



District Formats Playing Conditions 2020-21

LO50 Playing Conditions for Boys U19 and U17

1. Hours of Play

1.1 First session: 10:00am – 1:30pm
Interval: 1:30pm – 2:10pm
Second Session: 2:10pm – 5:40pm

1.2 **Closing Time:** Up to 60 minutes can be claimed due to weather interruptions, if this is used the game must finish no later than 6:40pm.

1.3 **First Innings:** If the team fielding in the first innings is not ready to commence the last scheduled over by the scheduled or rescheduled finish time, the second innings will be reduced by one over for every **full over** not bowled - and the innings break will be reduced.

1.4 **Second Innings:** If the team fielding in the second innings is not ready to commence their last over by the scheduled or rescheduled finish time, the number of **full** overs not completed will be multiplied by 6 runs and added to the second innings score at the beginning of the last over. e.g. If the innings is in 48th over at the finish time, 12 runs will be added to the score (two complete overs multiplied by six) and if possible, the remaining overs will be completed.

1.5 Innings Break:

Up to 40 minutes can be taken between innings. Umpires will determine the break at the conclusion of the first innings.

1.6 Drinks Breaks

Two drinks breaks per session shall be permitted, each 65 minutes apart. The provision of Law 11.8 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires.

Umpires will communicate with Captains and Coaches to encourage fast play should they feel the team is falling behind. Umpires also have discretion to allow time for injuries or other delays outside of the fielding sides control.

1.7 Interval between innings in uninterrupted match

If the innings of the team batting first is concluded more than 30 minutes prior to the scheduled time for the interval, a 10-minute break will occur, and team two will commence its innings correspondingly earlier, and the interval will occur as scheduled.

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



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

Interrupted Match

Where the start of play is delayed or play is interrupted and the total playing time is reduced to less than seven hours, the umpires will vary the length of the break between the innings as follows:

Time Lost	Interval between Innings
1-14 minutes	No change i.e. 40 minutes
15 - 60 minutes	30 minutes
More than 60 minutes	the interval of 30 minutes may be further reduced by mutual agreement between the umpires and both captains. The minimum interval shall be 10 minutes.

2. Limitation of Innings: Each match will consist of one innings per team, each innings will be limited to 50 overs.

2.1 Late Start: Reduction of overs – in the event of a late start for any reason, the number of overs to be bowled in respect of the match shall be calculated by allocating one over for each 4 minutes of playing time remaining until the scheduled closing time. Each team shall be entitled to bat for half of the total overs remaining. Unless bowled out earlier, a minimum of 20 over per team will constitute a match.

For further information on wet weather interruptions please refer to the General Playing Conditions.

3. Bowling Restrictions

3.1 No bowler shall bowl more than ten overs in an innings.

3.2 In an interrupted match where less than 50 overs are to be bowled, no bowler may bowl more than a maximum of one fifth of the overs allowed.

3.3 In the event of a bowler breaking down and not being able to complete an over, the remaining balls must be bowled by another bowler. Any part of an over will count as a full over in each bowler’s limit.

4. Fielding Restrictions

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

4.2 In addition to the restriction in clause 4.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

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4.3 The following fielding restrictions shall apply:

(a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field.

At the instant of delivery:

(b) Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

(c) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

(d) Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

Innings duration	First Powerplay	Second Powerplay	Third Powerplay
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



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30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9

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48	10	29	9
49	10	29	10

- 4.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
- 4.5 If play is interrupted during an innings and the table in 4.3 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.
- 4.6 At the commencement of the second and third Powerplay of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 4.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- 4.8 If the inner fielding circle is not marked, umpires shall use their discretion in applying this rule.
- 4.9 Any fielder standing closer than 10m from the striker's wicket on the on-side or in front of point of the off-side at the instant of delivery must wear the appropriate safety equipment (minimum of a helmet and abdominal protector).

5. No Balls / Wides (See general Conditions 8.1 - 8.6)

- 5.1 A bowler shall be allowed to bowl one short pitched delivery per over. A short-pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease. In the event of the bowler bowling more than one short pitched delivery in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning.

5.2 LAW 22 – WIDE BALL

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

Any offside or leg side delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a "wide". As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a "wide". As a guide on the offside, a ball passing outside a line drawn between the bowling and popping creases, measured 432mm (17 inches) from the return crease shall be called "wide". The above provisions do not apply if the striker makes contact with the ball.

A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a "wide ball" which is not a "no ball" shall be scored as "wides".

Guidelines and Application

Umpires need to ensure a balance between the application of the Law and the Playing Condition.



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Leg side

All deliveries directed and bowled down the leg side (behind the body of the striker, standing in their normal batting stance) will be interpreted as a form of negative bowling and should be called “wide”.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a “wide”.

The only exception to this directive is for a ball that just misses the leg stump. This is not deemed negative bowling and should not be called “wide” when the batter moves across to the off stump from their original stance.

Had the batter not moved onto the off stump but remained in their normal batting stance the ball would have struck the player, thereby negating any “wide” call.

Offside

Applying Ford Trophy Condition 11.2 above in conjunction with Law 22, any delivery that passes outside the wide guideline, with the batter in a “normal” batting stance, should be called Wide.

For clarity:

- (a) If the batter brings the ball sufficiently within reach and the ball passes outside the wide guideline then it is not a “wide”. For example, a batter moving to the offside as the bowler bowls, could bring the ball within their reach even though the ball passes outside the “wide” guide line, and if they fail to make contact with the ball, the delivery will not be called a “wide”.
- (b) In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if the player brings the ball within reach, if the player makes no contact with the ball, then this delivery shall be called “wide” (unless it has been deemed a “no ball”).
- (c) When a right arm bowler is bowling around the wicket to a right hand batter, or left arm bowler bowling around the wicket to a left hand batter and bowls full yorkers on the off side marked guide line, this is deemed a negative tactic, and the delivery should be called “wide”.

Wide interpretation for the reverse sweep or switch hit

The interpretation to be followed or calling a “wide” when a switch hit or reverse sweep is played or the batter gets in a position to play the shot and then aborts it, is as follows:

- (a) By the batter playing the switch hit or the reverse sweep or getting in a position to play the shot, the player is deemed to bring the ball sufficiently within their reach, on the leg side as well.
- (b) Consequently, in these circumstances, the wider 75cm wide guidelines (ODIs and T20s) shall apply on both sides of the stumps.
- (a) Simply, when the batter plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation.



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6. The Result

- 6.1 A result can only be achieved if both teams have had the opportunity to bat for at least 20 overs (unless bowled out prior).
- 6.2 Where both teams have not had an opportunity to bat for 20 overs, the match shall be declared as a “no result”.
- 6.3 Tied Matches: If a match ends with both sides tied on the same number of runs scored (irrespective of the number of wickets lost), the match points shall be shared between the two sides (This shall apply to all matches, excluding the finals round, which will go to a Super Over as per the General Playing Conditions).