

## JAPAN CRICKET LEAGUE PLAYING CONDITIONS

Last revised: April 5<sup>th</sup> 2019

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 (THE LAWS OF CRICKET 2017 CODE (2nd Edition – 2019); 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 20 – 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”.
- The Laws (issued by the Marylebone Cricket Club for use from 1 April 2019) represent the second edition of the first new code of the Laws of Cricket drafted since 2000, so they contain significant differences in content and format from earlier codes and editions of those codes. All captains, players, umpires, and officials should know the Laws, but a very simple summary of changes in the Laws is provided in Appendix 2.

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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.

If, during the match and for whatever reason, a side is reduced to fewer than the original number of nominated players, the match will continue as long as it is possible to do so under the Laws or any agreements made before the toss.

### **1.2 Nomination of players**

*Law 1.2 is replaced by the following:*

- 1.2.1 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.
- 1.2.2 Only those nominated as substitute fielders may act as substitute fielders during the match, unless the umpires, in exceptional circumstances, allows subsequent additions.
- 1.2.3 All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team, and by such nomination the nominees warrant that they are so eligible.
- 1.2.4 In addition, by their nomination, the nominees will be deemed to have agreed to abide by these Playing Conditions, the Laws, the Umpire’s Code of Conduct, and other policies and codes issued by the JCA (those policies and codes collectively, the “**JCA Policies**”).
- 1.2.5 A player or player support personnel who has been suspended from participating in a match must not, from the toss of the coin and for the remainder of the match thereafter:
  - 1.2.5.1 be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or
  - 1.2.5.2 enter any part of the playing area (which includes the field of play and the area between the boundary and the perimeter boards, if that area exists) at any time, including any scheduled or unscheduled breaks in play.

## **LAW 2 THE UMPIRES**

### **2.1 Appointment and attendance**

*Law 2.1 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 the “Japan Cricket League Manual” for more details.

- (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 and will make their presence known to the captains.
- (e) Each umpire must have competent knowledge of, and adhere to, these Playing Conditions, the Laws, the Umpire’s Code of Conduct and the 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 12.12 (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, the Umpire’s Code of Conduct, and the 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 (e.g., “Did you clearly see the ball carry to the fielder?”). 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.

- (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 or her 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/her 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 the 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.

## **2.2 Change of umpire**

*Law 2.2 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 2.1(f) above.

## **2.3 Consultation with captains**

*Law 2.3 is replaced by the following:*

- 2.3.1 Before the toss the umpires will meet with the captains and confirm:
- 2.3.1.1 the balls to be used during the match (see Law 4 (The ball));
  - 2.3.1.2 the hours of play and the times and durations of any agreed intervals (see Law 11 (Intervals));
  - 2.3.1.3 which clock or watch and back-up time piece is to be used during the match;
  - 2.3.1.4 the boundary of the field of play and allowances for boundaries, including whether any obstacle within the field of play is to be regarded as a boundary (see Law 19 (Boundaries));

2.3.1.5 the use of covers (see Law 10 (Covering the pitch)); and

2.3.1.6 any special conditions of play affecting the conduct of the match.

2.3.2 The umpires will inform the scorers of agreements in 2.3.1.2, 2.3.1.3, 2.3.1.4 and 2.3.1.6 before the start of the match.

## **2.5 Conduct of the match, implements and equipment**

*Law 2.5.1 is replaced by the following:*

2.5.1 the conduct of the match is strictly in accordance with these Playing Conditions.

## **2.8 Suspension of play in dangerous or unreasonable circumstances**

(\*Addition)

2.8.4 The umpires will disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

2.8.5 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".

2.8.6 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".

## **2.10 Umpires changing ends**

*Law 2.10 does not apply.*

## **2.13 Signals**

*Law 2.13.1.3 is replaced by the following:*

2.13.1.3 The signals listed below will be made to the scorers only when the ball is dead.

Boundary 4: by waving an arm from side to side finishing with the arm across the chest.

Boundary 6: by raising both arms above the head.

Bye: by raising an open hand above the head.

Five Penalty runs awarded to the batting side:

by repeated tapping of one shoulder with the opposite hand.

Five Penalty runs awarded to the fielding side

by placing one hand on the opposite shoulder.

Leg bye: by touching a raised knee with the hand.

Revoke last signal: by touching both shoulders, each with the opposite hand.

Short run: by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

Free Hit: after signaling the No ball, the bowler's end umpire extends one arm straight upwards and moves it in a circular motion.

Powerplay Over: by rotating his arm in a large circle.

The following signals are for Levels 3 and 4 of the player conduct offences. Each signal has two parts, both of which should be acknowledged separately by the scorers.

Level 3 conduct: Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it.

Part 2 - by raising both hands, all fingers spread, to shoulder height, palms facing towards the scorers.

Level 4 conduct: Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it.

Part 2 - by raising an index finger, held at shoulder height, to the side of the body.

## **LAW 3 THE SCORERS**

### **3.1 Appointment of scorers**

*The following applies in addition to Law 3.1:*

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 4 THE BALL**

### **4.2 Approval and control of balls**

*Law 4.2 is replaced by the following:*

- (a) White 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.

### **4.4 New ball in match of more than one day's duration**

*Law 4.4 does not apply.*

#### **4.5 Ball lost or becoming unfit for play**

*Law 4.5 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 4.2(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 (but only 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.

#### **4.6 Specifications**

*Law 4.6 does not apply.*

### **LAW 7 THE CREASES**

#### **7.3 The popping crease**

Law 7.3 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 11 INTERVALS**

#### **11.1 An interval**

*Law 11.1 is replaced by the following:*

- 11.1.1 The following shall be classed as intervals:

- Intervals between innings.
- Intervals for drinks.
- Any other agreed interval.

- 11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of Law 24.2.6.



## 11.2 Duration of interval

*Law 11.2 is replaced by the following:*

In principle, there will be a 20-minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval. Please also see Law 11.4 below.

## 11.3 Allowance for interval between innings

*Law 11.3 does not apply.*

## 11.4 Changing agreed times of intervals

*Law 11.4 is replaced by the following:*

- 11.4.1 If the innings of the team batting first is **completed less than 5 minutes before the scheduled time for the interval** (e.g., at 13:58 for a match played according to standard playing hours), the interval will take place immediately and the innings of the team batting second will commence **at the ordinary scheduled time** (e.g., at 14:20 for a match played according to standard playing hours).
- 11.4.2 If the innings of the team batting first is **completed 5 minutes or longer before the scheduled time for the interval** (e.g., at 13:43 for a match played according to standard playing hours), the interval will take place immediately and the innings of the team batting second will commence **correspondingly earlier, as decided by the umpires**. In this case, the umpires may, for ease of time-keeping, increase the length of the interval by less than 5 minutes so that the time when the interval ends is a number divisible by 5 (e.g., in the aforementioned example, the umpires may, for ease of time-keeping, increase the length of the interval by 2 minutes so that the innings of the team batting second starts at 14:05 (rather than “14:03”)).
- 11.4.3 Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced as follows:
- 11.4.3.1 If up to 10 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.
- 11.4.3.2 If more than 10 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced to 10 minutes.
- Note:** In addition to clauses 11.4.3.1 and 11.4.3.2 above, the length of the Interval may be reduced by the umpires should exceptional circumstances arise.

## 11.6 Changing agreed time for tea interval

## 11.7 Lunch or tea interval – 9 wickets down

*Laws 11.6 and 11.7 do not apply.*

## **11.8 Intervals for drinks**

*Law 11.8 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. Also see Appendix 1 of these Playing Conditions (“Guidelines on Hot Weather and Fitness for Play in Wet Weather”).
- (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.

## **11.9 Agreement to forgo intervals**

*Law 11.9 is replaced by the following:*

At any time during the match, the captains may agree to forgo any of the drinks intervals. The umpires shall be informed of the decision.

When play is in progress, the batsmen at the wicket may deputize for their captain in making an agreement to forgo a drinks interval in that session.

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

*Law 12 applies subject to the following (see also “LAW 11 – INTERVALS”):*

### **12.6 Last hour of match - number of overs**

### **12.7 Last hour of match - interruptions of play**

### **12.8 Last hour of match - intervals between innings**

*Laws 12.6, 12.7, and 12.8 do not apply.*

## **12.9 Conclusion of match**

*Law 12.9 is replaced by the following:*

### **12.9.1 The match is concluded**

12.9.1.1 as soon as a result as defined in Law 16.2, Law 16.3, or Law 16.5 is reached.

12.9.1.2 as soon as the prescribed number of overs have been completed

### **12.9.2 The match is concluded if, without a conclusion having been reached under 12.9.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.**

**12.10 Completion of last over of match**

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

*Laws 12.10 and 12.11 do not apply.*

**12.12 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 daylight)**

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 13 INNINGS**

*Law 13 applies subject to the following (see also “LAW 11 – INTERVALS” and “LAW 12 – START OF PLAY; CESSATION OF PLAY”):*

**13.1 Number of innings**

*Law 13.1 is replaced by the following:*

A match will be one innings for each team.

**13.2 Alternate innings**

*Law 13.2 does not apply.*

**13.3 Completed innings**

*Law 13.3.3 is replaced by the following:*

The prescribed number of overs have been bowled to the batting side

*Laws 13.3.4 and 13.3.5 do not apply.*

### **13.6 Duration of match (\*Addition)**

- 13.6.1 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.
- 13.6.2 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 13.7. 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.
- 13.6.3 If a match is abandoned, the game will be declared a “no result” and each team will be awarded two points.
- 13.6.4 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.

### **13.7 Length of innings (\*Addition)**

#### **13.7.1 Uninterrupted Matches**

- 13.7.1.1 Each team bats for 40 overs unless all out earlier.
- 13.7.1.2 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.
- 13.7.1.3 If the team batting first is dismissed in less than 40 overs, the team batting second will be entitled to bat for 40 overs.
- 13.7.1.4 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.
- 13.7.1.5 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.

#### **13.7.2 Delayed or Interrupted Matches**

- 13.7.2.1 Delay or interruption to the innings of the team batting first

- 13.7.2.1.1 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.
- 13.7.2.1.2 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.
- 13.7.2.1.3 Any fraction that results from calculations carried out to revise the number of overs will be ignored.
- 13.7.2.2 Delay or interruption to the innings of the team batting second
  - 13.7.2.2.1 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.
  - 13.7.2.2.2 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.
  - 13.7.2.2.3 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.
  - 13.7.2.2.4 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.

### **13.8 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.

### **13.9 Number of overs per bowler (\*Addition)**

- 13.9.1 No bowler will bowl more than 8 overs in an innings.
- 13.9.2 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.
- 13.9.3 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.

- 13.9.4 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.
- 13.9.5 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 14 THE FOLLOW-ON**

*Law 14 does not apply.*

#### **LAW 15 DECLARATION AND FORFEITURE**

*Law 15 does not apply.*

#### **LAW 16 THE RESULT**

*Law 16 applies subject to the following:*

##### **16.1 A win - two innings match**

*Law 16.1 does not apply.*

##### **16.2 A win - one innings match**

*Law 16.2 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 13.3 (Completed innings). Note also Law 16.6.
- (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 16.3). 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 16.3).

##### **16.3 Umpires awarding a match**

*Law 16.3.3 is replaced by the following:*

If action as in Law 16.3.2 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 Law 13.7.2 (Delayed or Interrupted Matches), Law 11 (Intervals), and Law 2.8 (Suspension of play in dangerous or unreasonable circumstances).

## **16.4 Matches in which there is an agreement under Law 13.1.2**

*Law 16.4 does not apply.*

## **16.5 All other matches - A tie or a draw**

*Law 16.5 is replaced by the following:*

- 16.5.1 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.
- 16.5.2 A match will be declared a “no result” in the case provided in Law 16.2(c).

## **16.6 Winning hit or extras**

*Law 16.6.1 will be replaced by the following:*

As soon as a result is reached as defined in Law 16.2, Law 16.3, or Law 16.5, the match is at an end. Nothing that happens thereafter, except for the application of Law 41.18.2 (Penalty runs), will be regarded as part of the match. Note also Law 16.9.

## **16.8 Correctness of result**

*The following applies in addition to Law 16.8:*

Any query on the result of the match as defined in Law 16.2, Law 16.3, or Law 16.5 will be resolved as soon as possible and a final decision made by the umpires at close of play.

## **16.11 Interrupted or prematurely terminated matches - calculation of the target score (\*Addition)**

### **16.11.1 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 needs 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 that the team batting second will have the opportunity to face. This revised target is to be calculated using the Duckworth/Lewis method (\*see Law 16.11.3 below). The target set will always be a whole number and one run less will constitute a Tie.

### **16.11.2 Prematurely terminated matches**

If the innings of the side batting second is suspended (with at least 15 overs bowled) and it is not possible to resume the match, the match will be decided by comparison with the Duckworth/Lewis ‘Par Score’ determined at the instant of the suspension by the Duckworth/Lewis method (\*see Law 16.11.3 below). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

### **16.11.3 Duckworth/Lewis method**

The Duckworth/Lewis method must be used. The umpires will be solely responsible for calculating revised targets and Par Scores and for determining the result of a match in the case of an interrupted or prematurely terminated match as provided for in Law 16.11.1 and Law 16.11.2 above.

The following Duckworth/Lewis method calculator may be used to calculate revised targets and Par Scores:

“Duckworth-Lewis Calculator” by Tarams Inc. (This calculator is an app that can be downloaded on Android and iOS-based smartphones,)

**\*Note:** At present (February 2019), the app above appears to be the most reliable app for Duckworth/Lewis calculations. Although the International Cricket Council recommends use of the “Duckworth/Lewis/**Stern**” method for calculating revised targets and Par Scores, these Playing Conditions stipulate use of the Duckworth/Lewis method using the app mentioned above due to its ease of availability.

## **LAW 17 THE OVER**

### **17.5 Umpiring miscounting**

*The following applies in addition to Laws 17.5.1 and 17.5.2:*

17.5.3 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 19 THE BOUNDARIES**

### **19.1 Determining the boundary of the field of play**

*The following applies in addition to Laws 19.1.1 and 19.1.2*

19.1.3 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):

19.1.3.1 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

19.1.3.2 the straight boundary at both ends of the pitch will be at least 60 yards (54.86 metres).

19.1.4 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 Identifying and marking the boundary**

*Law 19.2.1 is replaced by the following:*

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

## **LAW 21 NO BALL**



## **21.1 Mode of Delivery**

*Law 21.1.2 is replaced by the following:*

The bowler shall not deliver the ball underarm.

## **21.2 Fair delivery – the arm**

*The following applies in addition to Law 21.2:*

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.

## **21.3 Ball thrown or delivered underarm – action by the umpires**

*Law 21.3 is replaced by the following:*

21.3.1 After the bowler has entered his/her delivery stride, if in the opinion of either umpire the ball has been thrown or delivered underarm, that umpire shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
- inform the captain of the fielding side of the reason for this action.
- inform the batsmen at the wicket of what has occurred.

21.3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown or delivered underarm, he/she shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
- inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

21.3.3 In taking the actions stated in 21.3.1 and 21.3.2, the umpires must also comply with the provisions of the JCA Suspect Bowling Action Policy and must, in accordance with the JCA Suspect Bowling Action Policy, take necessary actions as soon as possible after the match.

## **21.19 Free hit (\*Addition)**

21.19.1 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 ball), then the next delivery will become a free hit for whichever batsman is facing it.

- 21.19.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide.
- 21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
- 21.19.3.1 there is a change of striker (the provisions of Law 41.2 will apply), or
  - 21.19.3.2 the No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- 21.19.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Law 21.1 applies.
- 21.19.5 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.

## **LAW 22 WIDE BALL**

### **22.1 Judging a Wide**

*Law 22.1 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 striker, (ii) passes outside the leg stump of the striker and down the striker's leg side, or (iii) passes above the striker's head standing upright at the popping crease.

### **22.4 Delivery not a Wide**

*Law 22.4 is replaced by the following:*

The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

## **LAW 24 FIELDER'S ABSENCE; SUBSTITUTES**

### **24.1 Substitute fielders**

*The following applies in addition to Laws 24.1.1, 24.1.2, and 24.1.3:*

- 24.1.4 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.

### **24.2 Fielder absent or leaving the field of play**

*Law 24.2 is replaced by the following:*

- 24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this Law 24.2, is he/she regarded as having left the field of play.

- 24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,
- 24.2.2.1 an umpire must be informed of the reason for this absence, and
  - 24.2.2.2 the player must not subsequently come on to the field of play during a session of play without the consent of the umpire. See Law 24.4. The umpire will give such consent as soon as it is practicable.
- 24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions will apply to the player's future participation in the match.
- 24.2.3.1 The player will not be permitted to bowl in the match until he/she has either been able to field, or his/her team has subsequently been batting, for the total length of playing time the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time will be limited to a maximum of 120 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the second innings of the match.
  - 24.2.3.2 The player will not be permitted to bat in the match until his/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. However, once his/her side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the second innings of the match.
- 24.2.4 If the player leaves the field before having served all of his/her Penalty time, the balance is carried forward as unserved Penalty time.
- 24.2.5 On any occasion of absence, the amount of playing time the player is off the field will be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 120 minutes, and that player shall not bowl until all of his/her Penalty time has been served.
- 24.2.6 For the purposes of Laws 24.2.3.1 and 24.2.3.2, playing time will comprise the time play is in progress excluding intervals, intervals between innings, and official drinks intervals. For clarity, a player's Penalty time will continue to expire after he/she is dismissed, for the remainder of his/her team's batting innings.
- 24.2.7 If there is an unscheduled break in play, the stoppage time will count as Penalty time served, provided that,
- 24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his/her side is now batting.
  - 24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he/she is able to participate, and either takes the field on the resumption of play, or his/her side is now batting. Stoppage time before an umpire has been so notified does not count towards unserved Penalty time.
- 24.2.8 Any unserved Penalty time will be carried forward into the next innings of the match, as applicable.

### **24.3 Penalty time not incurred**

*The following applies in addition to Laws 24.3.1 and 24.3.2:*

24.3.3 the player is absent from the field for a period of 8 minutes or less.

## **LAW 25 BATSMAN'S INNINGS**

### **25.5 Runners**

*Law 25.5 is replaced by the following:*

A runner for a batsman is not permitted.

### **25.6 Dismissal and conduct of a batsman and his/her runner**

*Law 25.6 does not apply.*

### **25.7 Restriction on the striker's runner**

*Law 25.7 does not apply.*

## **LAW 28 THE FIELDER**

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

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

28.7.2 In addition to the restriction contained in Law 28.7.1, 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.

28.7.3 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.

28.7.4 During the non Powerplay Overs, no more than 4 fielders are permitted outside the fielding restriction area referred to in Law 28.7.3.

28.7.5 Subject to the provision of 28.7.6 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.

28.7.6 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.

28.7.7 If play is interrupted during the Powerplay Overs and, on resumption, the number of overs required to be bowled in the Powerplay Overs have already been exceeded, then the Powerplay Overs will be deemed to be completed in full.

## **LAW 37 OBSTRUCTING THE FIELD**

37.1 Out obstructing the field

*The following applies in addition to Laws 37.1.1, 37.1.2, and 37.1.3:*

37.1.4 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 41.14 will also apply.

## **LAW 41 FAIR AND UNFAIR PLAY**

*Law 41.6 is replaced by the following:*

### **41.6 Bowling of dangerous and unfair short pitched deliveries**

41.6.1 Notwithstanding Law 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, the speed, length, height and direction of those deliveries are likely to inflict physical injury on the striker. The fact that the striker is wearing protective equipment will be disregarded.

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under Law 41.6.1:

41.6.1.1 The umpire shall call and signal 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 of what has occurred. This caution shall apply to that bowler throughout the innings.

41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall

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

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

If applicable, the over will be completed by another bowler who has not bowled any part of the previous over, and the bowler completing the over will not be allowed to bowl any part of the next over.

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

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 41.1 Fair and Unfair Play – Responsibility of the Captains).

- 41.6.1.4 A bowler is limited to two fast short-pitched deliveries per over.
- 41.6.1.5 A fast short-pitched delivery is defined as a ball that passes, or would have passed, above the shoulder height of the striker standing upright at the popping crease.
- 41.6.1.6 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.
- 41.6.1.7 In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also Law 22.1.1.2
  - 41.6.1.7.1 For the avoidance of doubt, any fast short pitched delivery that is called a Wide under this Law will also count as one of the allowable short pitched deliveries in that over.
- 41.6.1.8 If a bowler bowls in an over more than two fast short-pitched deliveries as defined in Law 41.6.1.5 above, the umpire at the bowler's end will call and signal No ball on each occasion and then tap the head with the other hand.
- 41.6.1.9 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, and inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- 41.6.1.10 If there is a second instance of the bowler being No balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- 41.6.1.11 If there is any further instance by the same bowler in that innings, the umpire shall
  - call and signal No ball
  - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
  - inform the other umpire for the reason for this action.

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

If applicable, the over will be completed by another bowler who has not bowled any part of the previous over, and the bowler completing the over will not be allowed to bowl any part of the next over.

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

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 41.1 Fair and Unfair Play – Responsibility of the Captains).

- 41.6.2 If the umpires initiate the caution and warning procedures set out in Laws 41.6.1.3 and 41.7 such cautions and warnings are not to be cumulative.

#### **41.9 Time wasting by the fielding side**

*Law 41.9.3 is replaced by the following:*

- 41.9.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall
- if the ball is in play, call and signal Dead ball.
  - inform the other umpire of what has occurred.

The bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.

Additionally the umpire shall inform the batsmen and, as soon as is practicable, the captain of the batting side of what has occurred.

After the match, the umpires will report the matter to the JCL Committee, which will take action considered appropriate against the captain and the team concerned (refer also to Law 41.1 Fair and Unfair Play – Responsibility of the Captains).

#### **41.10 Batsman wasting time**

*The following applies in addition to Law 41.10.1:*

In addition, an incoming batsman should be in position to take guard or his partner ready to receive the next ball within 2 minutes of the fall of the previous wicket.

#### **41.19 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.

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

If the umpires initiate the caution and warning procedures set out above in Laws 41.6 and 41.7, 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 on the Japan Meteorological Agency website will be used.

Fuji: <https://www.jma.go.jp/en/jikei/327.html> (See “Tobu”)

Sano & SICG: <https://www.jma.go.jp/en/jikei/316.html> (See “Nambu”)

Sammu: <https://www.jma.go.jp/en/jikei/318.html> (see “Hokuseibu”)

- (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 on the Japan Meteorological Agency website will be used.

Fuji: [https://www.jma.go.jp/en/amedas\\_h/today-50196.html?areaCode=000&groupCode=35](https://www.jma.go.jp/en/amedas_h/today-50196.html?areaCode=000&groupCode=35)

Sano & SICG: [https://www.jma.go.jp/en/amedas\\_h/today-41361.html?areaCode=000&groupCode=27](https://www.jma.go.jp/en/amedas_h/today-41361.html?areaCode=000&groupCode=27)

Sammu: [https://www.jma.go.jp/en/amedas\\_h/today-45181.html?areaCode=000&groupCode=31](https://www.jma.go.jp/en/amedas_h/today-45181.html?areaCode=000&groupCode=31)

- (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, 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) Pitch

<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	
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### (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
- 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

## **Appendix 2: Significant Differences Between the 2000 Code and the 2017 Code of the Laws of Cricket (\*Addition)**

- There are still 42 Laws, although two previous Laws have been deleted, with two additions.
- The Laws are written in language applying to all persons, regardless of gender. The Laws include an increased use of generic nouns like 'fielder' and 'bowler' and use 'he/she' when required, together with a broadened disclaimer covering all genders. The term 'batsman' remains, however.
- The Handled the ball Law has been deleted, with its contents merged into Obstructing the field, reducing the list of dismissals from ten to nine. This will have no effect on whether a batsman is dismissed; rather, it is just the method of dismissal that might be changed.
- The Lost ball Law has been deleted and is now covered under Dead ball.
- The old Law 2 has been divided into two separate Laws, relating to the batsmen (Law 25) and the fielders (Law 24). These Laws have changed the concept of Penalty time, which starts to accrue immediately when a player leaves the field and which will also now affect when the player may bat.
- Law 5 (The Bat) places limits on the thickness of the edges and the overall depth of the bat. The maximum dimensions will be 108 mm in width (unchanged), 67 mm in depth with 40 mm edges.
- Law 8.3.4 has been changed, to help prevent injuries, to allow specially designed mechanisms which tether the bails to the stumps, thereby restricting the distance that they can fly off the stumps but without limiting their ability to be dislodged.
- Law 24 (Fielders' absence; substitutes) now allows a substitute to keep wicket, with the consent of the umpires.
- Law 30 (Batsman out of his/her ground) has been amended to give protection to a running or diving batsman whose bat bounces up after having been grounded beyond the popping crease.
- Law 41.8 now covers the bowling of deliberate front foot No balls, which will result in the bowler being suspended from bowling.
- Law 41.15 now prevents the batsman from taking stance in a position where he/she will inevitably encroach on the protected area.
- Law 41.16 has changed so that the non-striker risks being Run out if he/she leaves his/her ground before the bowler would normally be expected to release the ball.
- Law 42 (Player Conduct) is a new Law which gives an in-match consequence for poor on-field behaviour including, for the most serious offences, temporary or permanent removal from the field of play.