



Non-Profit Organization  
**Japan Cricket Association**  
Tel.: 050-3766-4483  
URL: <http://www.cricket.or.jp>

## JAPAN CRICKET LEAGUE PLAYING CONDITIONS

*Last revised: 11 January 2017*

The Japan Cricket Association (the “JCA”) issues these Japan Cricket League Playing Conditions (these “**Playing Conditions**”) to stipulate playing conditions for matches in the Japan Cricket League (the “JCL”). For more details concerning the JCL format, administration, and other rules, please see the Japan Cricket League Manual.

The Laws of Cricket (2000 Code 5th Edition - 2013) (the “**Laws**”) will apply to these Playing Conditions, except with regard to changes (set out below) that are provided in relation to certain laws or provisions of the Laws. If a law or provision of the Laws is not specifically mentioned below, it applies as is (e.g., “Law 23 – Dead Ball” is not mentioned below, and so therefore applies as is).

“(Addition)” signifies where a new law or provision has been added to the Laws.

### **Notes:**

- All references to “Governing Body” within the Laws are replaced by “JCL Committee”. All references to “Ground Authority” are replaced by “JCA”.
- Male prepositions have been used for consistency with the language used in the Laws of Cricket.
- Text highlighted in yellow indicates text updated since the last revision (please note that this is not precise).



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## **LAW 1 THE PLAYERS**

### **1.1 Number of Players**

Law 1.1 is replaced by the following:

A match is played between two teams. Each team will consist of 11 players, one of whom will be captain. A team may play a match with less than 11 players, but the minimum number of players in a team is 7 players.

### **1.2 Nomination of Players**

Law 1.2 is replaced by the following:

- (a) Each captain will provide a list of the names of the 11 players and the nominated 12th man in writing on a prescribed “team sheet” to the umpires before the toss. No player (including any nominated 12th man) may be changed after the toss without the consent of the opposing captain. After receiving the team sheets, the umpires will lend the team sheets to the scorers. After the match, the umpires will send photographs of the team sheets to the JCL Committee by email.

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

### **2.1 Substitutes and Runners**

Law 2.1 (a) does not apply. A runner for a batsman when batting is not permitted.

Law 2.1 (b) is replaced by the following:

The umpires 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.

### **2.5 Fielder Absent or Leaving the Field**

Law 2.5 is replaced by the following:

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



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

- (a) The player must not bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as “penance time”), subject to a maximum cumulative penance time of 120 minutes. If any unexpired penance time remains at the end of the first innings, it is carried forward to the second innings of the match.
- (b) The player must not bat in the match until his team’s batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 120 minutes. However, when his side has lost five wickets in its batting innings, he may bat immediately.

For the purposes of (a) and (b), playing time is the time play is in progress, excluding intervals between innings and official drinks intervals.

However, if a batsman or a fieldsman is already off the field at the commencement of an interruption in play through ground, weather, or light conditions or for other exceptional circumstances, he may count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

- (b) The restrictions set out in 2.5 (a) and (b) will not apply in the following cases: (1) the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) when participating earlier in the match and has been forced to leave the field as a result of that injury; or (2) the player has been absent for any exceptional and wholly acceptable reason (other than injury or illness).

## **2.7 Runner**

Law 2.7 does not apply. A runner for a batsman when batting is not permitted.

## **2.8 Transgression of the Laws by a Batsman who has a Runner**

Law 2.8 does not apply. A runner for a batsman when batting is not permitted.

# **LAW 3 THE UMPIRES**

## **3.1 Appointment and Attendance**

Law 3.1 is replaced by the following:



- (a) For each match, the JCL Committee will appoint neutral umpires from another JCL team or umpires that the JCL Committee authorizes to adjudicate JCL matches.
- (b) If the JCL Committee designates a JCL team to provide neutral umpires for a match, then in principle that team will provide two umpires for that match, unless otherwise instructed by the JCL Committee. The designated JCL team will be penalized if they fail to send two umpires. Please refer to “JCL Manual” for more detail.
- (c) Neither team may object to an umpire’s appointment made by the JCL Committee.
- (d) The umpires will be present at the ground at least 30 minutes before the scheduled start of play.
- (e) Each umpire must have competent knowledge of, and adhere to, these Playing Conditions, the Laws, the Umpire’s Code of Conduct, and other policies and codes issued by the JCA (those codes and policies collectively, “**JCA Policies**”).
- (g) The umpires must wear a watch or carry some other time-keeping device when umpiring. At five-over intervals (i.e., after five overs, after ten overs, etc.), the umpires will, as a guide for over rates, advise the fielding captain of the time taken to bowl each block of five overs.

Note: As a general guide, if the fielding team bowls each block of five overs within 20 minutes, it will finish bowling the required overs for the session in question before the end time of that session. See also Law 12.6 (as amended by these Playing Conditions).

(f) Substitute umpires

- (i) If only one neutral umpire adjudicates the match, then a respected player of the batting team with competent knowledge of these Playing Conditions, the Laws, and JCA Policies will substitute for the non-attending neutral umpire. In this case, the replacement umpire will do the following only:
  - (1) umpire from the striker’s end (square leg);
  - (2) assist the neutral umpire in counting the deliveries in the over; and
  - (3) adjudicate run out, stumping, and short run decisions at the striker’s end.
- (ii) For the sake of clarity, the replacement umpire will not determine whether a full-toss delivery is higher than waist-height, or adjudicate on other aspects of the game.
- (iii) The substitute umpire may approach the neutral umpire when the ball is dead to notify the neutral umpire of aspects of play the neutral umpire might not have seen (e.g., a fielder outside the neutral umpire’s line of sight changing fielding position as the bowler is running in). However, the neutral umpire has complete discretion to use or wholly disregard information from the substitute umpire in such an instance, and the substitute umpire must respect the neutral umpire’s handling of such matters.
- (iv) The neutral umpire may approach the substitute umpire when the ball is dead to ask simple questions regarding the substitute umpire’s observations of aspects of play that the neutral umpire has been unable to see. In that case, the neutral umpire will not ask for a judgment or

decision (e.g., “Was it out?”); rather, the neutral umpire will only ask simple questions about what the substitute umpire saw or perceived in that instance.

- (v) The substitute umpire must wear clothes that differ from those of the fielders, or in some other way make himself look distinct from the fielding team (by carrying a bat, etc.)
- (vi) The substitute umpire must not carry anything onto the field other than an umpire’s counter (and, if necessary, a bat as provided for in (v) above). For the sake of clarity, under no circumstances will a substitute umpire take a mobile phone, music player, headphones, etc. onto the field.
- (vii) If in the neutral umpire’s opinion the substitute umpire provided by the batting team cannot competently perform his duties set out in (i) through (vi) above, the neutral umpire may remove the substitute umpire in question and instruct the batting team to provide another substitute umpire.
- (vii) The neutral umpire may overrule the decision of a substitute umpire with respect to an appeal for run out or stumping at the striker’s end if the neutral umpire believes that the substitute umpire has not adequately given his attention to the delivery that prompted the appeal or if the neutral umpire believes that the substitute umpire has definitely made an error.
- (h) In the rare case that no neutral umpires attend a match, then two respected players of the batting team with competent knowledge of Playing Conditions, the Laws, and JCA Policies will substitute for the non-attending neutral umpires. In this case, each captain in that match must notify the JCL Committee after the match that no neutral umpires attended the match.
- (i) To assist the scorers, the umpires will inform the scorers when there is a change of bowler and will inform the scorers of a catcher’s name or the names of persons effecting run outs at the fall of a wicket if necessary.

### **3.2 Change of Umpire**

Law 3.2 is replaced by the following:

An umpire will not be changed during the match unless there are exceptional circumstances, including umpire injury or illness. If the umpire is changed, a respected player of the batting team or another person with competent knowledge of these Playing Conditions, the Laws, and JCA Policies will replace the on-field umpire. In this case, the replacement umpire will be subject to the provisions set out for a substitute umpire in Law 3.1(g) above (as amended in these Playing Conditions).

### **3.9 Suspension of Play in Dangerous or Unreasonable Conditions**

The following is added to Law 3.9:

- (d) If a shadow from the fielder falls across the striker’s half of the pitch, the fielder must remain stationary from the time the bowler commences his run-up until the striker has received the ball. If



the fielder moves before the striker receives the ball and the umpire considers the striker to be disadvantaged by that action, the umpire will call and signal “Dead ball”.

- (e) In making decisions about suspensions of play in dangerous or unreasonable conditions, the umpires will do so in reference to Appendix 1 of these Playing Conditions “Guidelines on Hot Weather and Fitness for Play in Wet Weather”.

## **LAW 4 THE SCORERS**

### **4.1 Appointment of Scorers**

The following applies in addition to Law 4.1:

The batting team will be responsible for scoring its own innings if an independent scorer is not present. In principle, two scorers will score each innings. One scorer records the score for the batting team’s record, and the other scorer records the score for the fielding team’s record. The score must be recorded in two paper-based scorebooks at each match, or one paper-based scorebook together with one electronic-based scoring system.

## **LAW 5 THE BALL**

### **5.2 Approval and Control of Balls**

Law 5.2 is replaced by the following:

- (a) Red Kookaburra Red King 2-piece cricket balls will be used for all matches.
- (b) Throughout the duration of the match, the umpires will retain possession of any match ball when there is a break in play. During play, umpires will periodically and irregularly inspect the condition of the ball and retain possession of it at the fall of a wicket, during a drinks interval, or during any other disruption in play. Each fielding team will have one new ball for its innings.
- (c) Spare used balls of the same brand will be provided by the bowling team and kept by the scorers’ desk for replacement of the match ball if required. Each team is responsible for ensuring it has at least five spare used balls available for replacement of the match ball when it is bowling.

### **5.4 New Ball in Match of More than One Day’s Duration**

Law 5.4 does not apply.

### **5.5 Ball Lost or Becoming Unfit for Play**

Law 5.5 is replaced by the following:



- (a) If a ball is lost during play or, in the opinion of the umpires, is unfit for play as a result of normal use, the umpires may replace that ball with another ball that, in their opinion, has had a similar amount of wear.

\*Note: If, for any reason, the fielding team is unable to immediately retrieve a ball (e.g., the fielders cannot see the ball in vegetation past the boundary), the fielders will search for the ball for no longer than two minutes. After two minutes has elapsed, the ball will be considered “lost”, and the umpires will replace the ball with a spare ball provided for under Law 5.2(c) above. In this case, the batting team or other persons will continue to search for the lost ball while play resumes. If the lost ball is then found after play resumes, it may be used as a replacement ball later in the match (if another ball is lost).

- (b) If a ball becomes wet and soggy as a result of play continuing during inclement weather or as a result of dew or a damp outfield and in the opinion of the umpires that ball is unfit for play, the umpires may replace the ball with another ball that has a similar amount of wear, even if the unfit ball has not gone out of shape.
- (c) If the ball is replaced, the umpire will inform the batsman. Either batsman or bowler may raise the matter with the umpires if he feels replacement of the ball might be warranted, however the umpires’ decision regarding replacement of the ball will be final. The umpires are the sole judges of whether a ball is suitable for use as a replacement.

## **5.6 Specifications**

Law 5.6 does not apply.

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

### **9.3 The Popping Crease**

Law 9.3 applies, except that the wording “a minimum of 6 ft/1.83 m” is replaced by “a length that is practical to mark at the start of the match and that does not exceed 13 metres on either side of the wicket.”

## **LAW 12 INNINGS**

Law 12 applies subject to the following (see also “15. LAW 15 – INTERVALS” and “16. LAW 16 – START OF PLAY; CESSATION OF PLAY”):

### **12.1 Number of Innings**

Law 12.1 is replaced by the following:





- (a) All matches consist of one innings per team, and each innings is limited to a maximum of 40 overs. In certain extreme conditions that are stipulated in Appendix 1 of these Playing Conditions (“Guidelines on Hot Weather and Fitness for Play in Wet Weather”), the captains and umpires may decide to reduce the length of the innings before the start of the match.
- (b) Every effort will be made to complete matches on the scheduled day, and if necessary, the number of overs in the match will be reduced to complete the match in one day. However, the number of overs in the match must not be reduced because of potential future interruptions (e.g., a forecast for rain later in the day), except when the number of overs in the match is reduced in accordance with Law 12.1(a) above (as amended in these Playing Conditions). The match will be deemed abandoned only if the minimum number of overs necessary to constitute a match cannot be bowled on the scheduled day.
- (c) If a match is abandoned, the game will be declared a “no result” and each team will be awarded two points.
- (d) In the event of any dispute that is not resolved on the day of the match, the JCL Committee will be asked to make a ruling, and its ruling will be final.

## **12.2 Alternate Innings**

Law 12.2 does not apply.

## **12.3 Completed Innings**

Laws 12.3 (c), (d) and (e) (ii) do not apply.

## **12.6 Length of Innings (\*Addition)**

- (a) Uninterrupted Matches
  - (i) Each team bats for 40 overs unless all out earlier.
  - (ii) If the team fielding first fails to bowl the required number of overs before the scheduled time for cessation of the first innings, play will continue until the required number of overs has been bowled. In this case, the interval will be reduced to enable the second innings to commence at the scheduled time, subject to a minimum interval of 10 minutes. The team batting second will receive its full quota of 40 overs irrespective of the number of overs it bowled before the scheduled time of cessation of the first innings.
  - (iii) If the team batting first is dismissed in less than 40 overs, the team batting second will be entitled to bat for 40 overs.
  - (iv) If the team fielding second fails to bowl 40 overs before the scheduled cessation time, the hours of play will be extended until the required number of overs have been bowled or a result is achieved.



- (v) In certain extreme conditions that are stipulated in Appendix 1 of these Playing Conditions (“Guidelines on Hot Weather and Fitness for Play in Wet Weather”), the captains and umpires may decide to reduce the length of the innings. In that case, the amount of “40 overs” will be replaced in (i) through (iv) above with the number of overs after the decided reduction.

(b) Delayed or Interrupted Matches

(i) Delay or interruption to the innings of the team batting first

- (1) When playing time has been lost, the revised number of overs to be bowled in the match will be based on a rate of 15 overs per hour (inclusive of drinks intervals) during the total remaining time available for play.
- (2) Where possible, any revision to the number of overs will ensure that both teams have the opportunity to bat for the same number of overs. The team batting second will not bat for a greater number of overs than the team batting first, unless the team batting first completes its innings in less than its allocated overs. To constitute a match, a minimum of 15 overs must be bowled to the team batting second, subject to the innings not being completed earlier.
- (3) Any fraction that results from calculations carried out to revise the number of overs will be ignored.

(ii) Delay or interruption to the innings of the team batting second

- (1) If playing time is lost and as a result it is not possible for the team batting second to receive its allocated overs or revised allocation of overs in the playing time available, the number of overs will be reduced at a rate of 15 overs per hour (inclusive of drinks intervals) with respect to the lost playing time. Any fraction that results from calculations carried out to revise the number of overs will be ignored.
- (2) To constitute a match, a minimum of 15 overs must be bowled to the team batting second, subject to that innings not being completed earlier.
- (3) The team batting second must not bat for a greater number of overs than the team batting first, unless the team batting first completes its innings in less than its allocated overs.
- (4) If the team fielding second fails to bowl the revised number of overs before the scheduled or re-scheduled close of play, the hours of play will be extended until the revised number of overs is bowled or a result is achieved.

**12.7 Extra Time (\*Addition)**

In all matches where the start of play is delayed or play is suspended, the scheduled hours of play will be extended where practical.

### **12.8 Number of Overs per Bowler (\*Addition)**

- (a) No bowler will bowl more than 8 overs in an innings.
- (b) In a delayed or interrupted match or in any other instance 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.
- (c) If the total overs are not divisible by 5, one additional over will be allowed to the maximum number of overs per bowler necessary to make up the balance.
- (d) If a bowler is injured and is unable to complete an over, the remaining balls will be bowled by a different bowler. The remaining balls bowled by the different bowler will count as a full over only in so far as each bowler's limit is concerned.
- (e) If possible, the scoreboard will show the total number of overs bowled, and the umpires are requested to keep a record of the number of overs bowled by each bowler.

## **LAW 13 THE FOLLOW-ON**

Law 13 does not apply.

## **LAW 14 DECLARATION AND FORFEITURE**

Law 14 does not apply.

## **LAW 15 INTERVALS**

### **15.5 Changing Agreed Times for Intervals - Interval Between Innings**

Law 15.5 is replaced by the following:

- (a) The innings of the team batting second will not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least 20 minutes prior to the scheduled interval, in which case the team batting second will commence its innings after a 10-minute break.
- (b) If play is delayed or interrupted the umpires will reduce the length of the interval as set out below.
  - (i) If 15 minutes or less of actual playing time is lost (which equals the total playing time lost, less any extra time made available to cover that loss), then the interval will be reduced by the amount of actual playing time lost.



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- (ii) If more than 15 minutes of actual playing time is lost (which equals the total playing time lost, less any extra time made available to cover that loss), then the interval will be reduced to 15 minutes (subject to (iii) below).
- (iii) If more than 60 minutes of actual playing time is lost (which equals the total playing time lost, less any extra time made available to cover that loss), then the interval of 15 minutes prescribed under (ii) above may be reduced further by mutual agreement between the umpires and both captains. If agreement is not reached, the length of the interval will be determined by the umpires. The minimum interval will be ten minutes.

### **15.9 Intervals for Drinks**

Law 15.9 is replaced by the following:

- (a) In principle, two drinks breaks per session are permitted. One drinks break is held upon completion of the 15th over, and the second is held upon completion of the 30th over.
- (b) If the match is played under conditions of extreme heat, the umpires may permit extra intervals for drinks.
- (c) If both captains agree that only one drinks break is necessary in a session (e.g., on a day with cool weather), the captains may jointly make such a proposal to the umpires before the start of the match, and the umpires may accept that proposal at their discretion.
- (d) Each drinks break must be kept as short as possible and must not exceed 5 minutes.
- (e) If no playing time will be wasted, an individual player may take a drink either (i) on the boundary edge or (ii) on the field at the fall of a wicket. Drinks will not be taken onto the field at any other time without the permission of the umpires.

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

Law 16 applies subject to the following (see also “LAW 15 – INTERVALS” and “12.6 - Length of Innings”):

### **16.6 Last Hour of Match - Number of Overs;**

### **16.7 Last Hour of Match - Interruptions of Play;**

### **16.8 Last Hour of Match - Intervals Between Innings**

Laws 16.6, 16.7, and 16.8 do not apply.

### **16.9 Conclusion of match;**



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### **16.10 Completion of last over of match;**

### **16.11 Bowler unable to complete an over during last hour of match**

Each of Laws 16.9, 16.10, and 16.11 apply to the extent that it is relevant to a one innings per side, limited overs match.

### **16.12 Start and Cessation Times (\*Addition)**

In principle, there will be two sessions of three hours each, separated by a 20-minute interval between innings. The starting times and finishing times for the sessions and interval are as follows:

#### **Standard Playing Hours**

First Session	11:00-14:00
Interval	14:00-14:20
Second Session	14:20-17:20

#### **Matches played after August 31 (due to fewer hours of daylights)**

First Session	10:30-13:30
Interval	13:30-13:50
Second Session	13:50-16:50

\*See Appendix 1 of these Playing Conditions (“Guidelines on Hot Weather and Fitness for Play in Wet Weather”) for other session times that may adopted in certain extreme conditions.

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

### **17.1 Practice on the Field**

The following applies in addition to Law 17.1:

The use of the ground for practice before or during the match is restricted to any practice area on the ground that will not (i) affect the preparation of the pitch and ground for play or (ii) damage the pitch or ground after the start of play.

## **LAW 19 BOUNDARIES**

### **19.1 The Boundary of the Field of Play**

The following applies in addition to Law 19.1:

- (d) No minimum length will be set for the boundaries. However, in all cases, the aim will be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 metres) from the centre of the pitch to be used. Where possible, the following will apply (distances measured are from the centre of the pitch to be used):
  - (i) the playing area will be at least **130 yards (118.87 metres)** from boundary to boundary square of the pitch, with the shorter of the two square boundaries being at least **60 yards (54.86 metres)**; and
  - (ii) the straight boundary at both ends of the pitch will be at least **60 yards (54.86 metres)**.
- (e) The length of the boundaries must be the same for the duration of both innings and must not be altered during the match.

### **19.2 Defining the Boundary - Boundary Marking**

Law 19.2(a) is replaced by the following:

- (a) In principle, the boundary will be clearly marked with a white line or rope.

### **19.3 Scoring a Boundary**

The following applies in addition to Law 19.3:

- (d) If an unauthorized person enters the playing arena and handles the ball, the umpire at the bowler's end will be the sole judge of whether (i) the boundary allowance is scored, (ii) the ball is treated as still in play, or (iii) "Dead ball" is called if a batsman might be dismissed as a direct result of the unauthorized person handling the ball. See also Law 19.1 (c).

## **LAW 21 THE RESULT**

Law 21 applies subject to the following:

### **21.1 A Win - Two Innings Match**

Law 21.1 does not apply.

### **21.2 A Win - One Innings Match**

Law 21.2 is replaced by the following:

- (a) The side which has scored, in its one innings, a total of runs in excess of that scored by the opposing side in the opposing side's one completed innings wins the match. See Law 12.3 (Completed innings). Note also Law 21.6 below.
- (b) A result can be achieved only if both teams have had the opportunity to bat for at least 15 overs, unless (i) the team batting second scores enough runs to win the match in less than 15 overs, or (ii) the match is awarded to a team as a result of the opposing team refusing to play (Law 21.3). For the purposes of this provision, if either team had the opportunity to bat for at least 15 overs but was bowled out before facing 15 overs, it will be deemed that team had the opportunity to bat for 15 overs.
- (c) All matches in which both teams have not had an opportunity to bat for a minimum of 15 overs will be declared a "no-result", unless the match is awarded to a team as a result of the opposing team refusing to play (Law 21.3)

### **21.3 Umpires Awarding a Match**

Law 21.3 is replaced by the following:

If a team concedes defeat or refuses to play any part or all of a match, the umpires may decide to award the match to the other team.

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

Law 21.4 does not apply.

### **21.5 All other matches - A Tie or a Draw**

Law 21.5 is replaced by the following:

If the scores are equal after the completion of both innings, the result will be a tie and no account will be taken of the number of wickets that have fallen.

### **21.6 Winning hit or extras**

Law 21.6 (a) will be replaced by the following:

- (a) As soon as a result is reached as defined in 21.2, 21.3, or 21.5 above, the match is at an end. Nothing that happens thereafter, except for the application of Law 42.17(b) (Penalty runs), will be regarded as part of the match. Note also 21.8 below.

### **21.7 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score**

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

Where play has been interrupted, If it is not possible to extend play, the number of overs of either team and the target score will be revised. This is to be done using the Duckworth/Lewis/Stern method. A simple Duckworth/Lewis calculator app can be downloaded on any smart phone. Par scores and target scores will be determined solely by the umpires.

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 15 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 method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations).

### **21.7.2 Prematurely Terminated Matches**

If the innings of the side batting second is suspended (with at least 15 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern method (Refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

Note: For the purpose of simplicity par scores and target scores as calculated by the umpires using the Duckworth/Lewis calculator app on a digital device will be regarded as the true and correct Duckworth/Lewis/Stern method par or target score.

## **21.8 Correctness of Result**

The following applies in addition to Law 21.8:

Any query on the result of the match as defined in Laws 21.2, 21.3, or 21.5 will be resolved as soon as possible and a final decision made by the umpires at close of play.

## **LAW 22 THE OVER**

### **22.5 Umpiring Miscounting**





The following applies in addition to Law 22.5:

- (c) Whenever possible the scorers will inform the on-field umpires if the over has been miscounted, unless the first ball of the following over has been bowled.

## **LAW 24 NO BALL**

Law 24 applies subject to the following:

### **24.1 Mode of Delivery**

Law 24.1 (b) is replaced by the following:

- (b) The bowler shall not deliver the ball underarm. If a bowler bowls a ball underarm, the umpire will call and signal No ball, and the ball will be re-bowled overarm.

### **24.2 Fair delivery – the arm**

The following applies in addition to Law 24.2:

If an umpire calls a no-ball for throwing or suspects that a bowler has thrown a delivery when bowling, the umpire will take the actions stipulated in the JCA Suspect Bowling Action Policy.

### **24.17 Ball pitching on the Edge of the Pitch (\*Addition)**

When a match is played on a synthetic pitch, if a ball delivered by the bowler, which without previously having touched the bat or person of the striker, bounces on the edge of the synthetic pitch on the first or second bounce, the umpire will call and signal “No ball” and immediately call “Dead ball.” A penalty of one run will be awarded instantly on the call of No ball. Because the ball is considered dead upon the immediate call of Dead ball following the call of No ball, the batsman cannot be dismissed and cannot run extras. A No ball in this case will not be counted as one ball of the over.

### **24.18 Ball Bouncing to the Side of the Pitch (\*Addition)**

If a ball delivered by the bowler, which without previously having touched the bat or person of the striker, bounces to the side of the cut strip of the pitch (or the synthetic surface of the pitch in the case of a synthetic pitch), the umpire will call and signal “No ball”. The ball will not become dead in this instance.

### **24.19 Free Hit After a No Ball (\*Addition)**

The delivery following a No ball (all modes of no ball) will be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide), then the next delivery will become a free hit for whichever batsman 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.

Field changes are not permitted for free hit deliveries, except in the following cases:

- (a) there is a change of striker on the No ball delivery (the provisions of Law 41.2 will apply); or
- (b) the No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of remedying the breach.

The non-striker's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## **LAW 25 WIDE BALL**

### **25.1 Judging a Wide**

Law 25.1 is replaced by the following:

The umpire will call and signal Wide if the bowler bowls a ball that is not a No ball and (i) passes outside the guide line (or over the edge of the pitch if no guide line is provided) on the off side of the batsman, (ii) passes outside the leg stump of the batsman and down the batsman's leg side, or (iii) passes above the batsman's head in his normal upright position.

### **25.2 Delivery Not a Wide**

Law 25.2 does not apply.

## **LAW 37 OBSTRUCTING THE FIELD**

Law 37 applies subject to the following:

For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman will, on appeal, be given out, obstructing the field. It will not be relevant whether a run out would have occurred or not. If the change of direction involves the batsman crossing the pitch, Law 42.14 will also apply.

## **LAW 41 THE FIELDER**

Law 41 applies subject to the following:

### **41.1 Protective Equipment**

The following applies in addition to Law 41.1:

The exchanging of protective equipment between members of the fielding side on the field is permitted provided that the umpires do not consider that it constitutes a waste of playing time.

### **41.8 Restrictions on the Placement of Fieldsmen (\*Addition)**

- (a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- (b) In addition to the restriction contained in provision (a) above, further fielding restrictions will apply to certain overs in each innings. The nature of those fielding restrictions and the overs during which they will apply (the “Powerplay Overs”) are set out below.
- (c) Whenever possible, two semi-circles will be drawn on the field of play. The semi-circles will have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles will be 30 yards (27.43 metres). The semi-circles will be linked by two parallel straight lines drawn on the field. The fielding restriction areas are marked by continuous painted white lines or dots at 5-yard (4.57-metre) intervals, and each dot is to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. During the block of Powerplay Overs (as set out below), only two fieldsmen are permitted outside this fielding restriction area at the instant of delivery.
- (d) During the non Powerplay Overs, no more than 4 fieldsmen are permitted outside the fielding restriction area referred to in (c) above.
- (e) Subject to the provision of (f) below, the Powerplay Overs apply for 8 overs per innings to be taken as follows:

The block of Powerplay Overs (block of 8 overs for an uninterrupted or non-delayed match) are at the commencement of the innings.
- (f) When the number of overs of the batting team is reduced, the number of Powerplay Overs will be reduced and calculated by dividing the total number of overs in the innings by 5. Any fraction of an over that remains after this calculation is made will be rounded down.
- (g) If play is interrupted during the Powerplay Overs and, on resumption, the overs required to be bowled in the Powerplay have already been exceeded, then the Powerplay will be deemed to be completed in full.

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

### **42.3 The Match Ball - Changing its Condition**

Law 42.3 applies subject to the following:



Law 42.3 (e) (ii) is replaced with the following:

- (ii) inform the captain of the fielding side of the reason for the action taken;

## **42.6 Dangerous and Unfair Bowling**

Law 42.6 applies subject to the following:

“Law 42.6 (a) – Bowling of fast short-pitched balls” is replaced by the following:

- (i) A bowler is limited to one fast short-pitched delivery per over.
- (ii) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (iii) The umpire at the bowler’s end will advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.
- (iv) In addition, for the purpose of this regulation and subject to provision 42.6(a)(vi) below, a ball that passes above head height of the batsman and that prevents him from being able to hit it with his bat by means of a normal cricket stroke will be called a Wide.
- (v) For the avoidance of doubt, any fast short-pitched delivery that is called a Wide under these Playing Conditions will also count as the allowable short-pitched delivery in that over.
- (vi) If a bowler bowls more than one fast short-pitched delivery in an over as defined in provision 42.6(a)(ii) above, the umpire at the bowler’s end will call and signal No ball on each occasion. The following specific signal will be used to signify a fast short-pitched delivery: the umpire will call and signal No ball and then tap the head with the other hand.
- (vii) If a bowler delivers a second fast short-pitched ball in an over, the umpire will, after the call of No ball and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side, and the batsmen at the wicket of what has occurred. This caution will apply throughout the innings.
- (viii) If there is a second instance of the bowler being No balled in the innings for bowling more than one fast short-pitched delivery in an over, the umpire will advise the bowler that this is his final warning for the innings.
- (ix) If there is any further instance by the same bowler in that innings, the umpire will call and signal No ball, and when the ball is dead, direct the captain to immediately take the bowler off. If necessary, the over will be completed by another bowler who has not bowled the previous over or part thereof and who will not be allowed to bowl the next over or part thereof.
- (x) The bowler taken off will not be allowed to bowl again in that innings.
- (xi) The umpire will report the occurrence to the other umpire, the batsmen at the wicket, and, as soon as possible, to the captain of the batting side.



- (xii) After the match, the umpires will report the matter to the JCL Committee, which will take action considered appropriate against the captain and the bowler concerned (refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains).

“42.6 (b) - Bowling of High Full Pitched Balls” applies subject to the following:

Law 42.6 (b) is replaced by the following:

- (i) The umpire at the bowler’s end will call and signal No ball for each delivery, whether slow- or fast-paced, which passes or would have passed on the full above the waist of the striker standing upright at the crease.
- (ii) In the event of a bowler bowling a high full-pitched ball, if the umpire at the bowler’s end decides that the high full-pitched ball was, due to its direction and speed, likely to inflict physical injury on the batsman, then in the first instance, the umpire will call and signal No ball, and when the ball is dead, caution the bowler and issue a first and final warning. The umpire will inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- (iii) If there is any further instance by the same bowler in that innings of a high full pitched ball that is likely to inflict physical injury on the batsman, then the umpire will call and signal No ball, and when the ball is dead, direct the captain to immediately take the bowler off. If necessary, the over will be completed by another bowler who has not bowled the previous over or part thereof and will not be allowed to bowl the next over or part thereof.
- (iv) The bowler taken off will not be allowed to bowl again in that innings.
- (v) The umpire will report the occurrence to the other umpire, the batsman at the wicket, and, as soon as possible, to the captain of the batting side.
- (vi) After the match, the umpires will report the matter to the JCL Committee, which will take action considered appropriate against the captain and the bowler concerned (refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains).

#### **42.7 Dangerous and Unfair Bowling - Action by the Umpire**

Law 42.7 is replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Law 42.6 (a) or (b), the provisions set out below apply at all times during the match.

- (a) The bowling of fast short-pitched balls is unfair if the umpire at the bowler’s end believes 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 he may be wearing. The relative skill of the striker will also be taken into consideration.
- (b) In the event of such unfair bowling, the umpire at the bowler’s end will adopt the procedures set out below:



- (i) In the first instance the umpire will call and signal No ball, caution the bowler and inform the other umpire, the captain of the fielding side, and the batsmen of what has occurred.
- (ii) If the caution set out in (i) is ineffective, the umpire will repeat that procedure and indicate to the bowler that this is a final warning.
- (iii) Both the above caution and final warning will continue to apply even though the bowler may later change ends.
- (iv) If there is any further instance by the same bowler in that innings, the umpire will call and signal No ball, and when the ball is dead, direct the captain to immediately take the bowler off. If necessary, the over will be completed by another bowler who will not have bowled the previous over or part thereof and who will not be allowed to bowl the next over or part thereof. See Law 22.8 (Bowler Incapacitated or Suspended during an Over).
- (v) The bowler taken off will not be able to bowl again in that innings.
- (vi) The umpire will report the occurrence to the other umpire, the batsmen at the wicket, and, as soon as possible, to the captain of the batting side.
- (vii) After the match, the umpires will report the matter to the JCL Committee, which will take action considered appropriate against the captain and the bowler concerned (refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains).

#### **42.8 Deliberate Bowling of High Full-Pitched Balls**

Law 42.8 applies subject to the following:

Law 42.8(c) is replaced by the following:

- (c) After the match the umpires will report the matter to the JCL Committee, which will take action considered appropriate against the captain and the bowler concerned (refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains).

#### **42.9 Time Wasting by the Fielding Side**

Law 42.9 applies subject to Law 42.9 (b) being replaced by the following:

- (b) If there is any further wasting of time in that innings by any member of the fielding side the umpire will:
  - (i) call and signal Dead ball if necessary;
  - (ii) award 5 penalty runs to the batting side (see Law 42.17);
  - (iii) inform the other umpire, the batsmen at the wicket, and as soon as possible, the captain of the batting side of what has occurred; and
  - (iv) after the match, report the occurrence to the JCL Committee, which will take action considered appropriate against the captain and the team concerned.



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#### **42.10 Batsman Wasting Time**

The following applies in addition to Law 42.10:

In addition, after the match the umpires will report the incident to the JCL Committee which will take action considered appropriate against the captain and the team concerned.

#### **42.15 Bowler Attempting to Run Out Non-striker Before Delivery**

Law 42.15 is replaced by the following:

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

#### **42.19 Use of Electronic Communications Equipment (*\*Addition*)**

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play is not permitted. Use of any electronic equipment, including mobile phones, by any player while on the field of play is not permitted. Any instance of use of such equipment by a player while on the field of play must be included in the Captain's and Umpire's match reports.

#### **42.20 Action by the Umpires for Dangerous and Unfair Bowling (*\*Addition*)**

If the umpires initiate the caution and warning procedures set out above they must include this in their match reports.

## Appendix 1 - Guidelines on Hot Weather and Fitness for Play in Wet Weather (\*Addition)

### Guidelines on Hot Weather

#### 1. Match cancellation

The captains may, through consultation with each other, decide to cancel the match due to hot weather. The procedure for reaching that decision is set out below.

- (1) Firstly, the weather forecast announced at 05:00 on the day of the match must predict a maximum temperature of 37°C or higher. Weather forecasts at the following URLs will be used:

Fuji: <http://www.jma.go.jp/en/yoho/327.html> (see “Mishima”)

Sano & Tanuma: <http://www.jma.go.jp/en/yoho/316.html> (see “Nambu”)

- (2) If, after each captain has confirmed the weather forecast in (1), both captains wish to cancel the match, they will contact each other (by phone) and consult with each other. In principle, a decision to cancel the match must be made by 06:00. For the sake of clarity, for the match to be cancelled, **both captains** must desire to cancel the match – if only one captain desires to cancel the match, the match will not be cancelled.
- (3) If the match is cancelled, the captains will be jointly responsible for immediately informing the umpires, the JCL Committee, and the other JCL Clubs.

#### 2. Reduction of overs

The captains may, through consultation with each other and the umpires, decide to reduce the number of overs in a match due to hot weather. The procedure for reducing the overs is set out below.

- (1) Firstly, the recorded temperature at 10:00 on the day of the match must be 30°C or higher. Temperatures announced at the following URLs will be used:

Fuji: <http://www.tenki.jp/amedas/5/25/50196.html>

Sano & Tanuma: <http://www.tenki.jp/amedas/3/12/41361.html>

- (2) At the toss, if, in consultation with the umpires, both captains wish to reduce the number of overs in the match, the number of overs may be reduced to **35 overs per innings**. This is the only reduction that may be made at the toss due to hot weather.
- (3) If the number of overs is reduced to 35 overs per innings, the session times will remain the same, but more than two drinks breaks per innings will be taken per innings (for example,





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after 9 overs, 18 overs, and 27 overs are completed, or after 7 overs, 14 overs, 21 overs, and 28 overs are completed).



## **Guidelines on Fitness for Play in Wet Weather**

### **1. General Principles**

- (1) If the JCA or the JCL Committee announces there will be no play, then the match will not be played.
- (2) If on the morning of the match the captains agree not to play, then the match will not be played. However, the decision not to play in that case must be based on a visual inspection of the ground (as opposed to a forecast for rain).
- (3) In principle, the umpires are the sole judges of the ground's fitness for play and weather conditions during the match.
- (4) Once play has started in a match, the captains and umpires will aim to make as much time available for playing as possible.
- (5) Umpires should ensure that play is suspended in similar conditions every time they make a judgment about fitness for play or weather conditions.

### **2. Umpires' Guidelines for Assessing Conditions**

#### (1) Pitch

<i>What to look for</i>	<i>Criteria</i>	<i>Play / no play</i>	<i>Other comments</i>
Dampness on the wicket			
Dampness around the bowler's delivery stride and follow-through	Can the bowler with his normal run up and action deliver the ball and be sure he will not slip dangerously?	If the bowler's safety is at risk, do not play. The area of concern of from about three metres behind the popping crease to about three metres beyond it and about three metres to either side of the danger area.	In the take-off area, the risk is of his take off foot going from under him leading to knee damage. In the landing area, if the front foot or follow-through foot slips, this can lead to damage of any of the joints in the ankle or leg. The bowler must also be able to safely stop and change directions after delivery.



## (2) Square

<i>What to look for</i>	<i>Criteria</i>	<i>Play / no play</i>	<i>Other comments</i>
Standing water on the square.	Are the batsmen in any danger when turning for a second run, and can fielders run at the ball and expect to be able to stop or change direction safely?	The square is a 'high traffic' area with players running, stopping and changing direction. It is unlikely they can do this with standing water on the square. Generally, in this case there will be no play.	Any standing water on the square means there is unlikely to be play today. The same applies if there are puddles of mud or if you can push your thumb into the square up to the first joint.
Areas of wetness or dampness on the square.	Are the batsmen in any danger when turning for a second run, and can fielders run at the ball and expect to be able to stop or change direction safely?	If there is danger to the players, then no play	

## (3) Outfield

<i>What to look for</i>	<i>Criteria</i>	<i>Play / no play</i>	<i>Other comments</i>
Significant areas of standing water in the outfield	Can the fielders run over the outfield safely? Will the ball run over the outfield or will it stop in the standing water?	Generally only significant areas of wetness in the outfield will preclude play.	Anything swampy or more than a puddle of standing water is certainly a consideration. However there are often workarounds for many of these situations.
Bowler's run-up is wet	Can the bowler safely deliver the ball?	If the popping crease area is so hard that wet shoes will lead to an 'ice-rink' effect, then don't start play until you can make this safe.	There are usually workarounds for this such as scraping the front foot area or grass clippings.

## 3. Lightning

If the umpires see lightning and then hear thunder within 40 seconds, the umpires will suspend play. When play is suspended under those conditions, play must not be restarted until lightning has not been seen for at least 30 minutes.

## 4. Dos & Don'ts for Umpires (in General, and Especially for Suspensions in Play)

DOs

- Be a team at all times. Only answer questions after agreeing between yourselves on the answers
- Inspect the pitch and ground regularly



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- Regularly communicate with the captains
- Establish a schedule for inspection of the pitch during suspensions in play and inform both captains
- Make firm decisions (don't agree on a course of action, and then change).
- Make all inspections together
- Plan ahead: consider if intervals need to be changed, and what will any rescheduled finish time be
- Make sure to get play under way as soon as practical
- Try to get as much information as possible about drying conditions, what equipment is and what isn't available, and what direction does the rain come from
- Have one spokesman

#### DON'Ts

- Don't have other people join you on ground inspections
- Don't speak to captains individually
- Don't let either captain influence your decision
- Don't let people think you are not doing everything to get play started as soon as possible
- Don't make a decision or comment without your partner being present
- Don't try to speak over your partner