

## 10. Discipline & Disciplinary Points

- 10.1 The standard HPCL Disciplinary rules will apply.
- 10.2 Law 42 will apply except that when a Level 1 or Level 2 offence has been committed by a member of the batting side, Laws 42.2.2 and 42.3.2 shall be replaced by 'Together the umpires shall inform the batters at the wicket and each incoming batter that an offence at this level has occurred and, as soon as practicable, inform the captain of the batting side.' Refer to the table within this handbook for guidance concerning dissent and serious dissent.

## 11. Fast Bowling Regulations

The ECB fast bowling regulations (published in the league handbook) shall apply to all league games and failure to comply will result in a 10 point penalty on each occasion.

## 12. Penalty Runs

Penalty runs to be awarded under the Laws of Cricket (2017 Code 3rd Edition 2022), shall only be awarded as follows:

- In all divisions, for illegal fielding (Law 28.2).
- In all divisions, for a ball striking a protective helmet placed on the ground (Law 28.3).
- In Divisions 1 to 2B, where there is at least one panel umpire, the awarding of penalty runs shall apply in full.
- In Divisions 3A to 6B, for breaches of the law on player behaviour (Law 42) provided there is at least one qualified non-playing umpire.

## Match Rules - Divisions 1 - 2B

### 1. Duration

#### 1.1 Hours of Play and Intervals

- 1.1.1 Matches will start at 12.00noon (except week 18 at 11-30am). For the purpose of determining the overs remaining in an interrupted match the Close of Play will be 7pm (week 18 will be 6-30pm).
- 1.1.2 There will normally be two sessions of play of 3 hours 15 minutes each, separated by an interval of 30 minutes between the innings.
- 1.1.3 If the innings of the team batting first is completed prior to the scheduled time for the interval then the interval shall, if considered practicable by the umpires, take place immediately and may be extended with the agreement of the captains and umpires, if necessary, by up to 15 minutes (to a maximum of 45 minutes).
- 1.1.4 In delayed or interrupted matches, the captains may agree to forgo the interval, in accordance with Law 11.9, in which case there shall be an interval between innings of 10 minutes.
- 1.1.5 Drinks intervals shall be agreed but no more than two breaks per innings are permitted, unless in exceptional circumstances. Time taken for drinks shall be regarded as an interval in accordance with Law 11.8.
- 1.2 Each match shall consist of a maximum of 50 overs per innings except where time is lost after the scheduled start time due to inclement weather or for any other cause the umpires deem reasonable, when the number of overs shall be reduced as hereinafter provided.
- 1.3 If the side batting first is dismissed before the overs to which it is entitled have been bowled, the team batting second shall be entitled to bat for its full entitlement of overs or as further reduced due to inclement weather or other cause. Declarations are not permitted.
- 1.4 In the event of delays due to weather or other causes, a minimum of 20 overs per side is required to constitute a match.
- 1.5 Delayed start or interrupted matches
- 1.5.1 First innings - When there is a delay to the start of the match or an interruption during the first innings, the object shall be to rearrange the number of overs so that both sides have the opportunity to bat for the same number of overs. The number of overs lost to be calculated based on one over per innings for each full 8 minutes of playing time lost. In calculating the time lost, the time for the interval may be altered in accordance with Law 11.4.
- 1.5.2 Second innings - If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the side batting second to face the same number of overs as the side batting first, the umpires will re-calculate, on every occasion, the number of overs to be bowled.
- 1.5.3 The number of overs to be bowled in 1.5.2 shall be calculated based on the time remaining in the match to the scheduled close of play, based on 4 minutes per over. In calculating the number of overs remaining to be bowled

the number shall be rounded up. The number of overs available to the team batting second should never be more than those that were available to the team batting first following the last recalculation of the number of overs available in the first innings. The number of overs to be faced by the team batting second will never be increased after an interruption.

- 1.5.4 If the loss of time results in less than 20 overs being available to the team batting second, the game shall be abandoned.
- 1.5.5 An over that is incomplete at the time of an interruption in play shall be completed on any resumption (with the exception of where the first innings is curtailed) and that part over shall be ignored in calculating the overs remaining to be bowled in the match.
- 1.5.6 The umpires shall inform the captains and the scorers of the number of overs lost, the revised timings, the number of overs to be bowled and the applicable fielding and bowling restrictions.
- 1.5.7 The latest start time for a match reduced to 20 overs per side shall be 4.10pm (week 18 shall be 3.40pm), unless the captains and umpires agree to abandon the match earlier.
- 1.5.8 Please refer to section 9 (Result) for the methodology of calculating target scores in interrupted matches.

## 2 Number of Overs Per Bowler

- 2.1 In a 50 overs match, no bowler may bowl more than 10 overs in an innings.
- 2.2 In a match of less than 50 overs no bowler may bowl more than one fifth of the total overs available. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. e.g. in an innings of 37 overs, a maximum of 2 bowlers may bowl 8 overs.
- 2.3 If a reduction in overs results in one or more bowlers having exceeded the newly calculated maximum, then the umpires shall calculate the overs allowed for the remaining bowlers. A bowler who has exceeded the new maximum shall be permitted to complete an incomplete over. e.g. match reduced to 33 overs, one bowler has bowled 10 – 3 bowlers may bowl a maximum of 6 overs and 1 bowler may bowl a maximum of 5.
- 2.4 A part over shall count as a full over only insofar as each bowler's limit is concerned.

## 3 Restrictions on the Placement of Fielders

- 3.1 Throughout the innings, at the instant of delivery, no more than five fielders shall be permitted to field on the leg side.
- 3.2 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The fielding restriction area should be marked by 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter. At the instant of delivery:

- 3.3 Powerplay 1 – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- 3.4 Powerplay 2 – no more than four fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- 3.5 Powerplay 3 – no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- 3.6 At the commencement of Powerplays 2 and 3, the bowler's end umpire shall inform the captain of the fielding side and the batters at the wicket and shall then signal the Powerplay by making a large circular motion with one arm.
- 3.7 *Infringement of Fielding Restrictions*
  - 3.7.1 In the event of an infringement of any of the fielding restrictions specified in 3.1, 3.3, 3.4 and 3.5 above the umpire at the striker's end shall call and signal 'No Ball.'
  - 3.7.2 If, in the opinion of either batter, the striker's end umpire fails to call and signal 'No Ball' when either these fielding restrictions or Law 28.4 (Limitation of On-side fielders) have been breached, then immediately the ball becomes dead, either batter may draw the matter to the attention of either umpire. If the striker's end umpire is able to verify the breach, he/she shall call and signal No Ball. If the striker's end umpire is unable to verify the breach, then he/she shall confirm that the events of the delivery shall be unchanged.

## 4 Powerplays – Effects of Interruptions

- 4.1 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase (Powerplay) of the innings shall be reduced in accordance with the table in appendix 1. For clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
- 4.2 If play is interrupted during an innings, overs are reduced and the table in appendix 1 applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

### *Illustrations of 4.2:*

A 50 over innings is interrupted after 8.3 overs and on resumption has been reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase (Powerplay 2) fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase (Powerplay 3) begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs, and on resumption has been reduced to 22 overs. New phases are 5+13+4. When play resumes, the final phase (Powerplay 3) fielding restrictions apply for the remaining 3.1 overs.

## 5 No Ball

- 5.1 Underarm bowling is not permitted. If a bowler bowls a ball underarm the umpire shall call and signal 'No Ball' and follow the procedures in Law 21.3.
- 5.2 Free Hits after a No Ball
  - 5.2.1 The delivery following a No Ball shall be a free hit for whichever batter is facing it. Note: this applies to all modes of No Ball except for the first short pitched delivery that passes or would have passed clearly over head-height of the

striker standing upright at the popping crease. For clarity, such a delivery to be called a No Ball and considered the one short pitched delivery for the over.

- 5.2.2 If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will become a free hit for whichever batter is facing it.
- 5.2.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for a free hit is called a Wide Ball.
- 5.2.4 Field changes are not permitted for free hit deliveries unless there is a change of striker, or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.
- 5.2.5 When the ball is dead and after signalling No Ball to the scorers, the bowler's end umpire will call and signal a free hit by extending one arm straight upwards and moving it in a circular motion.
- 5.2.6 The free hit delivery counts as a ball in the over unless it in turn is a Wide Ball or a No Ball.

## 6 Wide Ball

Law 22 shall apply with the following additions:

- 6.1 Umpires are instructed to apply a very strict and consistent interpretation regarding this Law in order to prevent negative bowling wide of the wicket.
- 6.2 A leg side wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the striker and the leg stump, irrespective of any movement by the striker.
- 6.3 A ball passing between the striker and the leg stump shall not be judged a wide.
- 6.4 An additional crease marking shall be made 17 inches inside and parallel with each return crease, joining the popping and bowling creases. The crease is the inside edges of both these new markings and the return crease markings. An off side wide shall be called if, in the umpire's opinion, the delivery has passed between the 17-inch line and the return crease, and the striker has not brought it within reach of a scoring stroke.

## 7 The Bowling of Fast, Short Pitched Deliveries

Law 41.6.1 shall be replaced with:

A umpire shall be limited to one fast, short pitched delivery per over. The bowler at the bowler's end will make it clear to both the bowler and the batters at the wicket when such a delivery within this limit is bowled. This ruling shall apply even though the striker has made contact with the ball with his/her bat, person or equipment. A short pitched delivery is defined as one that passes or would have passed clearly over shoulder height of the striker standing upright at the crease. It is unfair if the limit is exceeded, and the umpire shall call and signal No Ball on each such occasion. In addition, the umpires will adopt the procedures of law 41.6.3 and 41.6.4.

## 8 Over Rate Penalties

- 8.1 All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 15 minutes playing time.
- 8.2 In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in 3.3 to 3.5 than would normally be the case in the Powerplay overs in progress at the time. All penalties in this regard will be imposed at the end of the over in progress when the scheduled or re-scheduled cessation time for the innings was exceeded. The full quota of overs will be completed.
- 8.3 Time may be added at the discretion of the umpires for any stoppage or delay in play. Under rule 1.1.5, time shall be added for a drinks interval. When the umpires agree that time is to be allowed for a stoppage, they shall inform the captain of the fielding side of the time to be allowed at an appropriate opportunity. In the event of frequent moving of the sightscreens, the batting side shall assume responsibility unless other arrangements have been made.
- 8.4 If the innings is completed before the scheduled or re-scheduled cut off time no over rate penalty shall apply.
- 8.5 If the start of an innings is delayed or an innings is interrupted, the over rate penalty will apply based on the revised number of overs and the re-scheduled cessation time for that innings. The umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather or other cause, of the scheduled time for that innings (by which the fielding side must be in position to bowl the first ball of the last over). The time allowed to bowl the overs shall be calculated on the basis of four minutes per over.
- 8.6 In addition, in all reduced overs matches, the fielding team will be given one over's leeway, such that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

## 9 Result

- 9.1 A result may only be achieved if both teams have had the opportunity of batting for at least 20 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined in less than 20 overs.
- 9.2 Except as provided in 9.4, a match shall be won by the team which has scored the most runs in its completed innings.
- 9.3 Except as provided in 9.4, a tie shall be achieved if the scores are level at the end of the match, irrespective of the number of wickets lost by either team.
- 9.4 If, after an interruption in play after the start of the match, the number of overs to be received by either side is reduced to a lesser number than allocated before the start, then a revised target score shall be set for the side batting second to achieve. This will be calculated using Profession Edition version 5 of Duckworth-Lewis-Stern. If the target is reached or exceeded, the side batting second shall be deemed to have won. If the par score is equalled, the match is a Tie. If the par score is not reached, the side batting first shall be deemed to have won. Such result shall be reported as "A win under the DLS method.

9.5 In the event of a miscalculation of the target score the original score shall not be altered once the captains have been informed, unless there is a subsequent recalculation due a further loss of overs. The target score shall be displayed clearly on the scoreboard.

### 10 Points

Win: 30 points; Tie: 20 points; Loss: Bonus Points

Cancelled / Abandoned: 10 points, or bonus points, whichever is the greater

Batting Bonus points: 1 point for every 15 runs scored from 110 to 245 (i.e. a maximum of 10 points).

Bowling Bonus points: 1 point for every wicket taken.

Full bowling bonus points will be gained if a side is all out, regardless of the number of wickets taken.

If any side fails to fulfil a fixture, the opposing team shall be awarded the full 30 points available for that fixture. Any side which fails to fulfil a fixture shall additionally be deducted 10 points from its points total in the division in which it plays.

## Appendix 1

### Powerplays – Effects of Interruptions

Powerplays

Innings duration	1	2	3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7

Powerplays

Innings duration	1	2	3
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	8	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10