



COMPLETE PLAYING CONDITIONS FOR ALL AGE GROUPS



Complete Playing Conditions for All Age Groups

2021 Edition

EYCL will be issuing safety guidelines in response to the COVID-19 Pandemic. These guidelines will be in a separate document. If there is a conflicting rule between the playing conditions and the safety guidelines, then the safety guidelines shall take precedence.



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TABLE 1	U12 (Div A)	U14	U16
Eligibility	12 and Under (born on or after September 1, 2008)	14 and Under (born on or after September 1, 2006)	16 and Under (born on or after September 1, 2004) AND over 12 (born on or before April 1, 2009)
Cricket Ball and Uniforms	Junior Red Ball and White Uniform	Men's Red Ball and White Uniform	Men's White Ball and Colored Uniform
Overs per Innings	25 overs per side (Minimum 7 overs)	40 overs per side (Minimum 15 overs)	50 overs per side (Minimum 20 overs)
Maximum Time Allotted per Innings	105 minutes (4 min/over + 1 5-minute drinks break)	170 minutes (4 min/over + 2 5-minute drinks break)	210 minutes (4 min/over + 2 5-minute drinks break)
Maximum Overs per Bowler	5 overs per bowler	8 overs per bowler	10 overs per bowler
Drinks Break	5 minute break after 13 th over in full innings.	5 minute break after breaks after 14 th and 27 th overs in full length innings.	5 minute break after breaks after 17 th and 34 th overs in full length innings.
Drinks Break Schedule if There is Extreme Heat (80 F or above for part of the game)	Drinks taken at same time as for normal weather but for 10 minutes instead.		
Maximum Boundary Size	Boundary is maximum of 45 yards	Boundary is maximum of 60 yards	No maximum boundary limit

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<p>Balls per over and Wide/No ball rules</p>	<p>Over is 8 balls maximum (Over is 6 legal balls or 8 legal and illegal balls, whichever is achieved first) Wide/No ball is 1 run each.</p> <p><u>Last over of innings:</u> Over is 6 LEGAL BALLS. All wides/no balls are re-bowled.</p>	<p>Over is 8 balls maximum (Over is 6 legal balls or 8 legal and illegal balls, whichever is achieved first) Wide/No ball is 1 run each.</p> <p><u>8th Ball of Over Results in Free Hit For Next Delivery (Except Last Over):</u> The bowler is required to bowl a ninth delivery, which shall be a Free Hit. If the free hit delivery results in subsequent delivery being a free hit, this process shall be repeated until a legal delivery is bowled.</p> <p><u>Last over of innings:</u> Over is 6 LEGAL BALLS. All wides/no balls are re-bowled.</p>	<p>Over is 6 legal balls throughout innings.</p> <p>Normal ICC rules for wides and no balls.</p>
<p>Free Hits</p>	<p>No Free Hit</p>	<p>Free Hit after every mode of No Ball</p>	<p>Free Hit after every mode of No Ball</p>
<p>Ball bouncing two or more times, rolling, or coming to complete stop</p>	<p>No Ball</p>	<p>No Ball</p>	<p>No Ball</p>
<p>Ball Lands off Pitch</p>	<p>No Ball</p>	<p>No Ball</p>	<p>No Ball</p>
<p>Number of Bouncers/Over</p>	<p>1</p>	<p>1</p>	<p>2 (irrespective of striker)</p>

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When Helmet is Required	<ul style="list-style-type: none"> For all batsmen For wicketkeeper (standing close to stumps) 	<ul style="list-style-type: none"> For all batsmen For wicketkeeper (standing close to stumps) 	<ul style="list-style-type: none"> For all batsmen For wicketkeeper (standing close to stumps) Any fielder in front of square and within 10 yards of striking batsman
Fielding Restrictions and Power Plays	<ul style="list-style-type: none"> No more than 5 on the on side. No more than 2 fielders on the on side and behind square. No fielders in front of the wicket and within 10 yards of the batsman that is on strike. <p><u>Power Play:</u></p> <ul style="list-style-type: none"> Power Play 1 (Overs 1-5): No less than 7 fielders within the 25 yard circle (max 2 fielders outside). Power Play 2 (Overs 6-20): No less than 5 fielders within the 25 yard circle (max 4 fielders outside). Power Play 3 (Overs 21-25): No less than 4 fielders within the 25 yard circle (max 5 fielders outside). If a team has less than 11 players, subtract 1 player from the max allowed outside the circle for every player less than 11. <p><u>Fielding Restriction Area Radius:</u></p> <ul style="list-style-type: none"> 25 Yards 	<ul style="list-style-type: none"> No more than 2 fielders on the on side and behind square. No fielders in front of the wicket and within 10 yards of the batsman that is on strike. <p><u>Power Play:</u></p> <ul style="list-style-type: none"> Power Play 1 (Overs 1-8): No less than 7 fielders within the 30 yard circle (max 2 fielders outside). Power Play 2 (Overs 9-32): No less than 5 fielders within the 30 yard circle (max 4 fielders outside). Power Play 3 (Overs 33-40): No less than 4 fielders within the 30 yard circle (max 5 fielders outside). If a team has less than 11 players, subtract 1 player from the max allowed outside the circle for every player less than 11. <p><u>Fielding Restriction Area Radius:</u></p> <ul style="list-style-type: none"> 30 Yards 	<ul style="list-style-type: none"> No more than 2 fielders on the on side and behind square. Any fielders in front of the wicket and within 10 yards of the on strike batsman must wear helmet, abdominal guard, and leg protection (must be worn under pants). <p><u>Power Play:</u></p> <ul style="list-style-type: none"> Power Play 1 (Overs 1-10): No less than 7 fielders within the 30 yard circle (max 2 fielders outside). Power Play 2 (Overs 11-40): No less than 5 fielders within the 30 yard circle (max 4 fielders outside). Power Play 3 (Overs 41-50): No less than 4 fielders within the 30 yard circle (max 5 fielders outside). If a team has less than 11 players, subtract 1 player from the max allowed outside the circle for every player less than 11. <p><u>Fielding Restriction Area Radius:</u></p> <ul style="list-style-type: none"> 30 Yards
Maximum Amount of Penalty Time Incurred for a Fielder	40 minutes	80 minutes	120 minutes

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Leaving the Field of Play (See Law 24)			
Amount of Overs that a Player who has Committed a Level 3 Offence Must be Suspended for	5 overs	8 overs	10 overs
Points System	<ul style="list-style-type: none"> ● Win – 2 Points ● Tie/No Result – 1 Points (Super Overs are NOT TO BE USED in the group stage) ● Loss – 0 Points 		

PLAYING CONDITIONS FOR U12 (Div B - Pairs)

1. The conditions stated above for U12 (Div A), will generally hold true with the following exceptions.
 - a. Length of the pitch will be 20 yards. However, bowlers are permitted to bowl from 22 yards or shorter (if they prefer).
 - b. Team always consists of an even number of players.
 - i. Each team shall comprise of twelve players (or an even number greater than 8).
 - ii. Minimum of 8 players/team are required to be considered for a completed match.
 - c. Each game shall consist of one innings per side, each of 24 overs duration.
 - i. The batting side shall be divided into pairs. Depending on the number of pairs the overs will be split as evenly as possible amongst the pairs.
 1. In a team with 12 players (6 pairs), each pair will play 4 overs, and switch at the end of overs 4, 8, 12, 16 and 20.
 2. In a team with 10 players (5 pairs), each pair will play 5 overs (last pair will play 4 overs), and switch at the end of overs 5, 10, 15 and 20.
 3. In a team with 8 players (4 pairs), each pair will play 6 overs, and switch at the end of 6, 12, and 18.
 - d. Batsmen shall have unlimited lives till their allotted overs are completed, but each wicket falling shall result in FIVE runs being deducted from the total.

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- e. No batsman who is out for any reason shall face the next ball. Batsmen shall change ends at the fall of a wicket, except on the last ball of an over.
 - f. Each player on the fielding side can bowl with the exception of the wicket-keeper. No bowler shall bowl more than five overs.
2. **If manual scoring is used during the match, scores should be back entered into CricClubs after the match prior to the end of the Wednesday following the match.**

PLAYING CONDITIONS FOR U17 AND U19

The U17 and U19 age groups will use the same playing conditions as the U16 age group with the following modifications:

1. U17 - Players will be eligible only if born on or after September 1, 2003 AND over 13 born on or before April 1, 2008
2. U19 - Players will be eligible only if born on or after September 1, 2001 AND over 15 born on or before April 1, 2006

LAW 0 – LEAGUE ADMINISTRATION AND FORMAT

0.1 – LEAGUE ADMINISTRATION AND SCHEDULING:

3. The responsibility for administering the East Coast Youth Cricket League (EYCL) shall rest with the EYCL Cricket Committee, which has the right to form sub-committees and designate responsibilities as it sees fit.
4. The EYCL Cricket Committee has the sole responsibility for setting up the schedule (including designating venues and home teams) and appointing umpires. All queries related to such items shall be addressed to the EYCL Cricket Committee.
 - a. Teams must play the matches on the days that they are scheduled. Rescheduling of matches is not allowed without the prior consent of the EYCL Cricket Committee. Refusal to play matches as they are scheduled may lead to teams forfeiting matches. **Teams may not use the excuse that a ground is too far away.**
 - b. **If a game is listed on the schedule but a ground has not yet been assigned, and the EYCL Cricket Committee has not officially cancelled the game, then the game is STILL ON!** Teams should not just assume that the EYCL Cricket Committee will cancel the game. This will NEVER BE AN ACCEPTABLE EXCUSE and teams will always suffer a forfeiture and any other related penalties under 1.4

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- c. The EYCL Cricket Committee shall try its best to assign a ground to every game at the earliest opportunity. The EYCL Cricket Committee shall work with the home team with each match to try to ensure a ground is assigned.
- d. If a team from Virginia/Maryland/Washington D.C. is playing a team from New York, then the match shall be scheduled in a ground in New Jersey.

0.2 – PLAYER AND TEAM REGISTRATION PROCESSES AND PLAYER TRANSFERS:

1. The EYCL Cricket Committee shall delineate the registration process in a separate document.
 - a. The EYCL Cricket Committee reserves the right to make exceptions to the registration process if it deems it to be in the best interests of the League.
2. A player, once registered for a team in the EYCL Youth Cricket League, may transfer to any other teams an unlimited amount of times, **up to a week** before the start of the season (this shall be defined as 12:01 AM on the day that is exactly 7 days prior to the first game of the tournament and shall be herein known as the Player Transfer Deadline).
 - a. The Player does not need the permission of the EYCL Cricket Committee to transfer during this period, but must notify the EYCL Cricket Committee that he/she intends to transfer.
3. Once this time has passed, the player **needs** the permission of the EYCL Cricket Committee in order to transfer to another team.
4. The rules governing a situation where a player who is part of the Player Pool and then subsequently registers for a team after the Player Transfer Deadline can be found under 0.13.
5. The rules governing a player transferring from a team and into the Player Pool are governed under 0.13.
6. If a player wants to register for a team after the Player Transfer Deadline, but it is the first team that the player is registering for in that team's age group, then the player does not need the permission of the EYCL Cricket Committee to register.

0.3 – CODE OF CONDUCT:

1. It is expected that all players, officials, and spectators conduct themselves civilly and with the “Spirit of Cricket” in mind.
2. Player's Conduct is governed by Law 42. In addition, a separate Code of Conduct will also be published.

0.4 – RIGHT TO MODIFY THE RULES:

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1. The EYCL Cricket Committee reserves the right to modify the rules and playing conditions when it sees fit, even in the middle of the season.

0.5 – MATCH REFEREE:

1. The Match Referee has the responsibility of overseeing the conduct of the match and has the right to overrule the umpires.
2. If a member of the EYCL Cricket Committee is present, then that member is automatically the match referee. This member can choose to waive this right, or delegate this right to another individual.
3. If no member of the EYCL Cricket Committee is present (or anyone delegated by the EYCL Cricket Committee), or that member is present and chooses to waive his/her right, then there shall be no match referee.

0.6 – TEAM LEADS:

1. Each team must have a team lead. This team Lead shall serve as the main point of contact between individual teams and the EYCL Cricket Committee. Team Leads are also responsible for appointing scorers for each match.

0.7 – LEAGUE FORMAT:

1. If a match in the group stage ends in a tie, it shall remain a tie. No Super Over shall be played.
2. 2 points shall be awarded for a win, 1 for a tie or no result, and 0 points for a loss.
3. The ranking of teams within groups shall be done as follows:
 - a. Teams shall be ranked such that the team with more points is ranked higher.
 - b. If two or more teams have equal points, then the teams with more wins overall will be ranked higher.
 - c. If teams are still equal, then the team with the higher net run rate will be ranked higher.
 - d. If in the unlikely event that teams are still equal, then the head-to-head record of the teams will be considered. The team that has taken the most points from matches involving the other tied team(s) will be ranked higher.
 - e. If teams are still equal, then drawing of lots will take place to determine the team that is ranked higher.
4. Playoffs:

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- a. If a play-off match ends in a tie, then a Super Over shall be played. If a play-off match is abandoned, a No Result, or remains a tie even after Super Over tie-break procedures are used, then the team that finished higher in the group stages shall be declared the winner. If this is the case for the final, then the team that finished higher in the group stage shall be considered the champion.

0.8 – PLAYOFF ELIGIBILITY FOR PLAYERS:

1. A player must have played at least 30% of the completed matches (matches forfeited by the opponents count towards requirement, but weather cancellations and own team forfeiting the match does not) for a team in that age group to be eligible to play in that age group's playoffs. (round up to the nearest number of games. e.g. 9 matches completed = 3, 10 matches = 3, 11 matches = 4)

0.9 – UMPIRES' UNIFORMS:

1. The EYCL Cricket Committee shall try to ensure whenever possible that umpires are provided uniforms.
2. If the EYCL Cricket Committee cannot distribute a uniform to the umpire before the game, then the default dress code shall be as follows:
 - a. If an age group is using red balls: white shirt (Preferably button down or polo, not T-shirt) and dark colored trousers (jeans are acceptable as long as they are clean and without holes).
 - b. If an age group is using white balls: dark colored shirt (Preferably button down or polo, not T-shirt) and dark colored trousers (jeans are acceptable as long as they are clean and without holes).

0.10 – ALL STAR GAME:

1. The EYCL Cricket Committee is solely responsible for organizing the All Star Game

0.11 – END OF SEASON AWARDS:

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1. The EYCL Cricket Committee is solely responsible for awarding End of Season Awards to players, including but not limited to such categories as MVP, Best Batsman (highest number of runs), Best Batsmen (highest average), Best Bowler (most wickets), Best Bowler (Best economy), Best Fielder, Best Wicketkeeper, etc.
2. The EYCL Cricket Committee is solely responsible for determining the criteria for these awards.

0.12 – MOST VALUABLE PLAYER (MVP) OF THE MATCH AWARDS:

1. The EYCL Cricket Committee is solely responsible for deciding the criteria for selecting Man of the match (MOM) for each match.
2. In all circumstances, there shall only be one MOM per match.

0.13 – PLAYER POOL:

1. A Player Pool is a collection of individuals who are available to play for any team within a given age group.
2. A player in the Player Pool (hereinafter referred to as “Pool Player”) can be called up by any team that is short on players. Any Pool Players that are called up by a team must be one of the team’s 11 nominated players or a Super Sub. A Pool Player may never be used as a substitute. **A team that has enough individuals for 11 nominated players plus a Super Sub shall not call up any Pool Players.**
3. Any Pool Player that is called up by a team and plays as a nominated player or as a Super Sub shall be considered to be on that team’s roster for that match and shall be governed by the respective provisions in the EYCL Complete Playing Conditions.
4. There are three ways that individuals can be added to the Player Pool.
 - a. An individual may directly register for the Player Pool if they cannot find a team to register with. This shall also include individuals who are registered for a team in one age group, but wish to be a Pool Player in a different age group, provided that the player has not previously registered for a team in that age group. Such an individual must complete the EYCL’s registration process for Pool Players. This process shall be enumerated in a separate document.
 - b. A team may, at their discretion, loan some of its players to the Player Pool. The length of time that such players are in the Player Pool is at the team’s discretion and that team may withdraw such players from the Player Pool at any time.
 - c. If a player was playing for a team, and that team subsequently resigned or was kicked out of the EYCL, then the player shall be automatically put into the Player Pool.

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5. Rules governing a situation where a player who is part of the Player Pool and then subsequently registers for a team after the Player Transfer Deadline (see 0.2 for the definition of Player Transfer Deadline):
 - a. An individual that was added to the Player Pool under 0.13.4(a) and 0.13.4(c) shall be allowed to register with any other team within the respective age group, without needing EYCL Cricket Committee's permission. It is however, required that players let the EYCL Cricket Committee know that they are transferring so as to allow the players' Player Profile to be transferred to the new team on the electronic scoring app.
 - b. An individual that was added to the Player Pool under 0.13.4(b) may not transfer to the new team without the EYCL Cricket Committee's permission.
6. The setup of Player Pools and its application across age groups
 - a. **The EYCL Cricket Committee is not obligated to utilize player pools in the EYCL.** It is the EYCL's discretion as to whether a Player Pool shall be utilized. In addition, the EYCL may choose to utilize Player Pools in some, all, or none of the age group divisions.
 - b. The Player Pools for each age group, shall be kept separate from each other.
 - c. Any individual entering the Player Pool under 0.13.4(a) may register for all Player Pools that he/she is age eligible for. In addition, any such individual can choose to register as a Pool Player in one age group and be registered for a team in another age group. For example, a 13 year old may be registered with a team in the U14 age group and be a Pool Player in the U16 age group. It is however, required that players let the EYCL Cricket Committee know that they are transferring so as to allow the players' Player Profile to be transferred to the new team on the electronic scoring app.
 - d. Individuals entering the Player Pool under 0.13.4(b) and 0.13.4(c) shall only enter the Player Pool of the age group that the player's team plays in.
7. A player does not need the EYCL Cricket Committee's permission to register for a Player Pool in a given age group after the Player Transfer Deadline has passed given the following conditions are satisfied:
 - a. The player is age eligible for that age group.
 - b. The player has not previously registered for a team in that age group.
8. A player may transfer from a team and into the Player Pool provided that the Player Transfer Deadline has not passed. If the Player Transfer Deadline has passed, then the permission of the EYCL Cricket Committee is needed.

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9. Players Serving Disciplinary Suspensions:

- a. A Pool player serving a disciplinary suspension cannot be called up by any team or register for any team during the duration of the suspension. This shall apply for all age groups that such player is banned, as determined by the Code of Conduct.
- b. A registered player serving a disciplinary suspension cannot transfer to or be loaned to the Player Pool. This shall apply for all age groups that such player is banned, as determined by the Code of Conduct.

0.14 – IMPORTANT DEFINITIONS:

1. All instances where the Laws of Cricket are mentioned shall refer to the most recent version of the Laws of Cricket that was published by the Marylebone Cricket Club prior to the start of a given year's season (e.g.: for the 2021 season, the version of the Laws of Cricket that is used is the Laws of Cricket (2017 Code - 2nd Edition, published April 1, 2019).
2. EYCL - East Coast Youth Cricket League. Any rights, responsibilities, or duties ascribed to the EYCL hereinafter shall be taken to have been ascribed to the EYCL Cricket Committee.

0.15 – COVID-19 PANDEMIC GUIDELINES:

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LAW 1 – PLAYERS AND TEAMS, PENALTIES FOR TEAMS ARRIVING LATE:

Law 1 of the Laws of Cricket shall be replaced by the following:

1. Teams are made up of 11 players plus one super sub (See 24.2). One of these players shall be the captain. If at any point, the captain becomes unavailable, a deputy shall act as captain. The deputy shall only come from the 11 nominated players. Additional players may be used as substitutes (See 24.1).
2. All players (including the super sub and any substitutes) shall have been previously registered according to the process set out by the EYCL Cricket Committee and not be currently serving a disciplinary suspension. In addition, all players that are registered shall be deemed to have agreed to abide by these playing conditions.

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- a. Players who are not eligible cannot step onto the field of play (the area enclosed by the boundary) at any point throughout the match. The EYCL Cricket Committee shall determine the punishments for teams that field ineligible players.
 - b. If an ineligible player comes into contact with a ball while it's in play, the ball shall become dead, and the batting side shall be awarded 5 penalty runs and any runs scored by the batsmen, including the run in progress if the batsmen crossed, as well as any extras. If the umpire decides that the ball would have reached the boundary if it weren't for the intervention of the ineligible player, then the batting side shall be awarded 5 penalty runs and the full boundary allowance plus any wides or no balls. The ball shall not be counted as one for the over.
3. The captain shall hand the list of players and substitutes to the umpire when the toss is conducted and to the scorers immediately after the toss to facilitate player entry onto the electronic scoring app. It is required that substitutes are clearly labelled on the team list as the "Super Sub" can only come from the list of substitutes that are provided to the umpire. Teams, however, are not required to designate their Super Sub at the toss and may elect to designate their choice of Super Sub later in the game. (See 24.2)
4. A match can only start when at least 8 members from each side are present (either on the field of play or in the pavilion), properly dressed in cricketing attire of the proper color (see TABLE 1 to see what color uniform players need to wear), and ready to play. (NOTE: Metal spikes on shoes are not allowed. Only rubber or plastic spikes are allowed).
- a. A team is considered to have arrived late if less than 8 members of that team are present in the pavilion or field of play and are ready to play by the time of the scheduled toss. The toss shall be scheduled to occur 10 minutes before the start of the game.
 - b. If a team arrives late for the toss, the late team shall forfeit the toss. If both teams are late, then the team that arrives first shall win the toss.
 - c. **If a team does not arrive within 15 minutes after the scheduled start of the game (25 minutes after toss), then the team shall forfeit the game. If both teams do not arrive by this time, then both teams shall forfeit the game and the game will not be rescheduled.**
 - d. **If a team forfeits three matches in a season, that team will automatically be considered to have forfeited all remaining matches. In addition, any matches that the team won previously will also be retroactively forfeited.**

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- i. Other statistics from any retroactively forfeited matches shall remain.
- ii. This shall apply to any all forfeits that happen under all provisions of these playing conditions that call for a match to be forfeited and in any instances in which the EYCL Disciplinary Committee considers a match to be forfeited.
- iii. In addition, fines shall be levied on a team for forfeiting. Nonpayment of any such fines by the team's next game will result in the team forfeiting that game. The amount of fines that a team must pay is documented in the EYCL Code of Conduct.

LAW 2 – UMPIRES:

Law 2 of the Laws of Cricket shall apply subject to the following modifications:

1. The EYCL Cricket Committee is responsible for appointing umpires.
2. If the EYCL Cricket Committee is only able to appoint one umpire, then the second umpire shall be appointed by the batting side for the duration of the batting side's innings. This new umpire shall stand at the striker's end (square leg) and the EYCL appointed umpire shall stand at the non striker's end. The EYCL Appointed Umpire has the right to overrule the batting side umpire.
3. If EYCL is unable to appoint any umpires, then both teams shall appoint one umpire. For the first over of each innings, the umpire appointed by the bowling side shall be at the striker's end. The umpires shall switch ends after every over.
4. The neutral umpire shall not be replaced, except under exceptional circumstances. The non-neutral umpire can be changed at any time throughout the innings.
5. Uniforms:
 - a. Whenever possible, the EYCL Cricket Committee shall provide uniforms to the umpires
 - b. If the EYCL Cricket Committee cannot distribute a uniform to the umpire before the game, then the default dress code shall be as follows:
 - i. If an age group is using red balls: white shirt (Preferably button down or polo, not T-shirt) and dark colored trousers (jeans are acceptable as long as they are clean and without holes).
 - ii. If an age group is using white balls: dark colored shirt (Preferably button down or polo, not T-shirt) and dark colored trousers (jeans are acceptable as long as they are clean and without holes).

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LAW 3 – SCORERS:

Law 3 of the Laws of Cricket shall be replaced by the following:

3.1 – APPOINTMENT OF SCORERS:

1. There shall be two scorers for each match, with each team appointing one scorer. It is **HIGHLY RECOMMENDED** that at least one of the scorers shall use electronic scoring, unless there are exceptional circumstances.

3.2 – CORRECTNESS OF SCORES

1. The two scorers shall work together to ensure that the scores are correct.
2. At the end of the match, the umpire shall compare the scorecards to ensure that the scorecards match. **THE SCORECARDS MUST BE FULLY TALLIED! Once the umpire is satisfied that the scorecards match and are fully tallied, the umpire shall then sign the paper scorecards.**
3. **The scorers cannot leave the ground until the umpires have ensured that the scorecards match.**
4. After the scorecards have been matched and signed as necessary:
 - a. In the case that one of the scorers is using the electronic scoring app, then the electronic scorer shall take a picture of the scorecard of the paper scorecard.
 - b. In the case that both scorers are using paper scoring, the scorers shall take pictures of each other's scorecard.
5. **No further changes to the scorecard are allowed at this point, or in any point in the future, without the consent of the EYCL Cricket Committee, and only on a case by case basis.**

3.3 – RESPONSIBILITY FOR SCORECARD SUBMISSION:

1. In the case that electronic scoring is not being used for a particular match:
 - a. If a match is NOT a no result or a tie:
 - i. It is the winning team's responsibility to upload the scorecard.
 - b. If the match is a No result or tie:
 - i. Then it is the home team's responsibility to submit a scorecard.

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- c. If the match is a play-off match (including the final) that was a No result or a tie (after Super Over Tie Break procedures have been used):
 - i. The responsibility of uploading the scorecard falls on the team that advances due to being placed higher in the group stages.
2. In the case that one scorer is using electronic scoring and one is using paper scoring for a particular match:
 - a. The electronic scorer shall upload his scorecard at the end of the match. If, however, there were problems with electronic scoring, the scorer shall notify the EYCL Cricket Committee at the earliest possible moment. If the electronic scorer had problems with electronic scoring and does not notify the EYCL Cricket Committee in a reasonable amount of time, that team shall incur a 1 point penalty.
3. In the case that both scorers are using electronic scoring:
 - a. Both electronic scorers shall upload their scorecards at the end of the match. If, however, a particular scorer had problems with electronic scoring, the scorer shall notify the EYCL Cricket Committee at the earliest possible moment. If the electronic scorer had problems with electronic scoring and does not notify the EYCL Cricket Committee in a reasonable amount of time, that team shall incur a 1 point penalty.
 - b. The scorecard by the winning team shall be deemed to be the official scorecard.

3.4 – FIRST DEADLINE FOR SCORECARD SUBMISSION AND PENALTY FOR UPLOADING SCORECARDS AFTER FIRST DEADLINE HAS PASSED:

1. The provisions in 3.4 are only applicable to those teams that have been determined, under provisions in 3.3, to be responsible for uploading the scorecards to the internet.
2. **These scorers must upload the scorecard to the online database by midnight of the Tuesday after the match is finished.**
3. Penalties for Late Scorecard Upload (Applicable only for group stage matches):
 - a. If the team that is responsible for uploading the scorecard fails to do so by midnight on the Tuesday after the match is completed, **then that team shall be docked 2 points.**
4. Penalties for Late Scorecard Upload (Applicable only for matches in the Playoffs, excluding the final):
 - a. If the team that is responsible for uploading the scorecard fails to do so by midnight on the Tuesday after the match is completed, **then that team shall be assessed a 25 run penalty in its next play-off match.**

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5. Penalties for Late Scorecard Upload (Applicable only for the final):
 - a. If the team that is responsible for uploading the scorecard fails to do so by midnight on the Tuesday after the match is completed, **then that team shall be subject to an official reprimand under the jurisdiction of the EYCL Cricket Committee.**

3.5 – SECOND DEADLINE FOR SCORECARD SUBMISSION AND PENALTY FOR UPLOADING SCORECARDS AFTER SECOND DEADLINE HAS PASSED:

1. Penalties if teams miss the Second deadline (Applicable only for group stage matches):
 - a. The second deadline is defined to be 11:59 pm on Friday immediately following the match.
 - b. If the team does not upload the scorecard by 11:59 pm on the Friday immediately following the match, **then the team will incur an additional 5 point penalty and will be considered to have forfeited the match.**
2. Penalties if teams miss the Second deadline (Applicable for playoff matches, excluding the final):
 - a. The second deadline is defined to be 11:59 pm on Friday immediately following the match.
 - b. If the team does not upload the scorecard by 11:59 pm on the Friday immediately following the match, **then the team will incur an ADDITIONAL 25 run penalty.**
3. Penalties if teams miss the Second deadline (Applicable the final):
 - a. The second deadline is defined to be 11:59 pm on Friday immediately following the match.
 - b. If the team does not upload the scorecard by 11:59 pm on the Friday immediately following the match, **then the team shall be subject to a Disciplinary Committee Hearing under the jurisdiction of the EYCL Cricket Committee.**

3.6 – PENALTY FOR ILLEGIBLE/UNFILLED SCORECARDS:

1. If a scorecard that is sent to the EYCL Cricket Committee or uploaded to the internet is missing a “significant” amount of data, then the team that sent/uploaded that scorecard will be considered to have not sent/uploaded that scorecard and will incur the appropriate penalties, as set out in 3.4 and 3.5, if that team does not send a corrected scorecard by the deadline.
 - a. At the minimum, the following should be tallied:
 - i. Innings Totals (including number of wickets taken and over bowled and extras conceded [the number of each type of extras should be put in])

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- ii. Batsman's totals (including total score, balls faced, and method of dismissal with the bowler's and fielder's names included, if applicable)
- iii. Bowler's Figures (Including overs bowled, maidens bowled, runs conceded, and wickets taken, as well any extras conceded)

3.7 – TEAMS HAVING TECHNICAL DIFFICULTIES WITH SCORECARD SUBMISSION:

1. If a team is having difficulties with scorecard submission, that forces that team to miss the deadline, then they will not be penalized as long as they:
 - a. Communicated these concerns to the EYCL Cricket Committee well before the deadline and;
 - b. Cooperated with any directions the EYCL Cricket Committee provide, including sending a picture of the scorecard to the EYCL Cricket Committee.
 - i. In the case that the EYCL Cricket Committee has a delayed response, then the team shall not be penalized.
2. If the team does not comply with the above, then they shall be penalized, even if they had valid difficulties.

3.8 – FORFEITURES TO COUNT TOWARDS THE MAXIMUM LIMIT OF FORFEITED GAMES:

1. There are provisions in 3.5 where a team may end up forfeiting a match. These forfeitures shall count as a forfeit for the purposes of Law 1.

3.9 – POSITION OF SCORERS AND SCORERS AREA:

1. Whenever it is practical, the official scorers from each team shall sit together in a location that meets the following conditions:
 - a. Is close to the Field of Play and can be easily seen by the Umpire
 - b. Is easily discernible that such location is not inside a Team Area (See 9.2)
2. EYCL recognizes that depending on the ground and the facilities available at the ground, as well as weather conditions, this may not always be able to be done. In such situations, the scorers shall try to find a location that maximizes the above conditions.
3. When the scorers have settled upon an area, this area shall be known as the Scorers Area.

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LAW 4 – CRICKET BALLS:

Law 4 of the Laws of Cricket shall apply, subject to the following:

1. **Refer to Table 1 above to see which cricket balls should be used for each age group.**
2. The correct type of balls will be delivered by the EYCL Cricket Committee to each team before the start of the tournament. **Only the balls delivered by the EYCL Cricket Committee may be used in matches.**
3. **The responsibility for providing NEW BALLS:**
 - a. In age groups that use a red cricket ball:
 - i. The **bowling team** shall provide 1 new ball at the start of its bowling innings. NOTE: This means that each team will need to bring one new ball for each match.
 - ii. **If the bowling team fails to bring the new ball, it shall incur a 25 run penalty.**
 - b. In age groups that use a white cricket ball:
 - i. The **bowling team** shall provide 2 new balls at the start of its bowling innings. NOTE: This means that each team will need to bring two new balls for each match.
 - ii. A new ball shall be used at each end. In the case that a match is only played at one end, then the ball that is used for each over shall alternate at the start of a new over.
 - iii. **If the bowling team fails to bring the new balls, it shall incur a 25 run penalty.**
4. The bowling team may provide balls that haven't been approved by the EYCL Cricket Committee only in the event that the EYCL Cricket Committee fails to provide balls. In this case, the balls that are used must conform to the correct regulations as per age group rules, and if possible, the same brand of balls shall be used in both innings.
5. The new ball (two balls in age groups that use a white ball) shall only be provided at the start of an innings. If a replacement ball is needed, it shall be a ball that has similar wear to the ball that was lost.
6. Once the match comes to an end, the balls that were used in the match shall be delivered to the EYCL Cricket Committee or someone designated by the EYCL Cricket Committee.

LAW 5 – CRICKET BATS:

Law 5 of the Laws of Cricket shall apply, subject to the following

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1. Only Type A bats that conform to the Laws of Cricket shall be used.
2. The specifications for Type A bats are located in B.2.

LAW 6 – THE CRICKET PITCH:

Law 6 of the Laws of Cricket shall apply with the modifications below:

1. The only people allowed on the pitch before the start of play, and during any scheduled or unscheduled break are the umpires, ground staff, and EYCL Officials. Captains and coaches may walk alongside the pitch. Other players are not allowed near the pitch.
2. Non-turf pitches (e.g.: Astro Turf, matting, etc.) may be used.

LAW 7 – PITCH MARKINGS AND WIDE LINES:

Law 7 of the Laws of Cricket shall apply with the modifications below:

1. In addition, wide lines, as drawn by the ICC shall be used. These lines shall be 17 inches inside the return creases.

LAW 8 – THE STUMPS:

Law 8 of the Laws of Cricket shall apply with the modifications below:

1. Spring stumps may be used if regular stumps are not available (See Appendix B - B.4).

LAW 9 – PREPARATION AND MAINTENANCE OF PLAYING AREA AND ADJACENT SURFACES:

Law 9 of the Laws of Cricket shall apply with the modifications below:

1. The home team is responsible for bringing and assembling, where applicable, matting, stumps, bails, boundary markers, crease markings, and any other items that may be needed to aid in ground preparation, including but not limited to, mowers and rollers.
 - a. **If the home team fails to have the stumps put in place, the creases delineated, and the fielding restriction area and boundaries marked by the scheduled start of play, then it will be penalized overs, as calculated in Appendix A.5.**
 - i. This penalty shall be waived if the cause for the delay is reasonable. (e.g.: weather conditions, etc.)
 - ii. The home team arriving late shall never be cited as a reasonable delay for the purposes of the above rule.

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- iii. The teams **CAN** toss on the field of play at the scheduled time, even if the ground is not fully prepared, subject to both teams having 8 players on the field of play or in the pavilion.
2. Team Area:
 - a. The Team Area shall be defined as the area that is adjacent to the Field of Play and contains the players, Super Sub, other non-playing squad members, coaches, and team officials, unless aforementioned person is serving a disciplinary suspension.
 - b. In the time period from the start of the match to the conclusion of the match, parents of players and other spectators shall not enter the Team Area.
3. Spectator Area:
 - a. The Spectator Area shall be the area where parents of players and other spectators shall be located (i.e.: any area outside the field of play that is not considered as part of the Team Area or Scorers Area)
 - b. Parents and other spectators shall be located such that it is obvious that they are not infringing upon the Team Area. A useful rule of thumb would be to be located at least 20 yards from a Team Area.
4. Teams are responsible for bringing their own chairs, water coolers, etc., for setting up their own Team Area.
5. **Each team is responsible for cleaning up any trash it left behind and for removing any equipment that was brought to the ground and set up in the Team AND Spectator Area. Failure to do so will lead to a disciplinary hearing by the EYCL Cricket Committee.**

LAW 10 – COVERING THE PITCH:

Law 10 of the Laws of Cricket shall apply, subject to the availability of covers.

LAW 11 – INTERVALS:

Law 11 of the Laws of Cricket shall be replaced by the following:

11.1 – INTERVALS IN UNINTERRUPTED MATCHES:

1. The hours of play shall be established by the EYCL Cricket Committee before the start of the match.

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2. Each age group has its own drinks break schedule, with each drinks break lasting 5 minutes. Check **Table 1**. Also note the drinks break schedule for extreme heat in **Table 1** (with each drinks break lasting 10 minutes).
 - a. If a wicket falls in the over immediately preceding a scheduled drinks break, the break shall be taken immediately.
 - b. At any time during the match, the captains may agree to forgo any of the drinks intervals. The umpires shall be informed of the decision. When play is in progress, the batsmen at the wicket may deputize for their captain in making an agreement to forgo a drinks interval in that session.
3. Mid Innings (Lunch) Interval shall be 20 minutes.

11.2 – DRINKS INTERVALS IN INTERRUPTED MATCHES:

Length of Innings	First Drinks Interval	Second Drinks Interval	Length of Innings	First Drinks Interval	Second Drinks Interval
50	17	34	32	11	22
49	17	33	31	11	21
48	16	32	30	10	20
47	16	32	29	10	20
46	16	31	28	10	19
45	15	30	27	9	18
44	15	30	26	9	18
43	15	29	25	13	None

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42	14	28	24	12	None
41	14	28	23	12	None
40	14	27	22	11	None
39	13	26	21	11	None
38	13	26	20	10	None
37	13	25	19	10	None
36	12	24	18	9	None
35	12	24	17	9	None
34	12	23	16	8	None
33	11	22	15 and less	None	None

1. In the event that an innings has its overs reduced before the innings starts, the drinks intervals shall be taken according to the following table. The number represents the number of completed overs that must occur before the drinks interval can take place.
2. If an innings, that was originally intended to run for at least 26 overs, was started, but was interrupted by an unscheduled delay after the completion of the first drink interval, but before the second drink interval, the second drinks interval shall not be taken if the unscheduled delay causes the innings to be reduced by at least one over or lasts at least 4.5 minutes.
3. If an innings, that was originally intended to run for at least 26 overs, was started, but was interrupted by an unscheduled delay before the first drink interval, the first drinks interval shall not be taken if the unscheduled delay causes the innings to be reduced by at least one over or lasts at least 4.5 minutes. In addition, the second drink interval shall be taken at the time prescribed in the

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table above using the length of the innings after accounting for any overs lost due to the unscheduled delay, as long as the length of the innings is still at least 26 overs.

4. If an innings, that was originally intended to run between 15-25 overs, was started, but was interrupted by an unscheduled delay before the only drink interval, the only drinks interval shall not be taken if the unscheduled delay causes the innings to be reduced by at least one over or lasts at least 4.5 minutes.
5. If an innings gets reduced in an interrupted match, and is still long enough to have at least one drinks interval scheduled, and the weather conditions are such that it will be reaching 80 degrees Fahrenheit at some point throughout the match, then the remaining drinks breaks shall be 10 minutes instead of 5 minutes.

11.3 – SCORERS TO BE INFORMED

1. The umpires shall ensure that the scorers are informed of all the agreements about hours of play and intervals and of any changes made thereto as permitted under this clause.

LAW 12 – START OF PLAY; CESSATION OF PLAY:

Law 12 of the Laws of Cricket shall be replaced with the following:

12.1 – CALL OF PLAY

1. The bowler's end umpire shall call Play before the first ball of the match and on the resumption of play after any interval or interruption.

12.2 – CALL OF TIME

1. The bowler's end umpire shall call Time, when the ball is dead, at the end of any session of play or as required by the Laws.

12.3 – REMOVAL OF BAILS

1. After the call of Time, the bails shall be removed from both wickets.

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12.4 – STARTING A NEW OVER

1. Another over shall always be started at any time during the match, unless an interval is to be taken in the circumstances set out in 12.5.2, if the umpire, walking at normal pace, has arrived at the position behind the stumps at the bowler's end before the time agreed for the next interval, or for the close of play, has been reached.

12.5 – COMPLETION OF AN OVER

1. Other than at the end of the match,
 - a. If the agreed time for an interval is reached during an over, the over shall be completed before the interval is taken, except as provided for in 12.5.1(b).
 - b. If the over immediately preceding an interval is in progress, the interval shall be taken immediately if (regardless of whether this occurs during an over or at the end of an over):
 - i. either a batsman is dismissed or retires
 - ii. or the players have occasion to leave the field
 - c. Except at the end of an innings, if an over is interrupted under 12.5.1(b), it shall be completed on the resumption of play.

12.6 – SESSIONS

1. The first session of play shall begin, subject to there being no unavoidable delays, immediately at the scheduled start of play, which shall be determined by the EYCL Cricket Committee on a match-by-match basis. The first session shall last as long as the maximum allotted time per innings (see **Table 1**). The length of this session may be changed in response to unscheduled delays and/or slow over rates (See Law 13). The session will immediately come to an end if a team is all out. The first innings shall, whenever possible, be fully completed in this session.
2. The second session of play shall begin immediately after the mid innings interval is finished and shall last until the scheduled close of play. The start of the second session may be altered in response to unscheduled delays and/or slow over rates (See Law 13). The session will immediately come to an end if a team is all out. The second innings shall, whenever possible, be fully completed in this session. The scheduled close of the second session may be altered in response to unscheduled delays and/or slow over rates (See Law 13).

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LAW 13 – INNINGS:

Law 13 of the Laws of Cricket shall be replaced by the following:

13.1 – NUMBER OF INNINGS:

1. There will only be one innings per side.

13.2 – THE TOSS:

1. The captains shall toss for the choice of innings, on the field of play and in the presence of one or both of the umpires **10** minutes before the scheduled or any rescheduled time for the match to start.
2. If a team arrives late (less than 8 players are present at the time of the toss), the team forfeits the toss.
3. The teams **CAN** toss on the field of play at the scheduled time, even if the ground is not fully prepared, subject to both teams having 8 players on the field of play or in the pavilion. (Refer to Law 9)

13.3 – DECISION TO BE NOTIFIED:

1. As soon as the toss is completed, the captain of the side winning the toss shall notify the opposing captain and the umpires of his decision to bat or to field. Once notified, the decision cannot be changed.

13.4 – COMPLETION OF INNINGS:

1. A side's innings is considered as completed if:
 - a. The side is all out or at the fall of a wicket or the retirement of a batsman, further balls remain to be bowled but no further batsman is available to come in.
 - b. The prescribed number of overs is bowled. See **Table 1** to see how many overs shall be bowled.

13.5 – LENGTH OF THE INNINGS:

1. See **Table 1** to see how many overs there are per innings in each age group.
2. Each innings must be completed in the time allotted for it. See **Table 1** to see how much time is allotted per innings.

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3. Extra time may be provided by the EYCL Cricket Committee in addition to the time allotted to complete the innings.
4. **The length of the innings may be changed if there are unscheduled interruptions or delays, slow over rates, or if a team arrives late. For procedures on how to alter the length of the innings, see Appendix A.**
5. Teams cannot just simply reduce the number of overs per innings for the sake of convenience. Only justifiable reasons, such as health risk due to extreme heat, shall be accepted.
6. In extreme cases, EYCL Cricket Committee reserves the right to preemptively reduce the number of overs in an innings.

13.6 – NUMBER OF OVERS PER BOWLER:

1. See the table above for the maximum number of overs bowlers can bowl in a match that does not have overs reduced.
2. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second:
 - a. No bowler may bowl more than $\frac{1}{5}$ of the total overs allotted. Where the total overs is not divisible by 5, the maximum number of overs per bowler shall be equal to the next integer greater than $\frac{1}{5}$ the total number of overs allotted.
 - b. For innings of rescheduled length of less than 10 overs, no bowlers may bowl more than 2 overs.
3. In the event of a bowler breaking down and being unable to complete an over, the remaining balls shall be bowled by another bowler. Such part of an over shall count as a full over only insofar as each bowler's limit is concerned.

LAW 14 – THE FOLLOW-ON:

Law 14 of the Laws of Cricket shall not apply.

LAW 15 – DECLARATION AND FORFEITURE:

Law 15 of the Laws of Cricket shall be replaced by the following:

1. Captains are not allowed to declare their innings closed or forfeit their innings.
2. If a captain attempts to forfeit an innings, the action can be perceived as conceding the match.
3. A match forfeited in this manner shall count toward the maximum limit for forfeited matches. (See Law 1)

LAW 16 – RESULT:

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Law 16 of the Laws of Cricket shall be replaced by the following:

16.1 – A WIN:

1. The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match.

16.2 – UMPIRES AWARDED A MATCH:

Law 16.3 shall apply with the following additions:

1. Umpires shall award the match if the conditions in Law 1 or Law 15 apply or if any other provisions in these playing conditions call for 16.2 to be invoked.
2. The EYCL Cricket Committee may retroactively award matches if certain conditions in Law 1 or Law 4.6 are met. (*Note the penalties for forfeiting multiple matches under Law 1*)

16.3 – TIE AND DRAWS:

1. There shall be no provisions to allow matches to be drawn.
2. The result of a match shall be a Tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings.
3. If the Duckworth-Lewis-Stern method was used, refer to 16.5 and 16.6 to determine when a tie has occurred.
4. If a tie has been achieved, then the tie-break procedure will be used to determine a winner. (See 16.13 and 16.14)

16.4 – WINNING HIT OR EXTRAS:

1. Law 16.6 of the Laws of Cricket shall apply.

16.5 – MATCHES WITH INTERRUPTIONS THAT RESULTED IN A REDUCTION OF OVERS:

1. If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (but not less than the minimum number of overs prescribed in **Table 1**), then a revised

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target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie.

16.6 – PREMATURELY TERMINATED MATCHES:

1. If the innings of the side batting second is suspended (with at least the minimum number of overs prescribed in **Table 1**) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS ‘Par Score’ determined at the instant of the suspension by the Duckworth/Lewis/Stern method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.7 – CALCULATION OF DUCKWORTH-LEWIS-STERN PAR SCORE:

1. The Duckworth/Lewis/Stern Par Score shall whenever possible be calculated using the electronic scoring app.
2. If electronic scoring app is not available, then the captains and umpires shall agree on an alternative way to calculate a par score.

16.8 – NO RESULT AND ABANDONMENT:

1. Save for circumstances where a match is awarded to a team as a consequence of the opposing team’s refusal to play (See Law 16.2), a result can be achieved only if both teams have had the opportunity of batting for the minimum required of overs prescribed in **Table 1**, unless one team has been all out in less than that number of overs or unless the team batting second scores enough runs to win in less than that number of overs.
2. Save for circumstances where a match is awarded to a team as a consequence of the opposing team’s refusal to play (See Law 16.2), all matches in which both teams have not had an opportunity of batting for the minimum required of overs prescribed in **Table 1**, shall be declared no result, unless one team has been all out in less than that number of overs or unless the team batting second scores enough runs to win in less than that number of overs.
3. If a match did not commence and no play was possible, then the match shall be declared as “match abandoned without a ball bowled”. If however, there was time to conduct the toss before the disruption caused no play to be possible, then the result shall be “match abandoned (with a toss)”.

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16.9 – STATEMENT OF RESULT:

1. Law 16.7 of the Laws of Cricket shall apply with the following additions:
 - a. If a match ended in a No Result, the result shall be stated as a No Result.
 - b. If a match was abandoned, the result shall be stated as Match Abandoned without a Ball Bowled or Match Abandoned (with a toss) as necessary (see Law 16.8)

16.10 – CORRECTNESS OF RESULT:

1. Law 16.8 of the Laws of Cricket shall apply.

16.11 – MISTAKES IN SCORING:

1. Law 16.9 of the Laws of Cricket shall apply.

16.12 – RESULT NOT TO BE CHANGED:

1. Law 16.10 of the Laws of Cricket shall apply, subject to provisions in 1.4.

16.13 – WHEN A SUPER OVER SHALL BE USED:

1. If a tie has been achieved, a Super Over shall be played, only if the match in question is a knock-out match, subject to there being enough time.
2. If a tie has been achieved in a regular season match, a Super Over shall not be played, and the result shall remain as a Tie.
3. If a knock-out match has ended in a No Result, then a Super Over shall not be played.
4. A Super Over shall only be played within the regularly scheduled hours of play, or if available, any scheduled extra time. In order for the Super Over to be played, a minimum of 15 minutes must be available before the scheduled close of play, or if available, scheduled extra time. The 15 minutes include a 5 minute interval between the end of the second innings and the beginning of the Super Over and 10 minutes for the Super Over to be played.
5. If there is not enough time to play a Super Over, then the match shall remain as a tie.

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COMPLETE PLAYING CONDITIONS FOR ALL AGE GROUPS

6. If while the Super Over is in progress, the scheduled cessation of play is reached and any available extra time has elapsed, the Super Over shall be terminated at the first instance that the ball is dead and the match shall be a tie. If, however, between the time the scheduled cessation of play has been reached/any available extra time has elapsed and the time that the ball next becomes dead, a result has been achieved, then the result shall stand and the match shall not be a tie.

16.14 – SUPER OVER PROCEDURE:

The following procedure will apply should the provision for a Super Over be adopted in any match:

1. The Super Over shall take place 5 minutes after the conclusion of the match, subject to weather conditions. It may not be rescheduled to a later date.
2. The Super Over will take place on the same pitch that was used in the match.
3. The umpires shall stand at the same end as that in which they finished the match.
4. In the five-minute gap between the end of the second innings and the start of the Super Over, each team shall nominate 3 batsmen and 1 bowler to participate in the Super Over. The captains shall give the names of the nominated batsmen and bowlers to the umpire and scorers in writing. Only nominated players in the main match (including super subs) may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
5. Any penalty time being served in the main match shall be carried forward to the Super Over.
6. The Super Over shall consist of two innings. Each team shall bat for one inning. Each inning shall last a maximum of one over. The over shall last for a maximum of 6 legal balls. In the Super Over, the penalty for all No balls and Wides shall be 1 run and all No balls and Wides shall be re-bowled.
7. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
8. While fielding, the fielding team is permitted to have no more than 5 fielders outside the Fielding Restriction Area.
9. The team batting second in the match will bat first in the Super Over.
10. The same ball that was used in the second innings of the match shall be used for the Super Over. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.

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COMPLETE PLAYING CONDITIONS FOR ALL AGE GROUPS

11. The loss of two wickets in the over ends the team's one over innings.
12. The team that scores more runs in the Super Over wins.
13. In the event of the teams having the same number of runs after the Super Over has been completed, then subsequent Super Overs shall be played until there is a winner.
14. Procedure for Subsequent Super Overs
 - a. The next Super Over shall start 5 minutes after the previous Super Over ends.
 - b. The team batting second in the previous Super Over will bat first in the subsequent Super Over.
 - c. The subsequent Super Over will use the same ball as the previous Super Over.
 - d. The fielding side must bowl its over in a subsequent Super Over from the opposite end to which it bowled from in the previous Super Over.
 - e. Any batsman dismissed in any previous Super Over shall be ineligible to bat in the following Super Over.
 - f. The bowler who bowled the over in the previous Super Over shall be ineligible to bowl the over in the subsequent Super Over.
 - g. All other playing conditions will be the same as for the initial Super Over.
15. In the event that a Super Over or subsequent Super Over cannot be played (e.g.:bad light, weather interruptions, etc.), then the team finishing higher in the group stages shall be declared the winner.

LAW 17 – THE OVER:

Law 17 of the Laws of Cricket shall apply with the following modifications:

1. Different age groups have different rules for how long an over lasts. Check **Table 1** to see what the rules are. For the purposes of that **Table 1**, Wides and No Balls shall be considered as illegal deliveries.
2. THE FINAL OVER OF THE INNINGS: For all age groups, the final over of each innings shall be 6 legal balls, with all wides and no balls worth 1 run each and are rebowled.

LAW 18 – SCORING RUNS:

Law 18 of the Laws of Cricket shall apply.

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COMPLETE PLAYING CONDITIONS FOR ALL AGE GROUPS

LAW 19 – BOUNDARIES:

Law 19 of the Laws of Cricket shall apply subject to the modifications below:

1. Each age group has its own maximum boundary size. Check **Table 1** to see the maximum dimensions.
2. Law 19.2(d) shall be replaced by the following:
 - a. If the boundary edge is defined using non-contiguous objects, such as flags or cones, instead of a white line or solid object, then the umpires and captains must agree before the toss as to what the exact curvature that the boundary shall take.

LAW 20 – DEAD BALL:

Law 20 of the Laws of Cricket shall apply subject to the modifications below:

1. There are variations as to when a dead ball can be called for certain instances. See **Table 1** for full details.

LAW 21 – NO BALL:

Law 21 of the Laws of Cricket shall be replaced by the following:

21.1 – MODES OF NO BALL:

1. The following sections of Law 24 of the Laws of Cricket shall apply
 - a. 21.1 - Mode of Delivery
 - b. 21.2 - Fair Delivery: The Arm
 - c. 21.3 - Ball Thrown or Delivered Underarm: Action by the Umpires
 - d. 21.4 - Bowler Throwing towards Striker's End before Delivery (NOTE: subject to 41.4 of EYCL Playing Conditions)
 - e. 21.5 - Fair Delivery: The Feet
 - f. 21.6 - Bowler Breaking Wicket in Delivering Ball
 - g. 21.7 - Ball Bouncing More than Once, Rolling along the Ground, or Landing off Pitch
 - h. 21.8 - Ball Coming to Rest in front of the Striker's Wicket
 - i. 21.9 - Fielder Intercepting a Delivery

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2. Law 21.10 - Ball Bouncing Over the Head of the Striker of the Laws of Cricket shall be replaced by the following:
 - a. A ball passing over the head of the striker after pitching shall NOT be considered a no ball. However, it shall be considered a Wide.
3. Other modes of No Balls:
 - a. Position of the Wicketkeeper.
 - i. The wicketkeeper must remain wholly behind the wicket at the striker's end from the moment the ball comes into play and until either the ball touches the bat or person of the striker or passes the wicket at the striker's end or until the striker attempts a run.
 - ii. See also Law 27.3 of the Laws of Cricket.
 - b. Limitation of On Side Fielders
 - i. No more than 5 fielders on the on side and no more than 2 fielders on the on side and behind square at the instant of delivery.
 - c. Fielders Encroaching on Pitch
 - i. At the instant of delivery, no fielders shall have part of their person grounded on the pitch or extended in the air and over the pitch.
 - ii. See also Law 28.5 of the Laws of Cricket.
 - d. Provisions regarding close infielders (NOTE: This provision varies across age groups. Check **Table 1** for full details)
 - i. In age groups that allow fielders within 10 yards of the batsman at the striker's end - At the instant of delivery, any such fielders must wear a helmet, abdominal guard, and leg protection (must be worn under pants). Failure to do so shall result in a no ball being called.
 - ii. In age groups that do not allow fielders within 10 yards of the batsman at the striker's end - If there are fielders fielding at such positions at the instant of delivery, then the umpire shall call no ball. This shall apply even if such fielder is wearing protection.
 - e. Not Enough Fielders Inside the Fielding Restriction Area
 - i. This will vary by age group and by over. Check **Table 1** for full details.

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COMPLETE PLAYING CONDITIONS FOR ALL AGE GROUPS

- f. If more than the allowed number of bouncers per over is bowled. (The amount of bouncers varies by age group) Check **Table 1** for full details.
 - i. SEE 41.2.1(d) of the EYCL Playing Conditions
- g. If a full pitched delivery is bowled such that it reaches the batsman on the full above waist height.
 - i. SEE 41.2.1(e) of the EYCL Playing Conditions
- h. If the bowler deliberately bowled a high full pitched delivery.
 - i. SEE 41.2.1(e) of the EYCL Playing Conditions

21.2 – FREE HITS:

1. Free hits are only awarded in certain age groups. Check **Table 1** to see in which age groups free hits are awarded.
2. If Free hits are allowed, then Free hits shall be awarded after every no ball, regardless of the mode of the no ball.
 - a. The delivery following a no ball (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.
 - b. 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.
 - c. Field changes are not permitted for free hit deliveries unless one of the following occur:
 - i. There is a change of striker
 - ii. 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.
 - d. FOR CLARITY, a bowler IS PERMITTED to change the mode of delivery (e.g.: from over to around the wicket)
 - e. 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.

21.3 – NO BALL IF THE BALL IS BOWLED ABOVE THE WAIST AND HITS THE STUMPS:

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1. In the instance that a bowler delivers the ball and it goes above the batsman's waist in his normal stance, and still manages to hit the wicket, the result of the delivery shall be a NO BALL and the batsman shall not be dismissed bowled.
2. This is because it is deemed that the action of the no ball (ball going above the waist) happened before the dismissal, and hence the dismissal doesn't count.

21.4 – OTHER PROVISIONS OF THE NO BALL LAW

1. Law 21.12-18 of the Laws of Cricket shall apply.

LAW 22 – WIDE:

Law 22 of the Laws of Cricket shall apply subject to the following modifications:

1. Wide lines shall follow ICC Rules (wide lines are to be drawn 17 inches inside the return creases)
2. The rules governing when wides are to be re-bowled vary across age groups. Check **Table 1** for full details. Do note that wides are always worth 1 extra run.
3. The guidelines that shall be used to determine if a ball is wide shall be listed below:
 - a. If the ball passes to the off side of the Wide Line that is itself to the off side of the imaginary line connecting the two middle stumps.
 - b. If the ball passes to the leg side of the batsman and his external protective equipment AND passes to the leg side of the leg stump at the striker's end.
 - c. If the ball bounces at a height such that it passes over the position of the batsman's head when the batsman is in his normal stance.
 - d. The umpire shall not adjudge a delivery as being a Wide if one of the following occurs:
 - i. If the striker, by moving, brings the ball sufficiently within his reach to be able to hit it by means of a normal cricket stroke. However, the ball is still wide if the ball passes to the leg side of the batsman and his external protective equipment AND passes to the leg side of the leg stump at the striker's end.
 - ii. If the ball touches the striker's bat or person.

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LAW 23 – BYE AND LEG BYES:

Law 23 of the Laws of Cricket shall apply.

LAW 24 – FIELDERS’ ABSENCE; SUBSTITUTES:

Law 24 of the Laws of Cricket shall be replaced by the following:

24.1 – SUBSTITUTE FIELDERS

1. The umpires shall allow a substitute fielder
 - a. if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or
 - b. for any other wholly acceptable reason. In all other circumstances, a substitute is not allowed.
2. A substitute shall not bat, bowl, or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, clause 42.7.1 of the Laws of Cricket.
3. A nominated player may bowl or field even though a substitute has previously acted for him, subject to 24.3 and 24.4.
4. Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

24.2 – SUPER SUBS

1. Each team is allowed one super sub.
2. The Super Sub must have been designated as a substitute on the team list given to the umpire at the toss.
3. A team may at any point in the match designate one of their substitute players as the Super Sub. However, the Super Sub can only come onto the field at the fall of a wicket, at the end of an over, or on the resumption of play from a scheduled or unscheduled interruption (e.g.: rain delay). Teams shall notify the umpire when a Super Sub has entered the field of play.
4. The Super Sub is only allowed to substitute for one of the 11 nominated players. Once the Super Sub has been substituted into the match, the replaced player may not reenter the match.
5. The super sub can bat, bowl, and wicket-keep.

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6. Super subs cannot act as captain, or deputize for the captain if the captain leaves the field.

24.3 – FIELDER ABSENT OR LEAVING THE FIELD OF PLAY

1. A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.
2. If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,
 - a. an umpire shall be informed of the reason for this absence.
 - b. he shall not thereafter come onto the field of play during a session of play without the consent of the umpire. See clause 24.5. The umpire shall give such consent as soon as it is practicable.
3. If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:
 - a. 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 amount of time (See **Table 1** for specific limit for each age group). 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.
 - b. 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.
4. If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.
5. On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time (See **Table 1** for specific limit for each age group) and that player shall not bowl until all of his Penalty time has been served.

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6. For the purposes of clauses 24.3.3(a-b), playing time shall comprise the time play is in progress excluding intervals, intervals between innings and official drinks intervals. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.
7. If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,
 - a. the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.
 - b. the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.
8. Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

24.4 – PENALTY TIME NOT INCURRED:

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

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.
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.
3. the player is absent from the field for a period of 8 minutes or less.
4. the nominated player was off the field because he/she was replaced by a Super Sub

24.5 – PLAYER RETURNING WITHOUT PERMISSION:

If a player comes onto the field of play in contravention of clause 24.3.2(b) and comes into contact with the ball while it is in play, the ball shall immediately become dead.

1. The umpire shall award 5 Penalty runs to the batting side.
2. 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.
3. The ball shall not count as one of the over.

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4. 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.

LAW 25 – BATSMANS’ INNINGS; RUNNERS:

Law 25 of the Laws of Cricket shall be replaced with the following:

25.1 – ELIGIBILITY TO ACT AS BATSMAN

1. Only a nominated player or Super Sub may bat and, subject to clause 25.3, may do so even though a substitute fielder has previously acted for him.

25.2 – COMMENCEMENT OF A BATSMAN’S INNINGS

1. The innings of the first two batsmen, and that of any new batsman on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batsman’s innings shall be considered to have commenced when that batsman first steps onto the field of play.

25.3 – RESTRICTION ON A BATSMAN COMMENCING AN INNINGS

1. If a member of the batting side has unserved Penalty time, see clause 24.2.7, that player shall not be permitted to bat until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his side has lost 5 wickets.
2. A member of the batting side’s Penalty time is served during Playing time. In the event of an unscheduled stoppage, the stoppage time after the batsman notifies an umpire in person that he is able to participate shall count as Penalty time served.
3. If any unserved Penalty time remains at the end of a team’s innings, it shall be carried forward to the next innings of the match if appropriate.

25.4 – BATSMAN RETIRING

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1. A batsman may retire at any time during his innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.
2. If a batsman retires because of illness, injury or any other unavoidable cause, that batsman is entitled to resume his innings, at the fall of any subsequent wicket. If for any reason this does not happen, that batsman is to be recorded as 'Retired - not out'.
3. If a batsman retires for any reason other than as in clause 25.4.2, the innings of that batsman may be resumed only if there are no available batsman remaining (i.e.: all other batsmen have been dismissed or retired). If for any reason his innings is not resumed, that batsman is to be recorded as 'Retired - out'.
4. If after retiring a batsman resumes his innings, subject to the requirements of clauses 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another batsman.

25.5 – RUNNERS

1. Runners shall not be permitted.

25.6 – HELMETS

1. Batsmen shall always wear helmets while batting. If a batsman refuses to wear a helmet, then provisions in 42.8 shall be invoked.

LAW 26– PRACTICE ON THE FIELD:

Law 26 of the Laws of Cricket shall apply.

LAW 27 – WICKETKEEPER:

Law 27 of the Laws of Cricket shall apply with the following modification:

1. Wicket Keepers are required to wear helmets when standing up to the stumps. If the wicketkeeper stands up to the stumps without a helmet, then provisions in 42.8 shall be invoked.
2. For the purposes of this law, the wicketkeeper shall be considered to be standing up to the stumps if they are standing within 10 yards of the striker's wicket.

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LAW 28 – FIELDER:

Law 28 of the Laws of Cricket shall apply with the following modifications:

Innings Duration	Power Play 1	Power Play 2	Power Play 3	Innings Duration	Power Play 1	Power Play 2	Power Play 3
50	1-10	11-40	41-50	28	1-6	7-23	24-28
49	1-10	11-39	40-49	27	1-6	7-22	23-27
48	1-10	11-39	40-48	26	1-5	6-21	22-26
47	1-10	11-38	39-47	25	1-5	6-20	21-25
46	1-9	10-37	38-46	24	1-5	6-19	20-24
45	1-9	10-36	37-45	23	1-5	6-19	20-23
44	1-9	10-35	36-44	22	1-5	6-18	19-22
43	1-9	10-35	36-43	21	1-4	5-17	18-21
42	1-9	10-34	35-42	20	1-4	5-16	17-20
41	1-8	9-33	34-41	19	1-4	5-15	16-19
40	1-8	9-32	33-40	18	1-4	5-15	16-18
39	1-8	9-31	32-39	17	1-4	5-14	14-17

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38	1-8	9-31	32-38	16	1-3	4-13	14-16
37	1-8	9-30	31-37	15	1-3	4-12	13-15
36	1-7	8-29	30-36	14	1-3	4-11	12-14
35	1-7	8-28	29-35	13	1-3	4-11	12-13
34	1-7	8-27	28-34	12	1-3	4-10	11-12
33	1-7	8-27	28-33	11	1-3	4-9	10-11
32	1-7	8-26	27-32	10	1-2	3-8	9-10
31	1-6	7-25	26-31	9	1-2	3-7	8-9
30	1-6	7-24	25-30	8	1-2	3-7	8
29	1-6	7-23	24-29	7	1	2-6	7

1. The fielding restrictions and power plays vary across the age groups. Check **Table 1** for full details.
2. 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 above. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
3. The umpire shall signal the commencement of each Power Play by rotating his arm in a large circle.
4. Note that the following fielding restrictions are constant across age groups:
 - a. No more than 5 fielders on the on side or 6 on the off side.
 - b. No more than 2 fielders on the on side and behind square.
 - c. No fielder may encroach on the pitch.

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5. The definition of the Fielding Restriction Area:
 - a. If the Fielding Restriction is 30 yards
 - i. The 30 yard circle shall be placed using the following procedure. Semicircles at both ends of the pitch shall be drawn. Each semicircle shall be drawn such that the radius of the semicircle's arc is exactly 30 yards with the arc centered on the respective middle stump. The endpoints of each semicircle shall be placed such that the line segment that connects the endpoints of the semicircle is juxtaposed on top of the respective bowling crease. This line segment shall be defined as the semicircle's straight edge. The arcs shall be drawn such that an imaginary line segment that connects the vertices of the semicircles is exactly 82 yards in length. The vertex of the semicircle is defined as the only point along the arc of the semicircle such that a tangent line can be drawn parallel to the bowling crease. The endpoints of one semicircle shall then be joined to the endpoints of the other semicircle such that the line connecting the endpoints, herein defined as the sides of the 30 yard circle, is parallel to the imaginary line that connects the two middle stumps. The 30 yard circle shall be defined as the sides of the 30 yard circle and the arcs of the semicircles. The area enclosed by the 30 yard circle shall be known as the Fielding Restriction Area.
 - b. If the Fielding Restriction is 25 yards
 - i. The 25 yard circle shall be placed using the following procedure. Semicircles at both ends of the pitch shall be drawn. Each semicircle shall be drawn such that the radius of the semicircle's arc is exactly 25 yards with the arc centered on the respective middle stump. The endpoints of each semicircle shall be placed such that the line segment that connects the endpoints of the semicircle is juxtaposed on top of the respective bowling crease. This line segment shall be defined as the semicircle's straight edge. The arcs shall be drawn such that an imaginary line segment that connects the vertices of the semicircles is exactly 72 yards in length. The vertex of the semicircle is defined as the only point along the arc of the semicircle such that a tangent line can be drawn parallel to the bowling crease. The endpoints of one semicircle shall then be joined to the endpoints of the other semicircle such that the line connecting the endpoints, herein defined as the sides of the 25 yard circle, is parallel to the imaginary line that connects the two middle stumps. The 25 yard circle shall be defined as the sides of the 25 yard circle and the arcs of the semicircles. The area enclosed by the 25 yard circle shall be known as the Fielding Restriction Area.

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- c. The Fielding Restriction Area shall be delineated by plastic or rubber (but not metal) discs or cones or a continuous painted line. The straight edge of the semicircles shall not be delineated and shall remain imaginary.

LAW 29 – THE WICKET IS DOWN:

Law 29 of the Laws of Cricket shall apply.

LAW 30 – BATSMAN OUT OF HIS/HER GROUND:

Law 30 of the Laws of Cricket shall apply.

LAW 31 – APPEALS:

Law 31 of the Laws of Cricket shall apply.

LAW 32 – BOWLED:

Law 32 of the Laws of Cricket shall apply.

LAW 33 – CAUGHT:

Law 33 of the Laws of Cricket shall apply.

LAW 34 – HIT THE BALL TWICE:

Law 34 of the Laws of Cricket shall apply.

LAW 35 – HIT WICKET:

Law 35 of the Laws of Cricket shall apply.

LAW 36 – LEG BEFORE WICKET:

Law 32 of the Laws of Cricket shall apply.

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LAW 37 – OBSTRUCTING THE FIELD:

Law 37 of the Laws of Cricket shall apply.

LAW 38 – RUN OUT:

Law 38 of the Laws of Cricket shall apply.

LAW 39 – STUMPED:

Law 39 of the Laws of Cricket shall apply.

LAW 40 – TIMED OUT:

Law 40 of the Laws of Cricket shall apply.

LAW 41 – FAIR AND UNFAIR PLAY:

Law 41 of the Laws of Cricket shall be replaced by the following:

41.1 – RESPONSIBILITY FOR ENSURING FAIR PLAY:

1. It is the responsibility of the captains to make sure that their players don't engage in unfair play.
2. The umpires shall be the sole judges as to whether play is fair or not.

41.2 – ACTIONS THAT ARE CONSIDERED FAIR AND UNFAIR PLAY AND PENALTIES FOR UNFAIR PLAY:

1. The following shall be considered unfair play:
 - a. Illegally altering the condition of the match ball.
 - i. Law 41.3 of the Laws of Cricket shall apply
 - b. Deliberate attempt to distract striker.
 - i. Law 41.4 of the Laws of Cricket shall apply

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- c. Deliberate distraction, deception, or obstruction of the batsman.
 - i. Law 41.5 of the Laws of Cricket shall apply
- d. Bowling more than the allowed number of bouncers per over (number of allowed bouncers varies by age group) or a bowler using dangerous/intimidatory bowling tactics
 - i. Notwithstanding clause 41.2.1.d(iii), the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under clause 41.2.1.d(i):

1. The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.
2. If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.
3. Should there be any further instance by the same bowler in that innings:
 - a. The umpire shall:
 - i. call and signal No ball
 - ii. when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
 - iii. inform the other umpire for the reason for this action.
 - b. The bowler thus suspended shall not be allowed to bowl again in that innings.
 - c. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
 - d. The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

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- e. The umpires may then report the matter to the EYCL Cricket Committee who shall take such action as is considered appropriate against the bowler concerned.
- ii. A bowler shall be limited to the maximum number of fast short-pitched deliveries (bouncers) per over (See **Table 1**)
 1. 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. A fast short-pitched delivery shall also be known as a bouncer.
 2. 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.
 3. 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.
 - a. 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.
 4. In the event of a bowler bowling more than the maximum number of fast short-pitched deliveries in an over as defined in clause 41.2.1.d(ii)(2) 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.
 5. If a bowler delivers one more bouncer than is allowed 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.
 6. If there is a second instance of the bowler being No balled in the innings for bowling more than the maximum number of short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
 7. Should there be any further instance by the same bowler in that innings,
 - a. the umpire shall:
 - i. call and signal No ball

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- ii. when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
 - iii. inform the other umpire for the reason for this action.
 - b. The bowler thus suspended shall not be allowed to bowl again in that innings.
 - c. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
 - d. The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.
 - e. The umpires may then report the matter to the EYCL Cricket Committee who shall take such action as is considered appropriate against the bowler concerned.
- iii. Should the umpires initiate the caution and warning procedures set out in clauses 41.2.1.d(i)(3) and 41.2.1.e such cautions and warnings are not to be cumulative.
- e. Bowling a ball that reaches the batsman on the full above the waist
 - i. Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.

Such a delivery may also be considered **dangerous** by the umpire if the bowler's end umpire considers that there is a risk of injury to the striker. In making this decision, the umpire shall be mindful of the speed and direction of the delivery, the skill of the striker, and the repeated nature of such deliveries. In making this decision, the umpire shall disregard any protective equipment worn by the striker.

- ii. If the umpire determines that such a delivery is dangerous, the umpire shall, when the ball is dead, caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

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- iii. Should there be **second** instance of **dangerous** full pitched bowling (as defined under 41.2.1(e)(i)) by the same bowler in that innings:
 1. the umpire shall
 - a. - call and signal No ball
 - b. - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
 - c. - inform the other umpire for the reason for this action.
 2. The bowler thus suspended shall not be allowed to bowl again in that innings.
 3. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
 4. Additionally the umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.
 5. The warning sequence in clauses 41.2.1(e)(i) and 41.2.1(e)(ii) is independent of the warning and action sequence in clause 41.2.1(d)
- iv. If the umpire considers that a bowler **deliberately** bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.2.1(e)(i), then the caution and warning in clause 41.2.1(e)(i) shall be dispensed with.
 1. The umpire shall
 - a. - immediately call and signal No ball.
 - b. - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.
 2. The bowler thus suspended shall not be allowed to bowl again in that innings.
 3. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
 4. Report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.
 5. The umpires together shall report the occurrence to the EYCL Cricket Committee who shall take such action as is considered appropriate against the bowler concerned.

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- f. Deliberately bowling front-foot no balls
 - i. Law 41.8 of the Laws of Cricket shall apply
- g. Time wasting by the fielding side
 - i. Law 41.9 of the Laws of Cricket shall apply
- h. Batsman wasting time
 - i. Law 41.10 of the Laws of Cricket shall apply
- i. Damaging the pitch by the batsman, bowler, or fielders (including the protected area of the pitch)
 - i. Laws 41.11-15 of the Laws of Cricket shall apply
- j. The umpires may, at their discretion, consider other actions by players to be unfair
 - i. Law 41.2.1 of the Laws of Cricket shall apply

41.3 – AWARDING OF PENALTY RUNS FOR CONTRAVENTIONS OF 41.2

- 1. Law 41.18 of the Laws of Cricket shall apply

41.4 – MANKADS

- 1. Non-Striker Leaving his Ground Early
 - a. 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 non-striker is liable to be Run out. In these circumstances, the non-striker will be out Run out if he/she is out of his/her ground when his/her wicket is put down by the bowler throwing the ball at the stumps or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.
 - b. If the ball is not delivered and there is an appeal:
 - i. The umpire shall make his/her decision on the Run out. If it is not out, he/she shall call and signal Dead ball as soon as possible.
 - ii. The ball shall not count as one in the over.
 - c. If the ball is delivered and there is an appeal,
 - i. The umpire shall make his/her decision on the Run out.

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- ii. If the non-striker is not dismissed, the ball remains in play and Law 21.6 (Bowler breaking wicket in delivering ball) shall apply.
 - iii. If the non-striker is dismissed, the ball shall not count as one in the over.
2. Batsman Stealing a Run
 - a. It is unfair for the batsmen to attempt to steal a run during the bowler's run-up.
 - b. Unless the bowler attempts to run out either batsman – see clauses 41.2.1(b) and 21.1.1(d) (Bowler throwing towards striker's end before delivery) – the umpire shall:
 - i. call and signal Dead ball as soon as the batsmen cross in such an attempt.
 - ii. inform the other umpire of the reason for this action.
 - c. The bowler's end umpire shall then
 - i. return the batsmen to their original ends.
 - ii. award 5 Penalty runs to the fielding side.
 - iii. inform the batsmen, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.
 - d. The umpires may then report the matter to the EYCL Cricket Committee who shall take such action as is considered appropriate against the batsman concerned.

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LAW 42- PLAYERS' CONDUCT:

Law 42 of the Laws of Cricket shall be replaced by the following:

42.1 – UNACCEPTABLE CONDUCT:

1. The umpires shall act upon any unacceptable conduct. Four Levels of offence and the corresponding actions by the umpires are identified as Level 1, Level 2, Level 3 and Level 4 offences in 42.2 to 42.5.
2. If either umpire considers that the conduct of a player, at any time during the match, is unacceptable, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.
3. The umpire concerned shall report the matter to the other umpire and together they shall decide whether misconduct has occurred. If so, they shall determine into which of the Levels the conduct falls, as set out in 42.2 to 42.5 below, and then apply the related sanctions.
4. For each Level 1 to 4, if the offence is by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this Law, the batsmen at the wicket may not deputise for their captain.
5. Any unacceptable conduct by Super Subs shall also be governed by 42.2 to 42.5. Also note the provisions of 42.7.3.
6. For the purposes of 42.2-42.5, these provisions shall apply, whether the incident happened on the Field of Play, Team Area, or Spectator Area, during the time period when the match was going on.
7. If an incident that would have warranted punishment under 42.2-5 occurred on the Field of Play, Team Area, or any adjacent area, and occurred on the day of the match but occurred either before the match commenced or after the match concluded, then the umpires shall be obliged to report the incident to the EYCL Cricket Committee.
8. Playing time lost as a result of umpires having to deal with offences from Level 1 to 4 - Law 42.1.5 of the Laws of Cricket shall apply.

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TABLE 2 - Table of Offences			
Level 1	Level 2	Level 3	Level 4
<ul style="list-style-type: none"> wilfully mistreating any part of the cricket ground, equipment or implements used in the match showing dissent at an umpire's decision by word or action using language that, in the circumstances, is obscene, offensive or insulting making an obscene gesture appealing excessively advancing towards an umpire in an aggressive manner when appealing any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence. 	<ul style="list-style-type: none"> showing serious dissent at an umpire's decision by word or action making inappropriate and deliberate physical contact with another player throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence. 	<ul style="list-style-type: none"> intimidating an umpire by language or gesture threatening to assault a player or any other person except an umpire. See 42.5.1. a second Level 2 offence by the same individual in the same match. 	<ul style="list-style-type: none"> threatening to assault an umpire making inappropriate and deliberate physical contact with an umpire physically assaulting a player or any other person committing any other act of violence. a second Level 3 offence by the same individual in the same match.

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42.2 – LEVEL 1 OFFENCES AND ACTION BY UMPIRES:

1. A level 1 offence is defined as an offence listed under Level 1 in **TABLE 2**. In addition to the table above, there may be other provisions in these playing conditions that invoke the provisions set forth below (for the sake of these playing conditions, these shall not be defined as Level 1 Offences, but shall nevertheless be treated the same as one).
2. If a Level 1 offence is committed:
 - a. The umpire shall call Time, if necessary.
 - b. Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
 - c. If the Level 1 offence is the first offence, at any Level, by that team, the umpire shall
 - i. issue a first and final warning which shall apply to all members of the team for the remainder of the match.
 - ii. warn the offending player's captain that any further Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.
 - d. If the Level 1 offence follows an offence, at any Level, by that team, the umpire shall award 5 Penalty runs to the opposing team.
 - i. As soon as practicable the umpire shall call Play.
3. The umpires together shall report the occurrence as soon as possible after the match to the EYCL Cricket Committee, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.3 – LEVEL 2 OFFENCES AND ACTION BY UMPIRES:

1. A level 2 offence is defined as an offence listed under Level 2 in **TABLE 2**. In addition to the table above, there may be other provisions in these playing conditions that invoke the provisions set forth below (for the sake of these playing conditions, these shall not be defined as Level 2 Offences, but shall nevertheless be treated the same as one).
2. If a Level 2 offence is committed:
 - a. The umpire shall call Time, if necessary.
 - b. Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
 - c. The umpire shall award 5 Penalty runs to the opposing team.

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- d. The umpire shall warn the offending player's captain that any future Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.
- e. As soon as practicable the Umpire shall call Play.
- f. The umpires together shall report the occurrence as soon as possible after the match to the EYCL Cricket Committee, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.4 – LEVEL 3 OFFENCES AND ACTION BY UMPIRES:

1. A level 3 offence is defined as an offence listed under Level 3 in **TABLE 2**. In addition to the table above, there may be other provisions in these playing conditions that invoke the provisions set forth below (for the sake of these playing conditions, these shall not be defined as Level 3 Offences, but shall nevertheless be treated the same as one).
2. If a Level 3 offence is committed:
 - a. The umpire shall call Time, if necessary.
 - b. Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
 - c. The umpires shall direct the captain to remove the offending player immediately from the field of play for a period in accordance with the amount prescribed in **TABLE 1**. This shall apply for uninterrupted matches where the innings are not reduced. (See also 42.7.4)
 - i. In an interrupted match where the innings are reduced, the period of time shall be equal to one fifth of the newly allocated number of overs.
 - ii. If, in calculating the length of the suspension under provisions in 42.4.2(c)(i), a part-over results, it shall be considered as a whole over. Furthermore, any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.
 - d. If the offending player is a fielder, no substitute shall be allowed for him/her. The offending player may return to the field of play after serving the period of suspension and may bowl immediately.
 - e. If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall he/she bowl the next over.

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- f. If the offending player is a not out batsman, he/she shall be replaced by another member of his/her team. The offending player may return to bat after having served the suspension only at the fall of a wicket. If no batsman is available to bat during a batsman's suspension, the innings is completed. If the offending player does not continue his/her innings for whatever reason, he/she is to be recorded as Retired – not out.
- g. If the offending player is a dismissed member of the batting side, the period of suspension will not commence until the start of the next innings.
- h. Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.
- i. Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended.
- j. As soon as practicable, the umpire shall
 - i. - award 5 Penalty runs to the opposing team
 - ii. - signal the Level 3 penalty to the scorers
 - iii. - call Play.
- k. The umpires together shall report the occurrence as soon as possible after the match to the EYCL Cricket Committee, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.5 – LEVEL 4 OFFENCES AND ACTION BY UMPIRES:

- 1. A level 4 offence is defined as an offence listed under Level 4 in **TABLE 2**. In addition to the table above, there may be other provisions in these playing conditions that invoke the provisions set forth below (for the sake of these playing conditions, these shall not be defined as Level 4 Offences, but shall nevertheless be treated the same as one).
- 2. If a Level 4 offence is committed:
 - a. The umpire shall call Time, if necessary.
 - b. Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

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- c. The umpires shall direct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following (See also 42.7.4):
 - i. If the offending player is a fielder, no substitute shall be allowed for him/her. He/She is to be recorded as Retired – out at the commencement of any subsequent innings in which his/her team is the batting side.
 - ii. If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.
 - iii. If the offending player is a batsman he/she is to be recorded as Retired – out in the current innings, unless he/she has been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which his/her team is the batting side. If no further batsman is available to bat, the innings is completed.
 - iv. Warn the offending player’s captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.
- d. As soon as practicable, the umpire shall
 - i. - award 5 Penalty runs to the opposing team
 - ii. - signal the Level 4 penalty to the scorers
 - iii. - call Play.
- e. The umpires together shall report the occurrence as soon as possible after the match to the EYCL Cricket Committee, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.6 – CAPTAIN, COACH, OR TEAM OFFICIAL REFUSING TO REMOVE A PLAYER FROM THE FIELD:

1. If a captain, coach or team official refuses to carry out an instruction under 42.4.2(c) or 42.5.2(c), the umpires shall invoke 16.2. See also 42.8.1(e) and 42.8.2(e).
2. If captains, coaches, or team officials of both teams refuse to carry out instructions under 42.4.2(c) or 42.5.2(c) in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded and there shall be no result under Law 16 (The result).

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42.7 – ADDITIONAL POINTS RELATING TO LEVEL 3 AND 4 OFFENCES:

1. If a player, while acting as wicket-keeper, commits a Level 3 or Level 4 offence, Law 24.1.2 (Substitute fielders) shall not apply, meaning that only a nominated player may act as wicket-keeper, even if another fielder becomes injured or ill and is replaced by a substitute.
2. A nominated player who has a substitute will also suffer the penalty for any Level 3 or Level 4 offence committed by the substitute. However, only the substitute will be reported under Laws 42.4.2(k) or 42.5.2(e).
3. In the case that a Super Sub commits a Level 3 or Level 4 Offence, only the Super Sub will be reported under Laws 42.4.2(k) or 42.5.2(e).
4. For any player that commits a Level 3 or Level 4 offence, the player shall, upon leaving the field of play, be prohibited from entering the Team Area until the period of suspension has elapsed. A player shall be allowed to enter the Team Area for only a brief period of time, solely for the purposes of gathering his/her belongings. (See also 9.2)

42.8 – MINOR OFFENCES NOT COVERED UNDER 42.1-7 ABOVE (BATSMAN AND WICKETKEEPER REFUSING TO WEAR HELMET):

1. If a wicketkeeper refuses to wear a helmet while standing up to the stumps:
 - a. The umpire shall call Time, if necessary.
 - b. Together the umpires shall summon and inform the offending player's captain that this offence has occurred.
 - c. The umpires shall then instruct the wicketkeeper to wear a helmet, stand further back, or have someone else on the fielding team discharge the duties of wicketkeeper.
 - d. If the wicketkeeper continues refuses all of the options in 42.8.1(c), then the umpire shall instruct the captain of the fielding team to remove the wicketkeeper from the field of play and replace the wicketkeeper with another member of the fielding team. The player replacing the wicketkeeper shall be one of the nominated players of the fielding side. A substitute will not be allowed for the wicketkeeper.
 - e. If the captain, coach, or team official refuses to remove the wicketkeeper from the field of play, then 42.6.1 shall be invoked.
 - f. For the purposes of this law, a wicketkeeper shall be deemed to be standing up to the stumps if the wicketkeeper is within 10 yards of the stumps.

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- g. For clarity, the suspension for the wicketkeeper shall only apply to that innings. If the wicketkeeper's team is batting second, then the wicketkeeper shall be allowed to bat in that innings.
 - h. The umpires together shall report the occurrence as soon as possible after the match to the EYCL Cricket Committee, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.
2. If a batsman refuses to wear a helmet at the start of their innings:
- a. The umpire shall call Time, if necessary.
 - b. Together the umpires shall summon and inform the offending player's captain that this offence has occurred.
 - c. The umpires shall then instruct the batsman to put on a helmet
 - d. If the batsman again refuses, the umpire shall instruct the captain of the batting side to retire the batsman immediately. The batsman's dismissal shall be recorded as "Retired Out" and the batsman will not be allowed to resume their innings.
 - e. If the captain, coach, or team official refuses to remove the batsman from the field of play, then 42.6.1 shall be invoked.
 - f. For clarity, the suspension for the batsman shall only apply to that innings. If the batsman's team is fielding second, then the batsman shall be allowed to field in that innings.
 - g. The umpires together shall report the occurrence as soon as possible after the match to the EYCL Cricket Committee, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.9 – ADDITIONAL RULES TO GOVERN CONDUCT FOR NON-PLAYING SQUAD MEMBERS, TEAM OFFICIALS, AND SPECTATORS NOT ON THE FIELD OF PLAY:

1. In addition to 42.1-8 above which governs players conduct while on the field of play, additional rules govern the conduct of all players and spectators off the field:
2. Only people that are authorized to enter the field of play shall do so. This includes umpires, tournament officials, and players, Super Subs, and substitutes.
3. Rules Governing Coaches and Team Officials:

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- a. Coaches and other team officials may only enter the field during the scheduled interval or drinks break or with the permission of the umpire. Failure to abide by this shall invoke 42.2 above. (Note that the ball immediately becomes dead the instant aforementioned individual illegally enters the field of play).
 - i. The umpire shall call Time, if necessary.
 - ii. The umpires shall then instruct the coach and/or team official to leave the field of play.
 - iii. If this offence occurs for the second time in a match by the same team's coach or officials, then this shall invoke 42.3 above.
 - iv. If this offence occurs for the third time in a match by the same team's coach or officials, the umpires shall invoke 42.5 above and request the removal this person from the playing area and the Team Area (see also 9.2).
 - v. If at any point, the coach or team official refuses to leave the field of play and/or Team area, after being instructed to do so by the umpires, then the umpires shall invoke 16.2 (Umpires Awarding a Match) and award the match to the opposition team.
 - b. Coaches and other team officials may also be penalized under 42.2 to 42.5, even if they are not on the field of play.
 - i. Should a coach or team official be penalized under a Level 3 or Level 4 offence, the coach or team official shall be prohibited from entering the Team Area until the period of suspension has elapsed. The coach or team official shall be allowed to enter the Team Area for only a brief period of time, solely for the purposes of gathering his/her belongings. (See also 9.2)
 - c. Any incident occurring under 42.9.3 shall be reported to the EYCL Cricket Committee.
4. Rules governing Squad members who are not playing in the match and who are not acting as substitute fielders or Super Subs:
- a. Squad members who are not playing in the match and who are not acting as substitute fielders or Super Subs shall be required to wear a training bib or other colored article of clothing while on the field of play.
 - b. They may only enter the field of play during a scheduled interval or drinks break or with the permission of the umpire. Failure to abide by this rule shall invoke 42.2 above. (Note that the ball immediately becomes dead the instant aforementioned individual illegally enters the field of play). In addition, the umpires shall instruct the non-playing squad member to leave the field of play.

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- c. A second instance of this incident by the same individual shall invoke 42.3 above. Note that the ball immediately becomes dead the instant aforementioned individual illegally enters the field of play. In addition, the umpires shall instruct the non-playing squad member to leave the field of play.
 - d. A third instance of this incident by the same individual shall invoke 42.5 above. Note that the ball immediately becomes dead the instant aforementioned individual illegally enters the field of play. In addition, the umpires shall instruct the non-playing squad member to leave the field of play and **the Team Area**.
 - e. At any point, if the captain, coach, or team official refuses to remove the non-playing squad member from the Field of Play and Team Area as provided under 42.9.4, then the umpires shall invoke 16.2 (Umpires Awarding a Match) and award the match to the opposition.
 - f. In addition, non-playing squad members may be penalized under 42.2-42.5 even if they are not on the Field of Play.
 - g. Any incident occurring under 42.9.4 shall be reported to the EYCL Cricket Committee.
5. Rules governing unregistered players
- a. Unregistered players shall not be allowed onto the field of play or the Team Area at any point from the start of the match and until the conclusion of the match.
 - b. If an unregistered player comes onto the field of play, this shall invoke 42.5 above. Note that the ball immediately becomes dead the instant aforementioned individual illegally enters the field of play. Once 42.5 is invoked, the unregistered player shall be removed from the field of play and from the team area (save for a brief amount of time that is just enough for the player to gather his/her belongings).
 - c. If a captain, coach, or team official refuses to remove the unregistered player from the field of play or team area as provided under 42.9.5, then the umpires shall invoke 16.2 (Umpires Awarding a Match) and award the match to the opposition.
 - d. Any incident occurring under 42.9.5 shall be reported to the EYCL Cricket Committee.
 - e. If the EYCL Cricket Committee finds out that a team put an unregistered player on the field of play in a match, the EYCL Cricket Committee shall be forced to retroactively award the match to the opposition.
6. Rules governing players serving disciplinary suspensions

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- a. If a player is serving a disciplinary suspension that was handed out under 42.4 or 42.5, then they shall be governed by provisions in 42.4, 42.5, 42.6, and 42.7
- b. If a player is serving a disciplinary suspension as a result of a disciplinary hearing that was held by the EYCL Cricket Committee, then that player shall be governed by provisions in 42.9.5.
7. Rules Governing Players who Failed to Meet the Criteria Established in 0.8 (only applicable to playoff matches)
 - a. If a player is ineligible because he/she failed to meet the criteria set in 0.8, then that player shall be governed by provisions in 42.9.5.
8. Rules governing spectators
 - a. For the purposes of this law, unregistered players and players serving disciplinary suspensions shall NOT be considered as spectators, even though like other spectators, they are not on the field of play or in the team area.
 - b. Players, Super Subs, substitutes, non-playing members of the team, coaches, and team officials shall NOT be considered as spectators.
 - c. Spectators at no time shall come onto the field of play or into the Team Area. If spectators contravene this provision, then the umpire shall instruct spectator to leave immediately. Note that the ball immediately becomes dead the instant aforementioned individual illegally enters the field of play.
 - d. If the spectator refuses to leave, or the spectator repeatedly infringes upon the Field of Play and/or Team Area, then umpire shall instruct that spectator to leave the Field of Play and/or Team Area, and shall report the incident to the EYCL Cricket Committee.
 - e. The umpire shall also instruct coaches and/or team officials to prevent spectators from entering the field of play and/or team area.
 - f. If the umpire, in his view, believes that the coaches and/or team officials is purposely allowing spectators onto the Field of Play and/or Team Area, then the umpires shall invoke 16.2 (Umpires Awarding a Match) and award the match to the opposition.
 - g. In addition, the spectators, even if they are outside the Field of Play and the Team Area, they shall not disrupt the match. In the event that spectators act disruptively, then the umpires shall pause the match until such disruption is stopped. For the purposes of this provision, disruptive behavior shall include, but is not limited to, spectators yelling obscene or profane

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language toward person or persons on the Field of Play or Team Area. In addition, the umpires shall report all such incidents to the EYCL Cricket Committee.

9. Rules Governing Tournament Officials:

- a. The following shall be considered as a tournament official: EYCL Cricket Committee members, official scorers, match referees, and anyone else the EYCL Cricket Committee considers to be a tournament official.
- b. Tournament officials are the only people authorized to enter the field of play at any moment the ball is dead, without the umpire's permission.

42.10 – TEAMS REDUCED TO SEVEN PLAYERS OR LESS DUE TO PROVISIONS IN LAW 42:

1. If a team, at any point while the match is in progress, is reduced to 7 or fewer players due to disciplinary suspensions handed out under provisions in 42.1-9, then that team shall forfeit the match. Such a forfeit shall count towards the maximum number of forfeits a team is allowed in a season (See Law 1).

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APPENDIX A – CALCULATION OF OVERS IN A SHORTENED MATCH:

- A.0 - IT IS IMPORTANT TO REMEMBER THAT A SINGLE INNINGS IS REQUIRED TO BE COMPLETED IN A SINGLE SESSION OF PLAY. THE AMOUNT OF TIME ALLOTTED TO COMPLETE EACH SESSION AND THE REQUIRED NUMBER OF OVERS PER INNINGS IS GIVEN IN Table 1. FAILURE TO FINISH AN INNINGS BY THE SCHEDULED CESSATION OF THE SESSION WILL TRIGGER THE PROVISIONS SET OUT BELOW:

A.1 – UNINTERRUPTED MATCHES WHERE TEAM BOWLING FIRST FAILS TO BOWL REQUIRED NUMBER OF OVERS IN THE ALLOTTED TIME:

1. If a team fielding first fails to bowl the required number of overs or bowl out opposition by the scheduled cessation of session, then the session shall be extended so that the innings is completed. The mid-innings interval is not shortened. The number of overs to be bowled by the team fielding second shall be determined by Calculation Sheet 1 (See Appendix A.6). **The team batting second will not have its target reduced to compensate for the loss of overs.**
2. If the umpire believes that the batting team was collectively wasting time, the umpire can award penalty runs to the fielding team.
 - a. The penalty runs to be awarded shall be determined by following equation, with the final answer being rounded up to the nearest integer.

$$\text{Penalty Runs} = \left(\frac{A}{B}\right) \times C \times 2$$

A – 1st Innings total. B – New Max Overs Allotted to Team Batting Second.

C – Number of overs team batting second lost due to time wasting.

- b. The umpires shall be the sole judges as to how many overs were lost to time wasting.
3. The procedure laid out in A.1 does not preclude the umpires from awarding penalty runs for time wasting under Law 41 of the Playing Conditions.

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COMPLETE PLAYING CONDITIONS FOR ALL AGE GROUPS

A.2 – UNINTERRUPTED MATCHES WHERE TEAM BOWLING SECOND FAILS TO BOWL REQUIRED NUMBER OF OVERS IN THE ALLOTTED TIME:

1. If team fielding second fails to the required number of overs, or if A.1 above is enacted, the new maximum allotted overs for second innings, or fails to bowl out opposition before the scheduled cessation for the second innings, or rescheduled cessation if A.1 above was enacted:
 - a. The match shall be ended immediately at the first instance the ball is dead after the scheduled or rescheduled cessation of the second session has been reached. The number of overs bowled short shall be noted (including fractions of overs). This number shall be multiplied by the greater of either the run rate of the second innings or 5. If applicable, this number shall be rounded up to the next integer. This is the number of penalty runs to be awarded to the batting team.
2. If the umpire believes that the batting team was collectively wasting time during the second innings, the umpire can award penalty runs to the fielding team.
 - a. The penalty runs to be awarded shall be determined by following equation, with the final answer being rounded up to the nearest integer.

$$3. \text{ Penalty Runs} = \left(\frac{A}{B}\right) \times C \times 2$$

- a. A – 1st Innings total. B – Overs Faced by Team Batting Second.
 - b. C – Number of Overs lost in Second Innings due to Time Wasting.
 - c. The umpires shall be the sole judges as to how many overs were lost to time wasting.
4. The procedure laid out in A.2 above does not preclude the umpires from awarding penalty runs for time wasting under Law 41 of the Playing Conditions.
5. After the procedure laid out above is completed, Duckworth-Lewis, if applicable, shall be used to determine a result.
6. If a result was reached before the scheduled or rescheduled cessation of the second session, then A.2 above shall not be enacted.



COMPLETE PLAYING CONDITIONS FOR ALL AGE GROUPS

A.3 – MATCHES WITH INTERRUPTIONS IN FIRST INNINGS OR FIRST INNINGS DELAYED:

1. The required minimum number of overs shall be bowled to the side batting second, unless a result is achieved earlier, in order to constitute a match.
2. If there is an interruption in the first innings, then Calculation Sheet 2A and 2B shall be used to determine start and cessation times and the maximum over allotment for each session.
3. If the team bowling first fails to bowl the allotted overs as determined in Calculation Sheet 2A and 2B or fails to bowl out the opposition before the cessation of play as determined in Calculation Sheet 2A and 2B, then the procedure in A.1 shall be followed.
4. If the team bowling second fails to bowl the allotted overs as determined in Calculation Sheet 2A and 2B, subject to the team bowling first finishes its overs in the allotted time, or fails to bowl out the opposition before the cessation of play as determined in Calculation Sheet 2A and 2B, subject to the team bowling first finishes its overs in the allotted time, then the procedure in A.2 shall be followed.

A.4 – MATCHES WITH INTERRUPTIONS IN SECOND INNINGS:

1. If there is an interruption in the second innings, then the Calculation Sheet 3A and 3B shall be used to determine the start and cessation times and maximum allotment of overs for second session.
2. If the team bowling second fails to bowl the allotted overs as determined in Calculation Sheet 3A and 3B or fails to bowl out the opposition before the cessation of play as determined Calculation Sheet 3A and 3B, then the procedure in A.2 shall be followed.

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A.5 – MATCHES WITH A TEAM ARRIVING LATE OR HOME TEAM PREPARING GROUND LATE:

1. If a team arrives late (does not have 8 players available at the scheduled time for the toss), then the captain of the team that was on time automatically wins the toss.
 - a. If the captain of the on time team chooses to bat first, then the late team shall bowl the full allotment of overs. Calculation Sheet 1 shall be used to determine the amount of overs the team batting second faces. **The team batting second will not have its target reduced to compensate for the loss of overs.**
 - b. If the captain of the on time team chooses to bowl first, then Calculation Sheet 4 shall be used to determine the amount of overs the team batting first faces. The team batting second shall bat its full allotment of overs.
2. In the case that the delay was caused due to the home team failing to prepare the ground on time:
 - a. If the away team is batting first, then the home team shall bowl the full allotment of overs. Calculation Sheet 1 shall be used to determine the amount of overs the team batting second faces. **The team batting second will not have its target reduced to compensate for the loss of overs.**
 - b. If the away team bowls first, then Calculation Sheet 4 shall be used to determine the amount of overs the team batting first faces. The team batting second shall bat its full allotment of overs.

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A.6 – CALCULATION SHEET 1:

Time 1 st Innings Ended	(A)
Interval	20 minutes
Time at Start of 2 nd Innings (A + 20)	(B)
Scheduled End Time for Second Innings	(C)
Recalculated Length of Second Innings (C – B)	(D)
Recalculated Maximum Overs in Second Innings ($[D - 10]/4$)	(E)
Did the Recalculated Number of Overs in Second Innings Cause the Elimination of 1 st Drinks Interval? 2 nd Drinks Interval?	1: Y/N 2: Y/N
Number of Yes's from previous Question X 5	(F)
Recalculated Scheduled End Time for Second Innings (C – F)	(G)

- *If Second Innings is reduced to 25 overs or less, then the second drinks interval is eliminated.*
- *If Second Innings is reduced to 15 over or less, then both drinks intervals are eliminated.*
- *The amount of time saved by the elimination of drinks intervals (F) shall now be considered “Extra time”.*

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A.7 – CALCULATION SHEET 2A (INTERRUPTION IN 1st INNINGS OR DELAYED 1st INNINGS):

Net Playing Time at Start of Match (Equal to the sum of the maximum allotted time for both innings)	(AA)
Time 1st Innings Interruption Started (if first innings was delayed, put the time that innings was supposed to start)	(A)
Length of Interruption	(B)
Extra Time Available	0 minutes (C)
Remaining Playing Time Available (AA – B)	(D)
D/4	(E)
Recalculated Max Overs Per Team (E/2 rounded up)	(F)
Recalculated Max Overs Per Bowler (F/5 rounded up)	(G)
1st Session Recommencement Time (A+B)	(H)
Recalculated Playing Time in 1st Innings (F x 4)	(I)
Did the Recalculated Number of Overs in 1st Innings Cause the Elimination of 1st Drinks Interval? 2nd Drinks Interval?	1: Y/N 2: Y/N
Recalculated Amount of Drinks Interval Time (# of N's times 5)	(J)
Rescheduled End Time of 1st Innings (Initial Start Time + [F x 4] + J + B)	(K)
Time at Start of 2nd Innings (K + 20)	(L)
Playing Time for Second Innings (F x 4)	(I)
Did the Recalculated Number of Overs in 2nd Innings Cause the Elimination of 1st Drinks Interval? 2nd Drinks Interval?	1: Y/N 2: Y/N
Recalculated Amount of Drinks Interval Time (# of N's times 5)	(M)
Rescheduled End Time For Second Innings (L + I + M)	(N)

Once sheet 2A is filled out, immediately proceed to sheet 2B

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A.8 – CALCULATION SHEET 2B (TO SEE IF 1st INNINGS SHOULD BE TERMINATED):

Proposed Restart Time	(H)
Rescheduled End Time For Second Innings	(N)
Minutes Between H and N (Exclude Drink and Mid Inning Interval)	(O)
Potential Overs To Be Bowled (O/4Round Up)	(P)
Number of Full Overs Completed In 1 st Innings Before Interruption	(Q)

If P>Q, use values in calculation sheet 2A. If Q>P, terminate innings and go to calculation sheet 3A.

A.9 – CALCULATION SHEET 3A (IF 1st INNINGS WAS TERMINATED):

Maximum Overs To Be Bowled In 2 nd Innings (Use P from Sheet 2B)	(A)
Did the Recalculated Number of Overs in 2nd Innings Cause the Elimination of 1 st Drinks Interval? 2 nd Drinks Interval?	1: Y/N 2: Y/N
Recalculated Amount of Drinks Interval Time (# of N’s times 5)	(B)
Start Time of Second Innings (Use H from Sheet 2B + 20)	(C)
Rescheduled Cessation Time (C + [A*4] + B)	(D)

- If the rescheduled cessation of time is earlier than the originally scheduled cessation of time, then the amount of time between the rescheduled and original cessation of time shall be considered “Extra Time”.

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A.10 – CALCULATION SHEET 3B (INTERRUPTION IN 2nd INNINGS):

Time 2 nd Innings Started	(A)
Time 2 nd Innings Interruption Started	(B)
Length of Interruption	(C)
Scheduled Cessation of Play	(D)
Net Playing Time Available $([D - A] - C)$	(E)
Recalculated Maximum Overs Bowled In 2 nd Innings (E/4 round down)	(F)
Did the Recalculated Number of Overs in 2nd Innings Cause the Elimination of 1 st Drinks Interval? 2 nd Drinks Interval?	1: Y/N 2: Y/N
Recalculated Amount of Drinks Interval Time (# of N's times 5)	(G)
Rescheduled Cessation of Play $([F * 4] + G)$	(H)

- If the rescheduled cessation of time is earlier than the originally scheduled cessation of time, then the amount of time between the rescheduled and original cessation of time shall be considered “Extra Time”.

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A.11 – CALCULATION SHEET 4 (TEAM THAT ARRIVED LATE BATS FIRST):

Minutes Team Is Ready To Play After Scheduled Start of Play	(A)
Playing Time Available Initially For 1 st Innings (Number of Overs x 4)	(B)
Net Playing Time Left (B – A)	(C)
Overs Team 1 Faces (C/4 Round Down)	(D)
Did the Recalculated Number of Overs in 1 st Innings Cause the Elimination of 1 st Drinks Interval? 2 nd Drinks Interval?	1: Y/N 2: Y/N
Recalculated Amount of Drinks Interval Time (# of N's times 5)	(E)
Rescheduled Cessation of First Innings (A + [D*4] + E)	(F)
Rescheduled Start for 2 nd Innings (F + 20)	(G)

- If the rescheduled cessation of time is earlier than the originally scheduled cessation of time, then the amount of time between the rescheduled and original cessation of time shall be considered “Extra Time”.

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APPENDIX B – APPENDICES A, B, C, D, AND E OF THE LAWS OF CRICKET:

B.1 – APPENDIX A OF THE LAWS OF CRICKET - DEFINITIONS AND EXPLANATIONS OF WORDS AND PHRASES NOT DEFINED IN THE TEXT

1. Appendix A of the Laws of Cricket shall apply

NOTE: The newest version of the Laws of Cricket has a new definition for waist height. Waist height is now defined as “the point at which the top of the batsman’s trousers would conventionally be when he/she is standing upright at the popping crease.”

B.2 – APPENDIX B OF THE LAWS OF CRICKET - LAW 5 (THE BAT)

1. Appendix B of the Laws of Cricket shall apply
2. NOTE: For convenience sake, the provisions that define Type A Bats are excerpted below:
 - a. Type A Bats conform to Laws 5.1-5.7 of the Laws of Cricket.
 - b. As a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth.
 - c. Type A Bats shall have no covering on the blade
 - d. Type A Bats shall not have material inserted into the toe or sides of the blade

B.3 – APPENDIX C OF THE LAWS OF CRICKET - LAW 6 (THE PITCH) AND LAW 7 (THE CREASES)

1. Appendix C of the Laws of Cricket shall apply with the modification below:
 - a. In addition, wide lines, as drawn by the ICC shall be used. These lines shall be 17 inches inside the return creases.

B.4 – APPENDIX D OF THE LAWS OF CRICKET - LAW 8 (THE WICKETS)

1. Appendix D of the Laws of Cricket shall apply with the modification below:
 - a. Spring stumps shall be used if regular stumps are not available.
 - b. For the avoidance of doubt, spring stumps are defined as an apparatus designed such that:
 - i. The three stumps do not individually have spikes that would allow for the stumps to be inserted directly into the ground

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- ii. The three stumps are individually affixed above a metallic rectangular base by a horizontal axle situated near the base of each stump such that each stump can individually rotate backwards from the vertical position.
- iii. Each stump is also attached to a singular spring which would allow the stump to right itself automatically after being struck by the cricket ball.
 1. *It may be possible that a particular spring may be worn out and therefore, that stump may not right itself automatically. Teams shall not be penalized for having spring stumps with one or more worn out springs.*
- iv. Each stump conforms to the height, width and diameter given in Appendix D of the Laws of Cricket.
 1. *NOTE: In the diagram provided in Appendix D of the Laws of Cricket, these values are denoted by the letters (d), (e), and (f) respectively.*
- v. Each set of spring stumps is also accompanied by two bails, each of which conforms to the size and shape specifications as denoted by the accompanying diagram (specifically letters (a), (b), and (c)) given in Appendix D of the Laws of Cricket.

B.5 – APPENDIX E OF THE LAWS OF CRICKET - WICKET-KEEPING GLOVES

2. Appendix E of the Laws of Cricket shall apply.

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