

DENIS JACOBS U17 CUP



**SURREY
CRICKET
FOUNDATION**

Registered Charity N°1118770

Playing Conditions 2019

The Laws of Cricket 2017 Code shall apply with the following exceptions:

1 Duration

Matches shall consist of one innings per side, each innings limited to a maximum of 20-overs.

2 Hours of Play:

Start times shall be agreed in advance by the participating teams. The Final shall start by 4 p.m.

3 Re-arrangement of overs due to inclement weather:

In the event of adverse weather conditions, team managers can, before the start of the game, reduce the number of overs for the match, to a minimum of 10 overs per side. If weather causes a reduction in overs once the match has started the length of the innings may be reduced further. The aim must always be to ensure that, where possible, both sides have the opportunity to bat for the same number of overs. If this is not possible, the side batting second must have a minimum of 5 overs to bat.

4 Bowling and Batting Restrictions

- 4.1 In 20-over matches no bowler shall bowl more than 4-overs in a match. Where the total number of overs for the innings is reduced, no bowler shall bowl more than 20% of the overs.
- 4.2 When a batsman reaches or passes a personal total of 50 he shall retire, but may return on the departure of the tenth batsman. Retired batsmen must return in order of their retirement. The batsman shall retire again when he scores an additional 50 runs on his return to the crease. A batsman can continue their innings beyond 50/100 if their 'retirement' would end the innings before the agreed number of overs have been bowled and there are no other retired batsmen waiting to return.

5 Restrictions on Placement of Fielders:

- 5.1 Two semi-circles shall be drawn on the field of play.
- 5.2 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 metres). 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 field restriction area should be marked by painted white '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.
- 5.3 At the instant of delivery, there may not be more than five fielders on the leg side.
- 5.4 For the first 6 overs of each innings, only 2 fielders are permitted to be outside the 30 yard circle at the instant of delivery.

- 5.5 For the remaining overs of each innings, no more than five fielders are permitted to be outside the 30 yard circle at the instant of delivery.
- 5.6 If the number of overs available to the batting team is reduced, the number of overs for which the initial fielding restriction applied will be reduced in accordance with the following table:

Total overs available to the batting team	No. of overs for which the initial fielding restriction shall apply
5 – 6	1
7 – 9	2
10 – 13	3
14 – 16	4
17 – 19	5

6 Free Hit after a No Ball

- 6.1 The delivery following a no ball shall be a free hit for whichever batsman is facing it.
Note: this applies to all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.
- 6.2 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 shall become a free hit for whichever batsman is facing it.
- 6.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 6.4 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.
- 6.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion

7 Bowling of dangerous and unfair deliveries

- 7.1 Laws 41.6 & 41.7 will apply with the addition of the following:
- 7.2 There shall be no more than one short-pitched delivery passing above the shoulder of the striker per over. The umpire will make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within this limit has been bowled.
- 7.3 The second, and any subsequent deliveries in an over shall be in breach of law 41.6.2 and shall invoke the penalties in laws 41.6.3 and 41.6.4.

8 Wide Ball

- 8.1 Any ball passing behind the striker without hitting the bat, or any part of the striker's person, and passing outside the leg-stump shall be called Wide.

9 The Result

- i) Where there is no interruption after the commencement of play and both teams have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
In the event of the number of runs being tied at the end of a match in the Group Phase, the

result will be a tie and each team will receive 2 pts.

In the event of the number of runs being tied at the end of a match in the **Knock-Out Phase**, the teams shall compete in a Super Over, as iii) below, to determine the winner.

- ii) If, due to inclement conditions, the team batting second receives fewer overs than the team batting first, the winner will be the team with the higher average run rate based on the number of legitimate balls faced. In the event of the team batting first being all out in less than their full quota of overs, the calculation of their average run-rate shall be based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

iii) **Procedure for a Super Over:**

The team batting second in the match will bat first in the Super Over.

The loss of two wickets in an over ends the team's one over innings.

The side that scores the most runs will be the winner.

In the event of the teams having the same score at the end of the Super Over, the team whose batsmen hit the most number of boundaries combined from its two innings in the main match and the Super Over shall be the winner.

If the number of boundaries hit by both teams is equal, the team whose batsmen hit the most boundaries in the main match (ignoring the Super Over) shall be the winner.

If the number of boundaries is still equal, and ground and weather conditions permit, then the Super Over shall be repeated.

If ground or weather conditions prevent a resolution of the match then the captains shall toss a coin to decide the winner.

10 Group Positions

12.1 Points will be awarded as follows:

Win - **4pts**; Tie or Abandoned - **2 pts**; Loss - **1pt**; Cancellation or Concession - **0pts**.

Any match not completed due to weather or ground conditions will be deemed to be abandoned.

12.2 Group Table

The winners of the Group will be the team with most match points at the completion of fixtures.

In the event of teams finishing on equal points, the final positions in the table will be decided in the following order of priority:

- a) When two teams finish with equal points, the team which was the winner of the head-to-head played between them will be placed in the higher position;
- b) When more than two teams have equal points, the team which was the winner of the most number of matches played between those teams will be placed in the higher position;
- c) If still equal, the team with the higher net run rate in matches in which a result was achieved will be placed in the higher position.

A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. The calculation of average runs shall be total runs scored x 100 divided by legitimate balls received. In the event of a team being all out in less than its full quota of overs, the calculation of the net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled and not the number of overs in which the team was dismissed. Only those matches where results are achieved will count for the purpose of net run rate calculations.
