

Except as varied hereunder, the MCC Laws of Cricket (2017 Code of the MCC Laws of Cricket) and the [ICC Men's One Day International Playing Conditions Effective 28 September 2017](#) shall apply. Where this code has been amended 'league regulation' has been added in brackets to help identify the change. Where the current law is quoted, either in part or full, the phrase 'Laws 2017' follows the text.

## 1. PLAYERS

### 1.1 Number of Players

A match is played between two sides, each of at least 8 players (league regulation), one of whom shall be captain.

### 1.2 Nomination and replacement of fielders

1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable BCF regulations and in particular, the Clothing and Equipment Regulations (Colored Clothing as approved by the BCF League Chairman), the Code of Conduct of players and Player Support Personnel (hereafter referred to as the ICC Code of Conduct), the Anti-Racism Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti-Corruption Code.

## 2. THE UMPIRES

The umpires will be appointed by the BCF umpiring committee. The selection of the umpires for match is a sole discretion of the umpiring committee.

The Umpires may not be from the same club of the participating teams.

BCF will appoint selected panel of umpires who are qualified for the job.

Neither team will have a right of objection to the appointment of any umpire.

It is the umpires sole discretion to determine the light conditions and determine whether the light is fit to play.

There would be no artificial lights. In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather or light shall apply.

When there is only one umpire allocated he/she will be main umpire throughout the game. The batting team must supply the additional batsman's end umpire.

## 4. THE BALL

### 4.3 New Ball

Each fielding team shall have one new white ball for its entire innings.

In case of two new balls for its innings, one to be used in alternate overs i.e. one from each end. In a match reduced to 25 overs or less per side before the first innings commences, each team shall have only one new ball for its Innings.

Any change to this needs to be approved by the BCF League Chairman.

## 12. START OF PLAY; CESSATION OF PLAY

### 12.7 Hours of Play; Minimum Overs Requirement

Matches will consist of one innings per side and each innings will be limited to 50 overs (Division 1) / 45 overs (Division 2 onward).

It is expected that 15 overs are bowled in an hour (4 mins/over). Complete the full quota of

- 50 overs in an innings within 3 hours and 20 mins.
- 45 overs in an innings within 3 hours.

**PS:** Note that umpires are the only one who will make the decision of the slow over rate and communicate the same to the captains. Penalty of 6 runs are given for every over lost.

Minimum number of overs that needs to be played to consider a match are:

- 20 overs per innings.

## 13. INNINGS

### 13.7.1.5 Minimum Overs Requirement

Penalties shall apply for slow over rates. The team will be penalized for 6 runs for every over lost. The umpires may reduce this penalty if they are of the opinion that events beyond the control of the team bowling second prevented them from bowling the required number of overs. This decision will be made before the start of the second innings.

During the second innings the umpires must communicate their penalty decision well before the end of the innings to avoid any confusion.

## 16. RESULT

### 16.4 Prematurely Terminated Matches - Calculation of the Target Score (Laws 2017)

In case of delay/interrupted matches, the revised target will be calculated using the current Duckworth/Lewis/Stern method.

### 16.10 Points

Points calculation and Net Run Rate (NRR) are described in the "BCF League Rules".

## 17. THE OVER

### 17.8 Bowler incapacitated or suspended during an over (Laws 2017)

If for any reason a bowler is incapacitated while running up to deliver the first ball of an over, or is incapacitated or suspended during an over, the umpire shall call and signal Dead ball. Another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

## 18. SCORING RUNS

### 18.6 Runs awarded for penalties (Laws 2017)

Runs shall be awarded for penalties under clause 18.5 (Deliberate short runs), 24.4 (Player returning without permission), 26.4 (Penalties for contravention), 21 (No ball), 22 (Wide ball), 28.2 (Fielding the ball), 28.3 (Protective helmets belonging to the fielding side) 41 (Unfair play) and 42 (Players' conduct). Note, however, the restrictions on the award of Penalty runs in clauses 23.3 (Leg byes not to be awarded), 28.3 (Protective helmets belonging to the fielding side) and 34 (Hit the ball twice).

## 21. NO BALL

### 21.6 Bowler breaking wicket in delivering ball (Laws 2017)

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 41.16, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his person and breaks the wicket.

### 21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch (Laws 2017)

The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

- bounces more than once
- or rolls along the ground before it reaches the popping crease.
  
- or pitches wholly or partially off the pitch as defined in clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket.

### 21.8 Ball coming to rest in front of striker's wicket (Laws 2017)

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

## **21.9 Fielder intercepting a delivery (Laws 2017)**

If except in the circumstances of clause 27.3 (Position of wicket-keeper) a ball, delivered by the bowler, makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

## **21.13 No ball to over-ride Wide (Laws 2017)**

A call of No ball shall over-ride the call of Wide ball at any time. See clauses 22.1 (Judging a Wide) and 22.2 (Call and signal of Wide ball).

## **21.19 Free Hit (Laws 2017)**

21.19.1 In addition to the above, the delivery following a No ball called (all modes of No ball) shall 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 clause 41.2 shall 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 clause 21.1 shall apply.

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.

## **22. WIDE BALL**

### **22.1 Judging a Wide (Laws 2017)**

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

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

### **24.1 Substitute fielders (Laws 2017)**

24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, clause 42.4.1. (Laws 2017)

24.2.3 If a player is absent from the field for longer than **15 minutes**, the following restrictions shall apply to their future participation in the match:

24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall 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 next and subsequent innings of the match.

24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his 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 next and subsequent innings of the match.

24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.

### **24.3 Penalty time not incurred** (Laws 2017)

A nominated player's absence will not incur Penalty time if,

24.3.1 he has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

24.3.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.

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

### **24.4 Player returning without permission** (Laws 2017)

If a player comes on to the field of play in contravention of clause 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.

- The umpire shall award 5 Penalty runs to the batting side.
- Runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence.
- The ball shall not count as one of the over.
- The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.

## 25 BATSMAN'S INNINGS

### 25.5 Runners

Runners shall not be permitted. (Laws 2017)

## 28 THE FIELDERS

### 28.4 Limitation of on side fielders (Laws 2017)

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

28.4.2 At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.

28.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

### 28.7 Restrictions on the placement of fielders (Laws 2017)

28.7.1 In addition to the restrictions contained in clause 28.4 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 are set out in the following paragraphs.

28.7.2 The following fielding restrictions shall apply:

28.7.2.1 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 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to paragraph 2 of Appendix C). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.7.2.2 At the instant of delivery:

28.7.2.2.1 Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive. In an innings of 45 overs, these are overs 1 to 9 inclusive.

28.7.2.2.2 Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive. In an innings of 45 overs, these are overs 10 to 36 inclusive.

28.7.2.2.3 Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive. In an innings of 45 overs, these are overs 37 to 45 inclusive.

It is easier to remember:

- For 50 overs game: 10-30-10
- For 45 overs game: 9-27-9

28.7.2.3 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.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 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
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	9	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
48	10	29	9
49	10	29	10
50	10	30	10

28.7.2.4 If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

## Illustrations:

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

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

## 31. APPEALS

### 31.8 Withdrawal of an appeal (Laws 2017)

The captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the batsman.

The withdrawal of an appeal must be before the instant when the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpires leave the field.

## 41 UNFAIR PLAY

### 41.6 Bowling of dangerous and unfair short pitched deliveries (Laws 2017)

41.6.1.4 A bowler shall be limited to two fast short-pitched deliveries per over.

41.6.1.5 A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

41.6.1.6 The umpire at the bowler's end shall 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 clause 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 clause shall also count as one of the allowable short pitched deliveries in that over.

41.6.1.8 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in clause 41.6.1.5 above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' 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, 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.

### **41.16 Non-striker leaving his ground early (Laws 2017)**

If the non-striker is out of his ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one in the over.

If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

### **Decision Review System (DRS) and Third Umpire Protocol**

Not applicable for BCF.