overs, or if still equal b) after 30 overs or if still equal c) after 20 overs, or if still equal d) after 10 overs.

8.5 In the unlikely event of all these being equal, or if a result cannot be achieved in the match, there will be a bowl-out (outdoors or indoors) under the supervision of the umpires to determine a winner.

8.6 If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:

8.6.1 If the match is abandoned before the Close of Play, the result shall be decided on 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).

8.6.2 If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by the Duckworth/Lewis method. With the Duckworth/Lewis method, an integral target will be set for the team batting second with one run less than this target resulting in a Tie.

8.6.3 If 8.6.2 results in a tie and a winner is required or if a result cannot be achieved in the match, there will be a bowl-out (outdoors or indoors) under the supervision of the umpires to determine a winner.

8.7 If circumstances in 8.5 or 8.6.3 make a 'bowl-out' impossible, the match shall be decided by the toss of a coin.

Appendix 1

Illustrations of Powerplay Regulations (Men's & Boys)

4.2 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase (Powerplay) 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
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
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

4.3 If play is interrupted during an innings, overs are reduced and the table in 4.2 is applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 4.3
A 45 over innings is interrupted after 8.3 overs and on resumption has been reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase (Powerplay 2) fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase (Powerplay 3) begins after 26 overs have been bowled.

A 45 over innings is interrupted after 18.5 overs, and on resumption has been reduced to 22 overs. New phases are 5+13+4. When play resumes, the final phase (Powerplay 3) fielding restrictions apply for the remaining 3.1 overs.

Appendix 2
Illustrations of Powerplay Regulations (Women's & Girls)

4.5 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs 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
10 – 12	2
13 – 17	3
18 – 22	4
23 – 27	5
28 – 32	6
33 – 37	7
38 – 42	8
43 – 44	9

4.5.1 If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

Illustration of 4.5.1
A 45 over innings is interrupted after 7.3 overs, and on resumption has been reduced to 28 overs. Powerplay overs are 6 and have already been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.