



## **2017 WICB REGIONAL WOMEN'S SUPER50 PLAYING CONDITIONS**

Except as varied hereunder, the Laws of Cricket (2000 Code 6th Edition - 2015) shall apply.

**Note:** All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'WICB Match Referee'.

### **1 LAW 1 - THE PLAYERS**

#### **1.1 Law 1.1 - Number of Players**

Law 1.1 shall be replaced by the following:

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.

#### **1.2 Law 1.2 - Nomination of Players**

Law 1.2 shall be replaced by the following:

1.2.1 Each captain shall nominate 11 players plus a maximum of 3 substitute fielders in writing to the WICB Match Referee before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the match referee, in exceptional circumstances, allows subsequent additions.

1.2.3 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

- a) Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or
- b) Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in b) above (for example, the player is not permitted to enter the on-field 'dug-out').

1.2.4 All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

1.2.5 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable WICB Regulations pertaining to regional cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the WICB Code of Conduct).

#### **1.3 Law 1.3 – Captain**

The following shall apply in addition to Law 1.3 (a):

The deputy must be one of the nominated members of the playing eleven.

### **2 LAW 2 - SUBSTITUTES AND RUNNERS, BATTER OR FIELDER LEAVING THE FIELD, BATTER RETIRING, BATTER COMMENCING INNINGS**

Law 2 shall apply subject to the following:

#### **2.1 Law 2.1 Substitutes and Runners**



Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batter when batting is not permitted.

Law 2.1 (b) shall be amended as follows:

The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player at the start of the match, or at any subsequent time.

## 2.2 Law 2.5 - Fielder absent or leaving the field

Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with her side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for her absence, and she shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

2.2.1 The player shall not be permitted to bowl in the match until she has either been able to field, or her team has subsequently been batting, for the total length of playing time for which she was absent (hereafter referred to as penalty time), subject to a maximum cumulative penalty time of 110 minutes. If any unexpired penalty time remains at the end of the first innings, it is carried forward to the second innings of the match.

2.2.2 The player shall not be permitted to bat in the match until her team's batting innings has been in progress for the length of playing time that is equal to the unexpired penalty time carried forward from the previous innings, subject to a maximum cumulative penalty time of 110 minutes. However, once her side has lost five wickets in its batting innings, she may bat immediately.

For the purposes of 2.2.1 and 2.2.2, playing time shall comprise the time play is in progress excluding intervals between innings and official drinks intervals.

However, in the event of a batter or a fielder already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, she shall be allowed to count any such stoppage time as playing time, provided that she personally informs the umpires when she 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, she shall automatically be allowed to count any such stoppage time as playing time, provided she returns to the field of play immediately after the interruption.

The restriction in clauses 2.2.1 and 2.2.2 above 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).

2.2.3 Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

**Note:** 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 be-



tween the boundary and the perimeter fencing).

### **3 LAW 3 - THE UMPIRES**

#### **3.1 Law 3.1 - Appointment and attendance**

Law 3.1 shall be replaced by the following:

The following rules for the selection and appointment of umpires shall be followed as far as it is practicable to do so:

- 3.1.1 WICB shall appoint approved umpires for on-field and third umpire duties.
- 3.1.2 The umpires shall be present at the ground at least 90 minutes before the scheduled start of play.
- 3.1.3 A match referee shall be appointed who will be present at each ground.
- 3.1.4 Neither team will have a right of objection to an umpire or match referee's appointment.

#### **3.2 Law 3.2 - Change of umpire**

The following shall apply in place of Law 3.2:

- 3.2.1 An umpire shall not be changed during the match, other than in exceptional circumstances, unless they are injured or ill.

#### **3.3 Law 3.8 - Fitness for play and Law 3.9 - Suspension of play in dangerous or unreasonable conditions.**

Laws 3.8 & 3.9 shall be replaced by:

- 3.3.1 The safety of all persons within the ground is of paramount importance to the WICB. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc., see also 3.3.4 and 3.3.5 below) then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, WICB Match Referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

3.3.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. See clause 3.3.3 below and Law 7.2 (Fitness of the pitch for play).

- 3.3.3 Suspension of play for adverse conditions of ground, weather or light

- a) (i) All references to ground include the pitch. See Law 7.1 (Area of pitch).
- b) If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, following consultation with the WICB Match Referee.

The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. 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 batters 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 unreasonable for play to take place.

If circumstances are warranted, the umpires shall stop play and instruct the ground staff to take what-



ever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.

The Umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

- c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate, unaccompanied by any of the players or officials. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
- d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

3.3.4 Play may be suspended due to safety and security concerns by the umpires on the advice of the WICB Match Referee, the head of the relevant ground authority, the head of ground security or the police.

3.3.5 Where play is suspended under Clause 3.3.4 above the decision to abandon or resume play shall be the responsibility of the WICB Match Referee (or umpires) who shall act only after consultation with the security and the police.

### **3.4 Clothing, Equipment and Sightscreens**

3.4.1 Pads and players' and umpires' clothing shall be coloured.

3.4.2 Sight screens will be black

## **4 LAW 4 - THE SCORERS**

Law 4 shall apply.

## **5 LAW 5 - THE BALL**

### **5.1 Law 5.2 - Approval and control of balls**

Law 5.2 shall be replaced by the following:

The WICB shall provide Dukes white cricket balls (142g) and spare used balls for changing during a match, which shall also be of the same brand. The fielding captain or her nominee may select the ball with which she wishes to bowl from the supply provided by WICB. The third umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

Each fielding team shall have one new ball for its innings.

### **5.2 Law 5.4 - New ball in a match of more than one day's duration**

Law 5.4 shall not apply:

### **5.3 Law 5.5 - Ball lost or becoming unfit for play**

Law 5.5 shall be replaced by the following:

5.3.1 In the event of a ball during play 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 similar



amount of wear.

5.3.2 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, 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.

5.3.3 If the ball is to be replaced, the umpire shall inform the batter and the fielding captain. Either the batter or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

## **6 LAW 7 - THE PITCH**

### **6.1 Law 7.3 - Selection and preparation**

The following will apply in addition to Law 7.3:

6.1.1 The third umpire shall ensure that, prior to the start of play and during any intervals, only authorised staff, the WICB match officials, players, team coaches shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

- a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- b) No spiked footwear shall be permitted.
- c) No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
- d) Access shall not interfere with pitch preparation.

6.1.2 In the event of any dispute, the WICB Match Referee will rule and the ruling will be final.

(3.1.3 above a referee will be present so umpires removed from this 6.1.2 clause)

### **6.2 Law 7.4 - Changing the pitch**

The following shall apply; (3.1.3 above a referee will be present so umpires removed from this clause)

Law 7.4 shall be replaced by the following:

6.2.1 In the event of a pitch being considered too dangerous for play to continue in the estimation of the on-field umpires, they shall stop play and immediately advise the WICB Match Referee.

6.2.2 The on-field umpires and WICB Match Referee shall consult with both captains.

6.2.3 If the captains agree to continue, play shall resume.

6.2.4 If the decision is not to resume play, the on-field umpires together with the WICB Match Referee shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the WICB Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

6.2.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:

- a) In the event of the required number of overs to constitute a match having been completed at the time



the match is abandoned, the result shall be determined according to the provisions of clause 17.2

- b) In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.

## **7 LAW 9 - THE BOWLING, POPPING AND RETURN CREASES**

### **7.1 Law 9.3 - The popping crease**

Law 9.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres)'.

### **7.2 Additional Crease Markings**

The following shall apply in addition to Law 9:

As a guideline the umpires for the calling of wides on the offside the crease markings detailed in Appendix 4 shall be marked in white at each end of the pitch.

## **8 LAW 10 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA**

### **8.1 Law 10.1 - Rolling**

The following shall apply in addition to Law 10.1:

8.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the ground curator.

Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground curator, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

8.1.2 The umpires may instruct the ground curator, to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

8.1.3 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

### **8.2 Law 10.6 - Maintenance of footholes**

The following shall apply in addition to Law 10.6:

The umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.

## **9 COVERING THE PITCH**

### **9.1 Law 11.1 - Before the match**



The following shall apply in addition to Law 11.1:

The pitch shall be entirely protected against rain up to the commencement of play.

### **9.2 Law 11.2 - During the match**

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match.

The covers must totally protect the pitch and also the pitch surroundings, a minimum 5 metres either sides of the pitch and any worn or soft areas in the outfield.

### **9.3 Law 11.3 - Covering bowlers' run ups**

Law 11.3 shall be replaced by the following:

The bowler's run-ups shall be covered in inclement weather, in order to keep them dry, to a distance of at least 10 x 10 metres.

### **9.4 Law 11.4 - Removal of covers**

Law 11.4 shall be replaced by the following:

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2 1/2 hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

## **10 LAW 12 - INNINGS**

Law 12 shall apply subject to the following:

### **10.1 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 50 overs. All matches shall be of one day's scheduled duration.

Law 14 shall not apply, neither team shall declare or forfeit it's innings.

### **10.2 Length of Innings**

#### **10.2.1 Uninterrupted Matches**

- a) Each team shall bat for 50 overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 30 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- d) If the team fielding second fails to bowl for 50 overs by the scheduled cessation of time, the hours of play shall be extended until the required number of overs have been bowled or a result is achieved.
- e) Penalties shall not apply for slow over rates. Umpires are to constantly advise Team captains once slow over rates occur.

#### **10.2.2 Delayed or Interrupted Matches**

- a) Delay of interruption to the Innings of the Team Batting First (see Appendix 2)



- i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15.79 overs per hour, which is inclusive of the provision of drinks intervals, in the total time available for play.
  - ii) 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. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
  - iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 3.8, then the first innings is terminated and the provisions of 11.2.2 b) below take effect
  - iv) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15.79 overs per hour. 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 intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day of play. If required the original time shall be extended to allow for one extra over for each team.
  - v) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
  - vi) Penalties shall not apply for the slow over rates
- b) Delay of interruption to the Innings of the Team Batting Second (see Appendix 3)
- i) 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 15.79 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
  - ii) 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.
  - iii) To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
  - iv) 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.
  - v) A fixed time will be specified for the close of play by applying a rate of 15.79 overs per hour. With the exception of drinks intervals, 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.
  - vi) 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.
  - vii) Penalties shall not apply for slow over rates.

### **10.3 Extra Time**

One (1) hour of extra time is provided where the start of play is delayed or play is suspended.

### **10.4 Number of Overs per Bowler**

No bowler shall bowl more than 10 overs in an innings.



In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

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

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be 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.

The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

## 10.5 Law 12.4 - The toss

Law 12.4 shall be replaced by the following:

The captains shall toss for the choice of innings, on the field of play and in the presence of the WICB Match Referee, who shall supervise the toss. The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the match to start. Note, however, the provisions of Law 1.3 (Captain).

**Note:** Law 12.5 requiring the captain of the side winning the toss to notify the opposing captain as soon as the toss is completed of her decision to bat or to field shall apply.

## 11 LAW 15 - INTERVALS

Law 15 shall apply subject to the following:

### 11.1 Law 15.5 - Changing agreed times for intervals - Interval between Innings

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval.

If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a 10 minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced as follows:

- i) If up to 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced by the amount of actual playing time lost.
- ii) If more than 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced to 30 minutes (subject to (iii) below).
- iii) **Note:** The prescribed interval timings above may be reduced further by the WICB Match Referee taking into account the intention of not having a prolonged interval after a lengthy interruption close to the conclusion of the innings of the team batting first. However, the minimum interval shall not be less than ten minutes.

The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled interval if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

**Note:** In addition to clauses i), ii) and iii) above, the length of the Interval may be reduced by the WICB Match Referee should exceptional circumstances arise.



### **11.2 Law 15.9 - Intervals for drinks**

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals 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, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in clause 2.2.3).

## **12 LAW 16 - START OF PLAY; CESSATION OF PLAY**

Law 16 shall apply subject to the following (see clauses 11 and 10.2):

### **12.1 Law 16.1 – Start and Cessation Times**

2 sessions of 3 hours 10 minutes each, separated by a 45 minutes interval between innings.

**1st INNINGS** 9:30AM – 12:40PM

**LUNCH INTERVAL** 12:40PM – 1:25PM

**2<sup>ND</sup> INNINGS** 1:25PM – 4:35PM

### **12.2 Minimum Over Rates**

The minimum over rate to be achieved in One Day matches will be 15.79 overs per hour.

The actual over rate will be calculated at the end of the match by the umpires.

In calculating the actual over rate for the match, allowances will be given for the actual time lost as a result of any of the following:

13.2.1 treatment given to a player by an authorised medical personnel on the field of play;

13.2.2 a player being required to leave the field as a result of a serious injury;

13.2.3 all third umpire referrals and consultations;

13.2.4 time wasting by the batting side; and

13.2.5 all other circumstances that are beyond the control of the fielding side.

In the event of any time allowances being granted to the fielding team under 13.2.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

## **13 LAW 17 - PRACTICE ON THE FIELD**

Law 17.1 shall apply subject to the following:

### **13.1 Law 17.1 – Practice on the pitch or the rest of the square**

a) The use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.

b) Bowling practice on the bowling strips referred to in (a) above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.



### **13.2 Law 17.3 - Practice on the outfield between the call of play and the call of time**

Law 17.3 shall apply save that Law 17.3 (c) shall be replaced with the following:

- c) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the law.

## **14 LAW 18 - SCORING RUNS**

Law 18 shall apply.

## **15 LAW 19 - BOUNDARIES**

Law 19 shall apply subject to the following:

### **15.1 Law 19.1 - The boundaries of the field of play**

The following shall apply in addition to Law 19.1:

The boundary shall be a minimum of 55 yards (50.29 metres) and a maximum of 65 yards (59.44 metres) . Distances shall be measured from the centre of the pitch.

### **15.2 Law 19.2 - Defining the boundary - boundary marking**

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by the WICB from time to time. Where appropriate the rope should be a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs.

### **15.3 Law 19.3 - Scoring a boundary**

The following shall apply in addition to Law 19.3:

If an unauthorized person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batter is liable to be out as a result of the unauthorized person handling the ball. See also Law 19.1 (c).

## **16 LAW 20 - LOST BALL**

Law 20 shall apply.

## **17 LAW 21 - THE RESULT**

Law 21 shall apply subject to the following:

### **17.1 Law 21.1 - A win - two innings match**

Law 21.1 shall not apply.

### **17.2 Law 21.2 - A win - one innings match**

Law 21.2 shall apply in addition to the following:

- 17.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting sec-



and scores enough runs to win in less than 20 overs.

17.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

### **17.3 Law 21.3 – Umpire (WICB Match Referee) awarding a match**

Law 21.3 shall be replaced by the following:

- a) A match shall be lost by a side which either
  - i) concedes defeat or
  - ii) in the opinion of the WICB Match Referee refuses to play and the WICB Match Referee shall award the match to the other side.
- b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the WICB Match Referee of this fact. The WICB Match Referee shall together with the umpires ascertain the cause of the action. If the WICB Match Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, the Match Referee shall so inform the captain of that side. If the captain persists in the action the Referee shall award the match in accordance with (a)(ii) above.\*
- c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 11.2.2 and 12.1 above.

\* N/B In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the WICB Code of Conduct.

### **17.4 Law 21.4 – Matches in which there is an agreement under Law 12.1 (b)**

Law 21.4 shall not apply.

### **17.5 Law 21.5 (a) - A Tie**

Law 21.5 shall apply in addition to the following:

21.5.1 If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

### **17.6 Law 21.5 (b) - A Draw**

Law 21.5 (b) shall not apply.

### **17.7 Prematurely Terminated Matches - Calculation of the Target Score**

#### **17.7.1 Interrupted Matches - Calculation of the Target Score**

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), 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 2.0 method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis /Stern 2.0 Regulations).

#### **17.7.2 Prematurely Terminated Matches**

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L/S 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern 2.0 method (refer



Duckworth/Lewis/Stern 2.0 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.

### **17.8 Correctness of result**

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.5, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

### **17.9 Points**

#### **18.9.1 Round Robin, Play off and Finals**

The points system is as follows:

Win, with bonus point .....	5
Win, without bonus point .....	4
Tie or No Result.....	2
Loss .....	0

### **17.10 Tournament Structure**

Six (6) teams will be participating (Barbados, Guyana, Jamaica, Trinidad & Tobago, Windward Islands & Leeward Islands) on a round robin basis.

The two teams with the most points at the end of the round robin stage will contest the final. In the event of teams finishing on equal points at the end of the round robin stage, the right to play in the Finals and the play off matches will be determined as follows:

- The team with the most number of wins.
- If still equal, the team with the most number of wins over the other team(s) who are equal on points and have the same number of wins.
- If still equal, the team with the highest number of bonus points.
- If still equal, the team with the highest net run rate.

In a match declared as no result, run rate is not applicable.

### **17.11 Round Robin Matches**

The competition will be played with six teams in a round robin format. Each team will play a total of five (5) matches, one match each against the other five teams in the tournament and the two top teams play in final.

- (1) Barbados
- (2) Guyana
- (3) Windward Islands
- (4) Leeward Islands
- (5) Trinidad & Tobago
- (6) Jamaica



## 17.12 Final Match

The two teams finishing first and second on the tournament table will contest the final. In the event of the final being abandoned, the winner of the tournament will be the team which was placed higher on the tournament table prior to the final.

## 17.13 Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis/Stern 2.0, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.

Where a match is concluded but with Duckworth/Lewis/Stern 2.0 having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

## 17.14 Bonus Points

The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Refer Appendix 6.

## 18 LAW 22 - THE OVER

Law 22 shall apply subject to the addition of the following to Law 22.5:

### 18.1 Law 22.5 - Umpire miscounting

Whenever possible the third umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

## 19 LAW 23 - DEAD BALL

Law 23 shall apply subject to the addition of the following to Law 23.4.

### 19.1 Law 23.4 - Umpire calling and signalling 'Dead Ball'

In a match where cameras are being used on or over the field of play, either umpire shall call and signal 'dead ball', should a ball that has been hit by the batter make contact, while still in play, with the camera, its apparatus or its cable. The ball shall not count as one of the over and no runs shall be scored. If, however, the delivery had already been called a No ball, then the No ball shall count and the No ball penalty applied, including if appropriate a free hit from the next delivery. No other runs (including penalty runs) apart from the No ball penalty shall be scored.



Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal dead ball unless this was already a no ball or wide, the ball shall count as one of the over. All runs scored to that point shall count, plus the run in progress if the batters have already crossed.

## **20 LAW 24 - NO BALL**

Law 24 shall apply subject to the following:

### **20.1 Law 24.1 (b) Mode of delivery**

Law 24.1 (b) shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

### **20.2 Free hit**

In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batter 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 batter is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

a) There is a change of striker (the provisions of clause 37.2 shall apply).

or

b) 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.

For clarity, the bowler can change her mode of delivery for the free hit delivery. In such circumstances Law 24.1 a) shall apply.

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.

### **20.3 Fair Delivery - the feet**

Law 24.5 shall apply, subject to the final paragraph being replaced by the following:

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he/she shall call and signal No ball

## **21 LAW 25 - WIDE BALL**

### **21.1 Law 25.1 - Judging a Wide**

Law 25 shall apply with the following addition to Law 25.1:

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.

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.

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 LAW 26 - BYE AND LEG BYE**

Law 26 shall apply.

**23 LAW 27 - APPEALS**

Law 27 shall apply.

**24 LAW 28 - THE WICKET IS DOWN**

Law 28 shall apply.

**25 LAW 29 - BATTER OUT OF HER GROUND**

Law 29 shall apply.

**26 LAW 30 - BOWLED**

Law 30 shall apply.

**27 LAW 31 - TIMED OUT**

Law 31 shall apply.

Refer also to clause 39.9 (Law 42.10)

**28 LAW 32 - CAUGHT**

Law 32 shall apply.

**29 LAW 33 - HANDLED THE BALL**

Law 33 shall apply.

**30 LAW 34 - HIT THE BALL TWICE**

Law 34 shall apply.

**31 LAW 35 - HIT WICKET**

Law 35 shall apply.

**32 LAW 36 - LEG BEFORE WICKET**

Law 36 shall apply.

**33 LAW 37 - OBSTRUCTING THE FIELD**

Law 37 shall apply. For the avoidance of doubt, if an umpire feels that a batter, in running between the wickets, has significantly changed her direction without probable cause and thereby obstructed a fielder's attempt to effect



a run out, the batter 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 batter crossing the pitch, Law 42.14 shall also apply.

#### **34 LAW 38 - RUN OUT**

Law 38 shall apply.

#### **35 LAW 39 - STUMPED**

Law 39 shall apply.

#### **36 LAW 40 - THE WICKET-KEEPER**

Law 40 shall apply.

#### **37 LAW 41 - FIELDER**

Law 41 shall apply subject to the following:

##### **37.1 Law 41.1 - Protective equipment**

The following shall apply in addition to Law 41.1:

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.

##### **37.2 Restrictions on the placement of fielders**

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

37.2.2 In addition to the restriction contained in clause 37.2.1 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 (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

37.2.3 The following fielding restrictions shall apply:

- a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached appendix 4). 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.

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

During the second block of Powerplay Overs only three fielders shall be permitted outside the fielding restriction area at the instant of delivery.

37.2.4 During the non Powerplay Overs, no more than four fielders shall be permitted outside the fielding restriction area referred to in clause 37.2.3 a) above.

37.2.5 Subject to the provisions of 37.2.6 below, the Powerplay Overs shall apply for 15 overs per innings to be taken as follows:

- a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.



- b) The second block of Powerplay Overs (block of 5 overs for an uninterrupted match) shall be taken at the discretion of either of the batters at the wicket. In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40th over. (No equivalent restriction applies to innings of shorter scheduled duration.)
- c) A batter must nominate her team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.
- d) Once a batter has nominated a Powerplay, the decision can not be reversed.
- e) Should the batting side choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g. in a 50 over innings with one unclaimed Powerplay, this will begin at the start of the 36th over).

37.2.6 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 FIRST		SECOND POWERPLAY	
DURATION		POWERPLAY	POWERPLAY TOTAL
20 – 21	4	2	6
22 – 24	5	2	7
25 – 28	5	3	8
29 – 31	6	3	9
32 – 34	7	3	10
35 – 38	7	4	11
39 – 41	8	4	12
42 – 44	9	4	13
45 – 48	9	5	14
49	10	5	15

37.2.7 Each block of Powerplay Overs must commence at the start of an over.

37.2.8 If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 37.2.6. Any Powerplay overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting side's allocation. The decision of the batting side of when to take any remaining Powerplay overs is made in the usual way.

*Illustrations of 37.2.8:*

*A match starts as 50 overs, is interrupted after 12 overs and reduced to 43 overs. (The first 10 overs have been Powerplays (PP); the next two were not.) The new PP allocation is 9+4, so there are 3 overs left for the batting side. These must start no later than the 38th over in order to be completed by the 40th over.*

37.2.9 If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay will be assumed to have been taken immediately and will continue until it is completed.

*Illustrations of 37.2.9*

*A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 43 overs. Powerplay overs are 9+4. 2nd Powerplay is in progress with 0.3 out of the 4 overs completed, i.e. it covers overs 10 to 13. The fielding restrictions relating to the second powerplay take immediate effect*



on resumption.

37.2.10 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.

*Illustrations of 37.2.10*

*A 45 over innings is interrupted after 8.3 overs, and on resumption has been reduced to 28 overs. Powerplay overs are 5+3. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.*

37.2.11 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay Overs being bowled in the innings.

*Illustration of 37.2.11:*

*A 41 over innings in which only the 1st Powerplay has been taken is interrupted after 35.1 overs and reduced to 39 overs. Powerplay overs are still 8+4. Powerplays automatically resume for the start of the next over, but only 11 of the 12 scheduled Powerplay overs can be bowled in the innings.*

37.2.12 At the commencement of the second block of Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his/her arm in a large circle.

37.2.13 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

37.2.14 A light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled, along with the number of overs remaining in the current block of Powerplay Overs.

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

## **38 LAW 42 - FAIR AND UNFAIR PLAY**

### **38.1 Law 42.3 - The Match Ball - changing its condition**

Law 42.3 shall apply, subject to the following:

Law 42.3 (d) and (e) shall be replaced with the following:

If the umpires together agree that the deterioration the ball is inconsistent 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.

38.1.1 If it is possible to identify the player(s) responsible:

- a) Change the ball forthwith. The batters 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.

Additionally the bowler's end umpire shall:

- b) Award 5 penalty runs to the batting side.
- c) Inform the captain of the fielding side of the reason for the action taken.
- d) Inform the captain of the batting side as soon as practicable of what has occurred.
- e) Together with the other umpire report the incident to the WICB Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the WICB Code of Conduct.

38.1.2 If It is not possible to identify the player(s) responsible:

- a) 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



- b) The bowler's end umpire shall issue the captain with a first and final warning, and
- c) Advise her that should there be any further incident by that team during the remainder of the match or series, steps 38.1.1 a) to e) above will be adopted, with the captain deemed under e) to be the player responsible.

### **38.2 Law 42.4 - Deliberate attempt to distract striker**

Law 42.4 shall apply subject to the following:

In addition, the umpires shall report the incident to the WICB Match Referee under the WICB Code of Conduct.

### **38.3 Law 42.5 - Deliberate distraction or obstruction of batter**

Law 42.5 shall apply subject to the following:

In addition, the umpire shall report the incident to the WICB Match Referee under the WICB Code of Conduct.

### **38.4 Law 42.6 - Dangerous and Unfair Bowling**

#### **38.4.1 Law 42.6 (a) - The Bowling of Fast Short Pitched Balls**

Law 42.6 (a) shall be replaced by the following:

- a) A bowler shall be limited to two fast short-pitched deliveries per over.
- b) 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.
- c) The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to Clause 38.4.1 (f) below, a ball that passes above head height of the batter, that prevents her from being able to hit it with her bat by means of a normal cricket stroke shall be called a wide.
- e) For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched delivery in that over.
- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 38.4.1 (b) above, the umpire at the bowlers 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.
- g) 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 batter at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) 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 her final warning for the innings.
- i) 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.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.
- l) The umpires may then report the matter to the WICB Match Referee 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 38.5 below which umpires are able to apply at any time.

#### **38.4.2 Law 42.6 (b) Bowling of High Full Pitched Balls**

Law 42.6 (b) shall be replaced by the following:

- a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in Clause 38.4.2 (a) above, the umpire at the bowler's end shall call and signal no ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batter, the umpire at the bowler's end shall, in addition to calling and signalling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred.

- c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batter) by the same bowler in that innings, the umpire shall, in addition to calling and signalling no ball, 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.
- d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- e) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.
- f) The umpires may then report the matter to the WICB Match Referee 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.)

#### **38.5 Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire**

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 38.4.1, 38.4.2 and 38.6 the following shall apply at any time during the match:

38.5.1 The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end they consider that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment she may be wearing. The relative skill of the striker shall also be taken into consideration.

38.5.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

- a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batter of what has occurred.
- b) If this caution is ineffective, they shall repeat the above procedure and indicate to the bowler that this is a final warning.
- c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- d) 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. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
- e) The bowler thus taken off shall not be able to bowl again in that innings.
- f) The umpire may report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.



sible to the captain of the batting side.

- g) The umpires will then report the matter to the WICB Match Referee 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).

### **38.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls**

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed unfair as defined in Clause 38.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

42.6.1 Call and signal no ball.

42.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.

42.6.3 Not allow the bowler to bowl again in that innings.

42.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

42.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the WICB Match Referee 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).

### **38.7 Action by the umpires for dangerous and unfair Bowling**

Should the umpires initiate the caution and warning procedures set out in Clauses 38.4.1, 38.4.2, 38.5 and 38.6 such cautions and warnings are not to be cumulative.

### **38.8 Law 42.9 - Time Wasting by the Fielding Side**

Law 42.9 shall apply subject to Law 42.9 (b) 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:

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

b) Award 5 penalty runs to the batting side (see Law 42.17).

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

d) If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report to the WICB Match Referee under the WICB Code of Conduct. In such circumstances the Captain and, if necessary, members of the team concerned will be charged.

### **38.9 Law 42.10 - Batter Wasting Time**

Law 42.10 shall apply, subject to the following:

If the incoming batter is not in position to take guard or her 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.

In addition, if the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report to the WICB Match Referee under the WICB Code of Conduct. In such circumstances the batters concerned will be charged.

### **38.10 Law 42.14 Batter damaging the pitch**



Law 42.14 shall apply.

In addition, the umpires shall report the incident to the WICB Match Referee under the WICB Code of Conduct.

See also clause 33 above.

### **38.11 Law 42.15 – Bowler attempting to run out non-striker before delivery**

Law 42.15 shall be replaced by the following:

The bowler is permitted, before releasing the ball and provided she has not completed her 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.

### **38.12 Use of Electronic Communications Equipment**

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted.

## **39 Complement of Teams**

Each competing country will be allowed a squad of fourteen (14) players from which to choose their teams during the duration of the tournament. Changes to this squad shall be allowed in cases of injury or illness sustained during the tournament. A Committee comprising the WICB's Director of Cricket or his nominee, the WICB's Chairman of Selectors or his nominee and the WICB's Cricket Committee Chairman or his nominee shall make the final determination on whether a player can be replaced or not.

## **40 Venues**

The WICB reserves the right to change venues at any stage during the Tournament without consultation with the teams; provided that at least 18 hours' notice is given to each team participating in the affected match (es).

## **41 Final Determination**

In the event of an occurrence deemed not to have been covered by these rules a Tournament Committee comprising of the Chairman of the WICB's Cricket Committee or his nominee, the WICB's Director of Cricket or his nominee and the WICB's Chairman of Selectors or his nominee will meet to make the determination and to which there will be no right of appeal.

## **APPENDIX 1**

All penalty runs in the Laws of Cricket (2000 Code 6th Edition – 2015) shall apply in WICB Regional Women' Super 50 Tournament.



## APPENDIX 2A

### Calculation sheet for use when delays or interruptions occur in First Innings

#### Time

Net playing time available at start of the match	380 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 3.8 (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 3.8] (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 12.4.2 a) iv). If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

## APPENDIX 2B

### 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 / 3.8 ] (round up fractions)	_____	(S)
Number of complete overs faced to date in first innings	_____	(T)

If S is greater than T then revert to Appendix 2A

If S is less than or equal to T then the first innings is terminated and go to Appendix 3A



**APPENDIX 3A**

**Calculation sheet for the start of the Second Innings**

Maximum overs to be bowled:  
 (If first innings was terminated, S from Appendix 2B) \_\_\_\_\_ (A)  
 Scheduled length of innings: [  $A \times 3.8$  ] (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) \_\_\_\_\_ + \_\_\_\_\_

**APPENDIX 3B**

**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: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings) \_\_\_\_\_ (F)  
 Total playing time lost [  $E - F$  ] \_\_\_\_\_ (G)

**Overs**

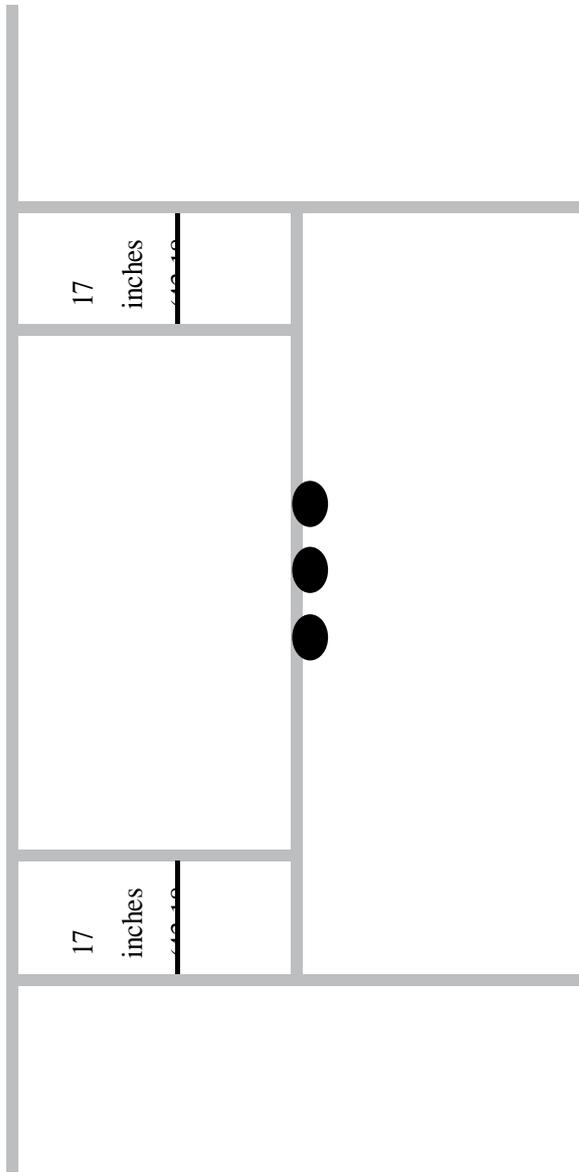
Maximum overs at start of innings \_\_\_\_\_ (H)  
 Overs lost [  $F / 3.8$  ] (rounded down) \_\_\_\_\_ (I)  
 Adjusted maximum length of innings [  $H - I$  ] \_\_\_\_\_ (J)  
 Rescheduled length of innings [  $J \times 3.8$  rounded up ] \_\_\_\_\_ (K)  
 Amended cessation time of innings [  $D + (K - C)$  ] \_\_\_\_\_ (L)

**Overs per bowler and Fielding Restrictions**

Maximum overs per bowler [  $J / 5$  ] \_\_\_\_\_ overs  
 Duration of Powerplay overs (initial, batting side) \_\_\_\_\_ + \_\_\_\_\_



## APPENDIX 4 - CREASE MARKINGS

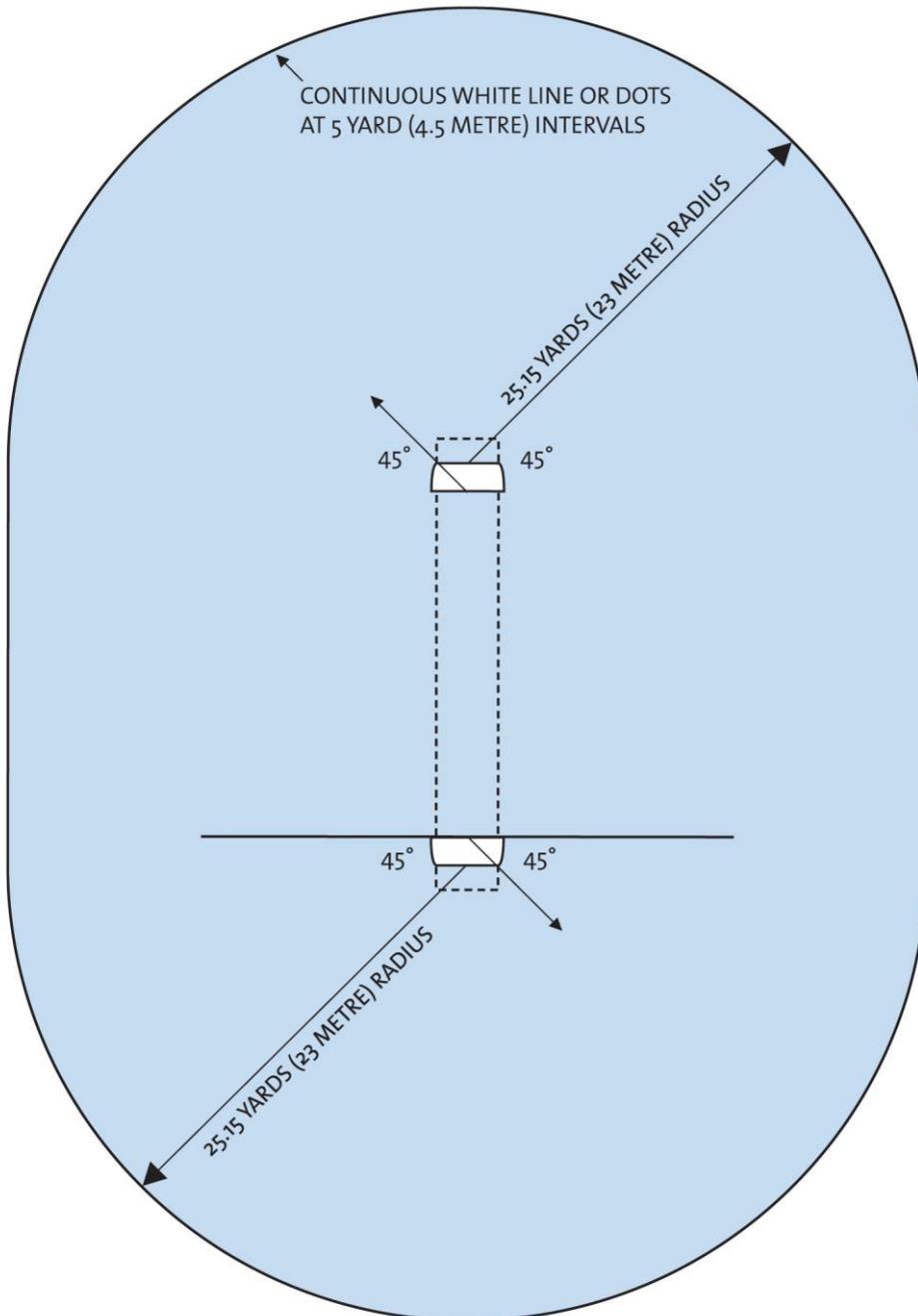




## APPENDIX 5

### Restriction of the placement of fielders

The final mark of the 13.12 yards radius shall be a line placed at an angle of  $45^\circ$ , measured from the popping crease at a point level with the middle stump.



**NB: DISREGARD THE 45 DEGREE DEMARCATIONS. ONLY THE 25.15 YARDS CIRCLE RESTRICTIONS WILL BE APPLICABLE**



## APPENDIX 6

### Bonus Point System

1 bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.

A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs/balls faced.

Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.

Where matches are shortened and targets revised through the Duckworth/Lewis/Stern 2.0 system, bonus run rates and bonus defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

Whenever a target, or revised target, is set, the exact number of overs/balls within which the side batting second must achieve this target in order to gain the bonus point should be announced. Once these overs/balls have been bowled, if the target has not then been achieved the bonus point can not be gained by any subsequent event, eg a multiple scoring shot, or extras.

#### (a) Examples of criteria for the award of bonus points

#### TEAM BATTING FIRST TEAM BATTING SECOND TEAM BOWLING SECOND

SCORER	RUN RATE	REQUIRED	BALLS TO	REQUIRED	TARGET
	RUN RATE	WIN (OVERS)	RUN RATE	SCORE	
300	6	7.5	40.0	4.8	240
275	5.5	6.875	40.0	4.4	220
250	5	6.25	40.0	4	200
225	4.5	5.625	40.1	3.6	180
200	4	5	40.1	3.2	160
175	3.5	4.375	40.1	2.8	140
150	3	3.75	40.1	2.4	120
125	2.5	3.125	40.1	2	100
100	2	2.5	40.2	1.6	80
75	1.5	1.875	40.3	1.2	60

**Note:** the 'target score' shown in the last column is the maximum total that the team batting second can make for the team batting first to qualify for the bonus point.