

Except as varied hereunder, the MCC Laws of Cricket (2017 Code 2nd Edition 2019) and the [ICC Men's One Day International Playing Conditions Effective 27 September 2018](#) 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 2nd Edition' follows the text.

1. PLAYERS: Law 1.

1.1 Number of Players

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

- There should be at least 8 players at the ground for the toss.
- There should also be at least 8 players per team at the ground at the end of the game.

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: Law 2.

2.1 The selection of the umpires for BCF league games is up to the BCF League Chairman.

2.2 Whenever possible the Umpires should not be a member of either club participating in the game. Umpires by their name are impartial therefore neither team will have any right to object to the appointment of any umpire.

2.3 It is the umpire's sole discretion to determine the light conditions and to determine whether the light is fit to play.

2.4 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.

2.5 When there is only one umpire allocated, he/she will be main umpire throughout the game and will always stand at the bowler's end. The batting team will supply the additional square-leg (striker's end) umpire.

3. THE BALL: Law 4.

Each fielding team shall bring at least one valid BCF white ball for its innings.

4.2. Approval and Control of Balls

4.2.1 All balls to be used in the match, should be given to the umpires before the toss (with the team sheets), the umpires shall check them and keep them in their possession till the start of the innings and shall remain under their control throughout the match.

4.2.2 The umpire shall take possession of the ball in use at the fall of each wicket, at the start of any interval and at any interruption of play.

- Each team should arrive at the game with at least six spare balls.
Any change to the above needs to be approved by the BCF League Chairman.

4. THE BAT: Law 5.

5.7 Bat size Limits

5.7.1. The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38in/96.52cm.

5.7.2 The blade of the bat shall not exceed the following dimensions:

Width: 4.25in / 10.8cm

Depth: 2.64in / 6.7cm

Edges: 1.56in / 4.0cm

Furthermore, it should also be able to through a bat gauge as described in Appendix B.8. of the MCC Laws of Cricket.

5. START OF PLAY; CESSATION OF PLAY: Law 12.

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.

Each innings (50 overs) should last 3 hours and 30 minutes. That is 15 overs per hour, 5 overs per 20 minutes and 4 minutes per over plus an additional 10 minutes as stoppage time.

- ✓ 11:00-14:30 First Innings
- ✓ 14:30-15:00 Tea Break
- ✓ 15:00-18:30 Second Innings

The umpires are the only people who can decide on a slow over rate.

- Though they should keep the captains informed at the drinks breaks.
- Penalties of 6 runs are given for every over lost.

The minimum number of overs to validate a match is at least 20 per innings.

6. INNINGS: Law 13.

13.7.1.5 Minimum Overs Requirement

Penalties shall apply for slow over rates. The offending team will be penalized 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.

- During the second innings the umpires must communicate their penalty decision well before the end of the innings to avoid any confusion. i.e. before they start adding 6 runs per over. If the fielding team are two over down the captain should have been advised at the 34th over (drinks break). If at the end of the 47th over they are still down, the umpires will add 12 runs to the batting sides total.

7. RESULT: Law 16.

16.4 Prematurely Terminated Matches - Calculation of the Target Score (Laws 2017 2nd edition - 2019)

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

8. THE OVER: Law 17.

17.8 Bowler incapacitated or suspended during an over (Laws 2017 2nd edition - 2019)

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.

9. SCORING RUNS: Law 18.

18.6 Runs awarded for penalties (Laws 2017 2nd edition - 2019)

Runs shall be awarded for penalties under clause:

- 18.5 (Deliberate short runs)
- 21 (No ball), 22 (Wide ball)
- 24.4 (Player returning without permission)
- 26.4 (Penalties for contravention)
- 28.2 (Fielding the ball)
- 28.3 (Protective helmets belonging to the fielding side)
- 41 (Unfair play)
- 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).

10. NO BALL: Law 21.

21.6 Bowler breaking wicket in delivering ball (Laws 2017 2nd edition - 2019)

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 2nd edition - 2019)

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 2nd edition - 2019)

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 2nd edition - 2019)

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 2nd edition - 2019)

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 2nd edition - 2019)

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.

11. WIDE BALL: Law 22.

22.1 Judging a Wide (Laws 2017 2nd edition - 2019)

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

12. FIELDER'S ABSENCE; SUBSTITUTES: Law 24.

24.1 Substitute fielders (Laws 2017 2nd edition - 2019)

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 2nd edition - 2019)

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 2nd edition - 2019)

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 2nd edition - 2019)

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.

13. BATSMAN'S INNINGS: Law 25.

25.5 Runners

Runners shall not be permitted. (ICC Regs)

14. THE FIELDERS: Law 28.

28.4 Limitation of on side fielders (Laws 2017 2nd edition - 2019)

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 2nd edition - 2019)

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 center 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. (Refer to paragraph 2 of Appendix C). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5yard (4.57 meters) 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.

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.

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.

It is easier to remember:

- For 50 overs game: 10 – 30 - 10 or 20% - 60% - 20%

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 below 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. If 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.

15. APPEALS: Law 31.

31.8 Withdrawal of an appeal (Laws 2017 2nd edition - 2019)

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.

16. UNFAIR PLAY: Law 41.

41.6 Bowling of dangerous and unfair short pitched deliveries (Laws 2017 2nd edition - 2019)

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 2nd edition - 2019)

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.