



**2022/2023  
SEASON**

## **KZN INLAND CRICKET**



**KWAZULU-NATAL  
CRICKET  
INLAND**

**2022/2023 SEASON**

**CRICKET SOUTH AFRICA**

**2022/2023**

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Neils Momberg

**MANAGER: SENIOR CRICKET**

Johan Weyers

**MANAGER: COACHING**

Gift Mathe

**MANAGER: TRANSFORMATION**

Max Jordaan

**Offices**

The Wanderers Club PO Box 55009  
21 North Street Illovo Northlands 2116  
Johannesburg 2196 Ph: 011-8802810  
Fx: 011-8806578  
Development Office Ph: 011-8809094

## **CRICKET SOUTH AFRICA AFFILIATES**

Boland cricket board  
Border cricket board  
Eastern province cricket board  
Easterns cricket union  
Free state cricket union  
Boland cricket board  
Kzn coastal cricket board  
Limpopo  
Mpumalanga  
North west cricket board  
Northern cape cricket union  
Northerns cricket union  
South western districts  
Western province cricket association

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## **KZN INLAND CRICKET UNION: INLAND OFFICE**

CEO: Jason Sathiaseelan  
Cricket Services Manager: Ritesh Ramjee  
Ground: Pietermaritzburg Oval, Alexander Park, Pietermaritzburg  
P.O. Box 2729, Pietermaritzburg 3200  
Tel: (033) 345-2791 Fax: (033) 345-5387  
e-mail: [Kzninlandrecp@Cricket.co.za](mailto:Kzninlandrecp@Cricket.co.za)

## **HEADQUARTERS**

Pietermaritzburg Cricket Oval  
P O Box 2729  
1 Park Drive, Pelham  
Pietermaritzburg, 3200  
Tel: 033-345 2791  
E-mail: [Kzninlandrecp@Cricket.co.za](mailto:Kzninlandrecp@Cricket.co.za)

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Finance – J. Ramsaroop

Stadium – X. Dlamini

**COACHES**

G. Morgan (Tuskers Coach)

A. Maposa (Assistant Tuskers Coach)

R. Hlela (Provincial Women's Coach)

A. Amla (Academy/Colts Head Coach)

**CRICKET SERVICES INLAND**

Clubs and Facilities Coordinator: M. Jooma

Youth Cricket Co-ordinator: K. Mdluli

KFC Mini Cricket Co-ordinator: M. Baatjies

**KWAZULU-NATAL INLAND CRICKET UNION**

2022/2023 Board of Directors

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J. Sathiaseelan

**CRICKET SERVICES MANAGER**

R. Ramjee

[RiteshR@cricket.co.za](mailto:RiteshR@cricket.co.za)

Cell: 074 948 6397

**AFFILIATED TO THE KWAZULU NATAL CRICKET UNION**

uMgungundlovu Cricket District

uThukela Cricket District

Harry Gwala Sisonke Cricket District

Amajuba Cricket District

uMzinyathi Cricket District

Zululand Cricket District

KwaZulu-Natal Inland Cricket Union Umpires' Association

KwaZulu-Natal Inland Cricket Union Scorers' Association

KwaZulu-Natal Inland Cricket Union Schools

## **THE LAWS OF CRICKET**

### **THE PREAMBLE - THE SPIRIT OF CRICKET**

- Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.
- The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.
- Respect is central to the Spirit of Cricket:
- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.
- Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.
- The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally. The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity.
- Except where specifically stated otherwise, every provision of the Laws is to be read as applying to all persons, regardless of gender.

1. There are two Laws which place the responsibility for the team's conduct firmly on the captains.

#### **i. Responsibility of Captains:**

The captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

#### **ii. Player's Conduct:**

In the event of a player failing to comply with instructions by an umpire or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain and instruct the latter to take action.

## **2. Fair and Unfair Play:**

According to the Laws the Umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.

## **3. The Umpires are authorized to Intervene in cases of:**

- Time wasting.
- Damaging the pitch.
- Dangerous or unfair bowling.
- Tampering with the ball.
- Any other action that they consider to be unfair.

## **4. The Spirit of the Game involves RESPECT for:**

- Your opponents.
- Your own captain and team.
- Union officials.
- The role of the Umpires.
- The game's traditional values.

## **5. Against the Spirit of the Game:**

- To dispute an umpire's decision by word, action or gesture.
- To direct abusive language towards an opponent, umpire or an official of the Union.
- To indulge in cheating or any sharp practice, for instance:
  - a) To appeal knowing that the batsman is not out.
  - b) To advance towards an umpire in an aggressive manner when appealing.
  - c) To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

## **6. Violence:**

There is no place for any act of violence on and off the field of play on the match day.

## **7. Players:**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

Note: "Laws of Cricket "(M.C.C. Laws of Cricket 2017 Code)

## **CODE OF BEHAVIOUR**

### **1. RULES OF THE CODE:**

These rules shall be applicable to any player or person performing any activity within the area of operations of the KZNICU whether such activity or conduct takes place on or off the field of play.

1.1 The contravention of any of the Rules or Regulations set out hereunder shall be regarded as unprofessional conduct and/or misconduct which shall be referred to the disciplinary committee of the KZNICU.

No player, official, employee, member of a club or association may: -

1.1.1 Assault attempt to assault or abuse a spectator, another player, an umpire, an Official of a club or the KZNICU.

1.1.2 Dispute an Umpire's decision or react in an obviously provocative or disapproving manner either towards an Umpire, his decision, or generally following an Umpiring decision.

1.1.3 Use crude and/or abusive language.

1.1.4 Indulge in conduct detrimental to the game.

1.1.5 Use crude or abusive hand signals.

### **Note**

a) Players should strive to win the game within the laws and the accepted norms of playing the game with no plans for assault or attempted assault on other players, umpires or spectators.

b) Players should strive to live up to the standards of sportsmanship that cricket has set over the centuries by eliminating crude and abusive behavior and dress in accepted cricket clothing.

c) Players should show respect for fellow cricketers with the courtesy of:

i) Being present to start the game at the designated time.

ii) Abiding by the Playing Conditions, Rules and Regulations of the Union.

iii) When the need arises umpire, as an umpire, and not a member of either side.

1.2. Players must at all times abide by the playing conditions, rules and regulations and bye laws of the KZNICU.

1.3. Any player, official, administrator and/or employee of a club, who makes statements in the public media that brings the game into disrepute, shall be guilty of misconduct.

1.4. It is the responsibility of all players and officials to acquaint themselves with the Constitution, By-laws and Rules.



## **2. ELIGIBILITY TO LODGE REPORT:**

Procedure for reporting the breach of the code A breach of the Code of Behavior Report Form may be submitted by: - Sum of R1000-00 referred to in clause 7 of the Administrative Conditions with the KZNICU within 3 (Three) days.

The President of the KZNICU or the CSM member of the KZNICU, Chief Executive Officer of the KZNICU - where an official referred herein wishes to report a player /person for an alleged breach of the code he shall complete the prescribed report form and submit the report form to the KZNICUI within 3 (Three) days.

## **3. HEARINGS:**

Upon receiving the report form: -

3.1 The Clubs Coordinator of the KZNICU will promptly advise the relevant Disciplinary Committee of the report and a hearing will be arranged within 7 days which must be attended by the player who is the subject of the report, his captain and the President/Manager of his club and the initiator of the report.

3.2 If the report is against the captain, then the vice-captain will attend.

3.3 A copy of the report shall be immediately furnished to the player who is the subject of the report through the Chairman/Secretary of the club. He shall be entitled to submit a written response to the report within three days of the club being furnished with the report. A copy of the responses shall be immediately furnished to the Disciplinary Committee and the initiator of the report.

3.4 The Disciplinary Committee will hear evidence and decide on the report and immediately a conclusion has been reached, shall advise the player/person who is the subject of the report and the initiator of the report of their conclusions and findings, together with any decision on any penalty to be imposed by way of suspension, monetary fine or the like.

This notification may take place through the Chairman/Secretary of the club within seven days.

## **4. APPEALS - PROCEDURE:**

Right of Appeal: -

4.1. Any player found to be in breach of the Code, has the right to appeal against the initial decision. The appeal must be lodged together with a deposit of R1000-00 with the Clubs Coordinator of the Union which may be forfeited at the discretion of the CSM wholly or in part to the funds of the Union as prescribed below, within three days of the decision being communicated. Where a person wishes to lodge an appeal in relation to a decision made, the following procedure shall apply: -

4.1.1 The appeal must be advised to the Clubs Coordinator of the KZNICUI in writing setting out the grounds of the appeal and whether the appeal is against the findings of the Disciplinary Committee and/or the penalty imposed by the Disciplinary Committee.

4.1.2 The Clubs Coordinator of the KZNICUI shall immediately advise the CSM of the KZNICUI and the initiator of the report, of the appeal.

4.1.3 The CSM of the KZNICUI shall appoint an Appeal Committee.

4.1.4 Any appeal shall be heard within two weeks.

4.1.5 The decision of any appeal shall be final.

4.2. Appeals in terms of application of By-Laws/Laws of Cricket If a team is not happy with the application of the by-laws and /or the laws of cricket the club has the right to appeal against the initial findings. The appeal must be lodged together with a deposit of R1000-00 with the Clubs Coordinator of the Union which may be forfeited at the discretion of CSM wholly or in part to the funds of the Union, within three days of the decision being communicated. Where a club wishes to lodge an appeal in relation to a decision made, the following procedure shall apply: -

4.2.1 The appeal must be advised to the Clubs Coordinator of the KZNICU in writing setting out the grounds of the appeal and whether the appeal is against the findings and/or the penalty imposed.

4.2.2 The Clubs Coordinator of the KZNICUI shall immediately advise the CSM of the KZNICUI and the initiator of the report, of the appeal.

4.2.3 The CSM of the KZNICUI shall appoint an Appeal Committee.

4.2.4 Any appeal shall be heard within two weeks.

4.2.5 The decision of any appeal shall be final.

4.3 Further documentation pertaining to the above can be obtained from the KZNICU office.

## **5. PENALTIES AND PAYMENT:**

5.1. Penalties Subject to the offence that was committed, penalties that should be considered are reprimands, fines and suspensions. Suspended sentences may also be imposed subject to the discretion of the Disciplinary Committee.

### **5.2 Payment of Fines**

Any fine imposed on a player shall be paid to the Union office by his club within 7 (seven) days or otherwise agreed between the club and the disciplinary committee. Any failure to meet this requirement will render the player ineligible to play any matches under the auspices of the KZNICUI until such time as the fine has been paid.

## **6. BY-LAWS:**

All matters relating to disciplinary rules / action are available from the KZNICUI office.

### **6.1 Twinning of Clubs**

The CSM of KZNICU shall approve application for the twinning of clubs in a common area/zone. Only applications motivated on the grounds of enhancing the promotion of cricket will be considered. Twinning of clubs takes place between a lower league and a higher league club.

### **6.2 Racism**

Any player, official, administrator, spectator or any other person who brings the game into disrepute as a result of his/her conduct, which is in conflict with the constitution of South Africa and found guilty of such action, will have a maximum of a life ban sentence imposed on such a person.

## **KZN INLAND CRICKET UNION INLAND**

Framed under the authority conferred by the KZN Inland Cricket Union's constitution, and, where applicable in conjunction with the constitution of its affiliated Districts.

Note: In these, Administrative / playing Conditions the KZNICU shall mean KZN Inland Cricket Union & KwaZulu-Natal Cricket Inland.

## **JURISDICTION**

All Administrative Conditions and all playing conditions applicable to Premier, Promotion and Women's Leagues competitions are under the jurisdiction of the KZN Inland Cricket Union. All other competitions are under the jurisdiction of Sub-unions/Districts within our province.

## **SECTION A**

### **ADMINISTRATIVE REQUIREMENTS**

#### **1. AFFILIATION OF CLUBS:**

1.1 Affiliation - One Team Clubs: No affiliation of one team clubs will be accepted.

#### 1.2 Application for Affiliation

Either renewal or new, shall be submitted to the Union offices on the prescribed form on or before 30 June each year. The Union will not consider any telephonic affiliations. The Council of the KZNICU shall have the sole discretion whether to consider any applications for affiliation after 30 June.

#### **1.3 Affiliation Fees**

KZNICU Teams - Premier, Promotion and Women's League. Each club participating in the above leagues will pay an affiliation fee to its home sub-union/district as determined by the Council of KZNICU, payable by 20 September of the said season. (Refer to KZNICU Registration of players 2.1.)

#### **1.4 Application Fee**

Any new club seeking affiliation to the Union, shall pay an application fee of determined by KZN Inland prior to its application for affiliation being considered. Should the application be accepted, the application fee is NOT refundable.

#### **1.5 Payment of Affiliation Fees**

Any club which fails to pay the prescribed affiliation fee on time shall be liable to pay a penalty of 10%. Any club, which fails to pay its affiliation fee plus penalty in full on or before 30 November, may cease, at the discretion of the CSM, to be affiliated to the Union.

#### **2. REGISTRATION OF PLAYERS:**

2.1 Premier, Promotion and Women's Teams Clubs are permitted to register a maximum of 30 players at R1 000-00. Clubs who register more than 30 players are required to pay an additional R50-00 per player. Clubs must submit player registration forms and nominal roll a week prior to the commencement of the season. The initial registration fee of R1000-00 must be paid prior to the 1st match being played.

During the season registration forms of new players must be received at the Union's office by noon on Thursday, preceding the scheduled start of the first match in which a new player takes part together with the registration fee. Registration forms for existing club members who are not registered with KZNICU must be submitted together with your result sheet and the registration fee. WOMEN'S teams are Free.

2.1.1. Please ensure that players read the section on the registration form before he/she signs the registration form.

2.1.2. Any payments made by the club towards players must be declared to the Union together with the registration form. These will include travel re-imburement and incentives.

Clubs/players found guilty of the above will face disciplinary action.

## **2.2 Nominal Roll**

Registration forms are not required in respect of players, administrators and/or officials registered in the previous season BUT A NOMINAL ROLL of all such players, administrators and/or officials, giving full names and addresses, must be submitted to the Union office by noon on the Thursday preceding the first league match. A player will not be regarded as being registered until his details are on the Nominal Roll and is received in the Union offices. The number of players, administrators and/or officials, registered by each Club is unlimited.

### **NB:**

The nominal roll for each club for the previous season is issued by the Union to each club before the commencement of the season. ONLY this roll must be returned to the Union duly updated i.e. names deleted, change of addresses etc. NEW REGISTRATIONS must NOT be added to the roll. (See subclause above).

The Council reserves the right to impose penalties by way of suspension of the player/s involved and/or the imposition of a fine on the Club and/or forfeiture of points in the event of non-compliance with this sub-clause.

## **2.3 Transfer of players**

2.3.1. No player may transfer from one club to another during the season without the consent of the CSM, which consent shall only be granted in exceptional circumstances.

2.3.2. For a player moving from one District to another District the player must obtain clearance from the sub-union in addition to clearance from the club.

2.3.3 The above two points will also apply to Dolphins, Tuskers and Senior Provincial players.

## **2.4 Un-Registered Players**

A club permitting an unregistered player to participate in any match, will result in penalties being imposed by the Union as follows:

- The forfeiture of all points gained in the match/es.
- The imposition of a monetary fine of R1000.00 per offence
- In such a match the opposition will be awarded the match points for a win.

## **2.5 Expelled Players**

No player expelled by a club may be registered during the same season, by any other club, except with the permission of the relevant authority.

## **2.6 Registration of Schoolboys**

Registration forms ARE required in respect of schoolboys selected to play for clubs.

## **2.7 Contracted Players**

- All contracted players must play club cricket for a Premier League Club (Inland).
- All Tuskers Professional contracted players must play club cricket in the Inland Premier League.

## **3. QUALIFICATION OF PLAYERS:**

3.1. A player coming from another province for the first time to play cricket in this province must be a bona fide member of a club registered with his home Union. A player must be available to play for at least four consecutive scheduled matches and have been resident in KwaZulu-Natal for at least 7 days prior to taking part in any competition. (The conditions of this subclause will not apply to professional cricket personnel who are contracted and paid by the Union). This applies to persons playing in KZN Inland for the first time.

3.2 Should he/she have been playing club cricket in that Province then he/she must obtain his/her clearance from the club that he/she played for.

3.3 Players attending Academies in other Provinces will not be permitted to participate in KZN Leagues during their vacation.

3.4 Any misrepresentation made in regard to a player's availability and/or residence will result in penalties being imposed by the Union concerned as follows: - the club forfeiting all points in a match in which such player appeared and the club incurring a fine of R1000.00, in such a match the opposition will be awarded the match points for a win and the player being suspended for a period to be determined by the Union concerned.

3.5 Any dispute or query regarding the interpretation of this clause shall be resolved by the CSM of the Union concerned.

## **4. FOREIGN PLAYERS**

The definition of a foreign player shall mean any person, (other than a person who is a bona fide student at a tertiary educational institution in the Republic of South Africa), whose normal permanent place of residence is outside the Republic of South Africa.

The following criteria must be met:

1. He/she must meet the Department of Home Affairs requirements.
2. The KZNICU office must be informed in writing prior to such a player being played.

3. Such a player must play at least four consecutive matches from the date of signing for the club in the season concerned.

4. Clubs failing to comply with the above by-law, will result in penalties being imposed by the Union as follows:

- The forfeiture of all points gained in the match/es.
- The imposition of a monetary fine of R1000.00 per offence
- In such a match/es the opposition will be awarded the match points for a win.

5. The number of foreign players in the team.

5.1. Clubs failing to comply with the above by-law, will result in penalties being imposed by the Union as follows:

- The forfeiture of all points gained in the match/es.
- The imposition of a monetary fine of R1000.00 per offence.
- In such a match/es the opposition will be awarded the match points for a win.

#### **5. RESULT SHEETS:**

BEFORE THE TOSS FOR INNINGS, EACH CAPTAIN SHALL BE RESPONSIBLE FOR LISTING THE SURNAME AND FULL NAME OF EACH MEMBER OF HIS TEAM AS INDICATED ON THE REGISTRATION FORM IN BLOCK LETTERS.

Each team competing in any competition shall deliver to the Union office, the result of each of its matches by 11h00 on the Monday following such matches. Result sheet will be supplied to clubs by the Union and the Captain of each team shall complete a result sheet in all respects.

Failure to submit result sheet completed in all respects within the prescribed time, will result in the forfeiture of all points earned in that match. Should the defaulting team not have earned any points in the match, such team shall forfeit two points earned by them from previous matches. In addition, a monetary penalty of R200.00 on defaulting teams for each transgression.

#### **Note:**

- i) Results may be emailed to the Union offices provided that all the information required on the result card is reflected on the fax.
- ii) Result sheets with full names are to be submitted even if a match has been cancelled by the Union/rained out.
- iii) The onus is on the club to ensure that the result sheet has been received by the Union.

#### **6. UMPIRES:**

6.1 (In addition to the Law) Umpires shall be appointed by the CSM, which hereby delegates this duty to the KZN Inland Cricket Umpires Association and/or its affiliates. In the event of the Umpires appointed failing to appear or no appointments being made, each captain shall appoint an umpire. If one umpire be present, he shall appoint another.

## 6.2 REPORT FORMS

Umpires' report forms for all matches, where umpires have been appointed must be submitted to the Clubs Coordinator of the Union by 10h00 on the Monday following the match. Failure to submit report forms completed in all respects within the prescribed time, will result in the forfeiture of 2 points earned in that match and a monetary penalty of R200.00 on defaulting teams for each transgression.

### **Note:**

- i) Umpires report forms are to be emailed to the Union office provided that all the information required on the report form is reflected on the fax.
- ii) It is essential to submit an umpire's report form even if no official umpires have been appointed.
- iii) The onus is on the club to ensure that the umpire's report form has been received by the Union.

## 6.3. **SCORERS:**

Scorers to sit together at all matches and home teams are responsible for the necessary tables/chairs for the scorers. If scorers do not sit together the Umpires will use the home team scorer book for match purposes.

## 7. **PROTESTS, DISPUTES AND CODE OF BEHAVIOUR:**

The attention of clubs is drawn to the Laws of Cricket and the preamble. No protest of any kind shall be considered by the CSM unless the club lodging the protest shall have deposited, with the Clubs Coordinator of the Union, the sum of R1000.00, which sum may be forfeited at the discretion of the CSM, wholly or in part, to the funds of the Union, if the protest is not sustained and/or is considered frivolous. All protests must be in writing and must be lodged with the Clubs Coordinator of the Union within 3 days of the completion of the match or occurrence to which it refers. No protests may be withdrawn without the consent of the CSM. All protests shall be accompanied by particulars of the grounds upon which they are made. The CSM (or its duly appointed committee) shall have the power to call for evidence, either in writing or by personal attendance, as it may require. Any dispute occurring between clubs shall be referred to the arbitration of the CSM, whose decision shall be binding.

## 8. **TEAMS SCRATCHING:**

8.1. Any club wishing to scratch a team shall notify the Clubs Coordinator of the Union by no later than noon of the Friday prior to the match being played. (In respect of the night games at least 24 hours prior to the scheduled start).

8.2 No club may scratch a team when it has a lower team fulfilling a fixture on the same weekend.

8.3 Any team failing to arrive to fulfil a fixture (as opposed to prior scratching) WILL result in a monetary fine of R2000.00.

8.4 Failure to comply with this By-Law will entail the forfeiture of all points gained in the matches played on that day by any of its teams lower than the one scratched.

**Note:**

In the event of repeated scratching of the same team and/or in the event of repeated contravention of this By-Law the CSM may, in addition to the forfeiture of points as stated above and the imposition of the monetary fine, also impose a further penalty which will involve the deduction of additional points.

**9. TWO TEAM CLUBS - SCRATCHING:**

The CSM shall, at its discretion, cancel the affiliation of any club which repeatedly scratches a team. Any monies paid to the Union by a club whose affiliation has been cancelled, will be forfeited to the funds of the Union.

**10. SELECTION OF TEAMS:**

Any malpractices in the selection of league teams which are contrary to the spirit of the game, will be dealt with by the CSM, as it deems fit. Loading of a lower division team for any reason will be severely dealt with. No player may be nominated or play in more than one match on the same weekend. A player will be permitted to play on either the Saturday or Sunday preceding or following a provincial match provided he has the prior consent of the CEO/Cricket Services Manager or else all points gained in the match will be forfeited.

**Note 1:**

Any contravention of this Rule may result in the CSM deducting all points gained in the match played by that player on the Saturday/Sunday and/or the imposition of a mandatory fine.

**Note 2:**

Notwithstanding the foregoing a regular lower league player may play for a first division team and his regular lower team in the same weekend in exceptional circumstances provided that the prior consent of the Cricket Services Manager or Clubs Coordinator of the Union has been obtained. Exceptional circumstances would cover a first division player being seriously injured on a Saturday night / Sunday morning prior to the commencement of the game. The CSM in such circumstances would agree to him being replaced by a regular lower league player.

**Note: 3**

The afore going clause means that any player who withdraws from any representative match shall not be permitted to play for his club, until such time as his club has obtained the permission of the CSM of the KZNICU.

**Note: 4**

Selected to 'play' shall include the selection of a 12<sup>th</sup> man.

**11. WITHDRAWAL OF TEAMS:**

The CSM shall investigate the reasons for any club withdrawing a team after the commencement of the season. The CSM shall be empowered to impose a monetary penalty upon a club withdrawing a team, after the commencement of the season, without good cause and shall in addition, have the right to refuse affiliation of the club withdrawing the team in the following season.



## **12. PITCHES:**

12.1 Any club/sub-union/district, which does not at the discretion of the Facilities Committee appointed by the KZNICU - provide suitable, acceptable pitches, will not be permitted to stage further matches at its home ground for the remainder of the season. A monetary fine may also be imposed by the CSM upon the club.

12.2 In the event of a match not being played owing to the negligence of the home team, e.g. the pitch not having been prepared, no covers having been placed on the pitch, etc, The CSM shall investigate the reason for the match not having been played. If necessary, the CSM shall obtain detailed reports from the Umpires.

The CSM shall have the right, depending on the findings of the investigations, to award the average number of points gained by the teams in that division to the visiting team and in circumstances where it deems fit, the CSM shall in addition be entitled to deduct a maximum of five points from the home team.

Note: Covers only apply to Premier Leagues In the event of teams playing at a ground which is not the home ground for either team, the home team shall be deemed to be the team whose name appears first in the published fixture list, in the absence of evidence to the contrary.

## **13. RAIN:**

### Premier/Promotion/Women's Leagues

13.1 In the event of rain falling before the commencement of play on any day, teams must attend at the grounds prior to the hour laid down for the commencement of play.

13.2 At The Pietermaritzburg Oval only, the Groundsman (or his duly authorized representative) has been granted the discretion, by the CSM, to prohibit play on any day, within a week of the commencement of a provincial or international match if, in his opinion the ground and pitch are unfit for play.

Note: 1

A fixture will be considered to have been played if play has commenced, even though no result can be obtained due to weather. Therefore, result sheets should be submitted reflecting the play that has taken place. NB: Even if no play has taken place and the match has not been cancelled by the Union, a result sheet MUST be submitted.

## **14. GROUND EQUIPMENT:**

Premier League teams, with home grounds are required to have available stumps, covers, sawdust, squeegees and carpet squares for limited over matches, in the event of rain before and during the matches.

## **15. CHANGE OF VENUES:**

15.1 For all Divisions.

In the event of the pitch or ground not being fit for play, on any day, teams MAY NOT play such scheduled game at an alternative venue. However, if clubs request change of ground, for very good reasons, such change of grounds must be approved by the Clubs Coordinator and CSM during

normal working hours, up to 16h00 Friday, preceding the match. If a game has been moved without permission no points will be allocated.

***NB. THE DECISION MAY NOT BE TAKEN BY A KZNICU STAFF MEMBER / CLUB REP ETC.***

15.2 Notwithstanding the above, venues for Premier and Promotion, which are all day Sunday matches and Women may be changed under the following conditions: -

15.2.1 Permission is given by the Cricket Services Manager or Clubs Coordinator of KZNICU up until 16h00 on the Saturday before the game.

**16. CLUB SPONSORS:**

Clubs will be permitted to display their sponsors' logo on playing shirts/jerseys.

**17. PROMOTION AND RELEGATION FOR THE 2022/2023 SEASON:**

Bottom team in the Premier League with the exception of a black African team shall engage in a play-off with the promotion league winner.

**18. QUALIFICATION OF PREMIER/PROMOTION LEAGUE STATUS:**

18.1 All KZNICU clubs to have a minimum of three senior teams, this includes their first team.

All KZNICU league teams must have a junior program.

All KZNICU clubs must include a Women's team in their structure.

18.2 In the event of Premier and Promotion league clubs, as defined in 18.1, repeatedly scratching a team, the CSM shall have the right to relegate the 1st team of such club or to refuse the club affiliation the following season.

18.3. All clubs must have a linear trained scorer.

18.4. All Clubs must have a Level Two Coach.

18.5. All Clubs must provide an umpire.

18.6. For a club to qualify to represent KZNICU at the National Club Championship and/or Community Cup T20 they have to play a minimum of two players of colour on field during the season (T20)(50 Over) and one must be Black African, and these players must be included in the squad for the National Club Championship. Both the players of colour must play 50% or more matches.

A week after the conclusion of the KZNICU Premier League (Friday Noon) the team qualifying for National Club Championship and/or Community Cup T20 must submit their team list of players that will represent them at the National Club Championship to the Cricket Services Manager/Clubs Coordinator for approval. Clubs will not be allowed to sign new players for the above competition/s i.e. only players that represented the club during the season qualify to play in the National Club Championship and/or Community Cup T20. Clubs that do not fulfil the KZNICU requirements will not represent KZNICU at the National Club Championship and/or Community Cup T20.

## **19. COVID-19**

### **19.1 Saliva Ban (Unfair Play – Changing the condition of the Ball)**

19.1.1 The use of saliva to polish the ball is prohibited as per the ICC regulations.

19.1.2 A fielder may, however, polish the ball on his clothing provided that no artificial substance or saliva is used and that such polishing wastes no time.

19.1.3 Should the umpires believe that Saliva has been applied to the ball, the umpires shall:

- If it is a first instance during an innings, the umpires must summon the captain of the fielding side and issue a first warning.
- If it is a second instance during the innings, the umpires must summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in awarding 5 Penalty runs to the batting side.
- If it is a third or subsequent instance, award 5 Penalty runs to the batting side.
- The ball shall not be changed but the umpires shall wipe the ball with an appropriate cloth.

19.2 Umpires will no longer hold players' clothing Umpires will no longer hold a player's hat/sweater/glasses. Teams will have to manage the clothing and equipment of their players.

### **19.3 Hand Hygiene**

Players and umpires will be encouraged to regularly sanitize their hands during breaks in play.

## **SECTION B**

### **PREMIER AND PROMOTION LEAGUE COMPETITIONS**

(Refer Admin Conditions Section A)

#### **FORMAT**

#### **TEAMS PARTICIPATING**

##### **A. PREMIER LEAGUE:**

Lancashire CC	Standard CC	Maritzburg CC
Masibemunye CC	Howick CC	Young Natalians CC
Greytown CC	Varsity CC	Zingari CC

##### **B. PROMOTION LEAGUE:**

Umtshezi CC	NDCU CC	Zululand CC	Umzinyathi CC	Amajuba CC
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## **PLAYING CONDITIONS**

Except as varied here under the Laws of Cricket (M.C.C. Laws of Cricket 2017 Code) shall apply.

- a. The Premier League & Promotion League will play 50 over matches.
- b. A minimum of 20 overs to constitute a match.
- c. Match is completed once the team batting second passes the first team's score. No penalty will apply if the team bowling their overs at a rate less than 15 overs per hour if the batting side is all out.
- d. Limited over competition – In the Premier League and Promotion League Run Rate would determine the result.
- e. Late start to constitute a minimum of **20 overs** for each team shall commence at 13h40.
- f. Team batting first is allowed to wish to end their innings earlier provided the team fulfils the requirement in terms of 'e' above. – Must inform the umpires to which all batters remaining must be retired-out. (Umpires to inform the captain of procedure)

### **1. THE PLAYERS**

Each captain shall provide a list of the names of the 11 players in writing to the Umpires before the toss (Team list). No player may be changed after the nomination without the consent of the opposing captain and umpires. for Clarification that the match will continue for as long as possible after multiple players have been sent off under the new Law 42.

For Any person associated with the team may deputise for the captain for the nomination of the players. (Manager, a coach or another player can provide the team sheet to the umpires BEFORE the toss). However, only a nominated player may deputise for the absent captain at the toss.

### **2. SUBSTITUTES AND RUNNERS**

Substitutes and Runners

- A runner for a batsman when batting is not permitted.

The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time. Fielder absent or leaving the field If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes:

2.1. the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

2.2. the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

2.3. In the event of a fieldsman already being off the field at the commencement of an interruption in play (unscheduled interval) through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress. Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.

Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

### **3. THE BALL**

3.1. A four-piece ball must be used in all Premier and Promotion league fixtures. Teams must play with balls supplied by KZNICU.

3.2. Each club to carry at least two used balls. This would alleviate time loss when ball is lost.

3.3. The captain of the fielding side SHALL NOT be permitted to take a new ball during the innings.

3.4. If the ball is to be replaced, the umpires shall inform the batsman and the fielding captain.

3.5. The umpires shall retain possession of the match ball throughout the duration of the match when play is not actually taking place e.g., fall of a wicket, a drinks interval, or any other disruption in play.

3.6. During play the umpires shall periodically and regularly inspect the condition of the ball.

### **4. BALL LOST OR BECOMING UNFIT FOR PLAY**

Law 4.5 shall be replaced by the following: If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batsmen and the fielding captain.

### **5. THE PITCH**

If, in the opinion of the umpires, a pitch is considered too dangerous for play or unfit to continue, they shall stop play immediately. All covers shall be removed not later than two hours before the scheduled start of play provided it is not raining at the time, the pitch will be covered if rain falls during the game.

## 6. INNINGS

All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs.  
Length of Innings

### 6.1. Uninterrupted Matches

- (a) Each team shall bat for 50 overs unless all out earlier.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the rescheduled time, subject to there being a minimum interval of 20 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings (refer to 'e' below).
- (c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- (d) If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- (e) In the event of the umpires having determined the over rate being below that's required, the umpires shall inform the Union who will impose the penalty. The penalty for slow over rate will be a point deducted for the first over and thereafter a fee of R150-00 per over (for each match).

### 6.2. Delayed matches

6.2.1. In the event of a team coming late the umpires must wait at least an hour and 30 minutes before any decision of the outcome of the match is made.

6.2.2. In the event of the late arrival of a team, the team arriving late will be penalized by deducting overs from their innings (calculation by umpires).

### 6.3. Delayed or Interrupted Matches - Inclement Weather

(a) Delay or Interruption to the Innings of the Team Batting First If up to 30 minutes of playing time is lost, then the intervals will be reduced by playing time lost.

(i) Thereafter when playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour, (four minutes per over) which is exclusive of the provision of the drinks interval, in the total remaining time available for play.

(ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

(iii) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be

taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required, the original time shall be extended to allow for one extra over for each team.

(iv) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed. The interval shall be reduced to enable the second innings to commence at the rescheduled time, subject to there being a minimum interval of 20 minutes.

(v) In the event of the umpires having determined the over rate being below that's required, the umpires shall inform the Union who will impose the penalty. The penalty for slow over rate will be a point deducted for the first over and thereafter a fee of R150-00 per over (for each match).

**(b) Delay or Interruption to the innings of the Team Batting Second**

(i) When playing, time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour, which is exclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

(ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

(iii) To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

(iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

(v) A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.

(vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

(vii) In the event of the umpires having determined the over rate being below that's required, the umpires shall inform the Union who will impose the penalty. The penalty for slow over rate will be a point deducted for the first over and thereafter a fee of R150-00 per over (for each match).

**6.4. Guideline for overs per hour**

<u>Overs</u>	<u>Time in minutes</u>
1	1-4
2	5-8
3	9-12
4	13-16
5	17-20
6	21-24
7	25-28

8	29-32
9	33-36
10	37-40
11	41-44
12	45-48
13	49-52
14	53-56
15	57-60

## **7. NUMBER OF OVERS PER BOWLER**

No bowler shall bowl more than 10 overs in an innings.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

## **8. MINIMUM NUMBER OF OVERS REQUIRED TO BE BOWLED**

8.1 The minimum number of overs to be bowled to be achieved by the fielding team shall be 15 overs per hour.

8.2 In calculating the minimum number of overs required to be bowled, the following time allowances shall be made:

- (a) the actual time taken where treatment is given to a player on the field of play;
- (b) the actual time taken for a player to leave the field of play in the event of a serious injury;
- (c) the actual time lost due to any other circumstances beyond the control of the players.

8.3 The minimum number of overs required to be bowled will be calculated at the end of the match by the umpires. If the overs is calculated as being under the minimum number of overs required to be bowled the hour, the following shall apply:

- (a) As soon as reasonably practicable the umpires shall inform the team captain and /or team manager of the relevant fielding team that the regulations have been breached and that the prescribed sanction in accordance shall be applied.
- (b) If, the umpires are of the opinion that the minimum number of overs required was not achieved by the fielding team by reason of events beyond its control, including (but not limited to) time wasting by the batting team, the umpires shall be entitled to amend the over rate calculation as they deem appropriate.
- (c) In the event of the umpires being of the opinion that the conduct of the batting team has prevented the fielding team from bowling the minimum required number of overs, the umpires shall submit a report and appropriate sanction shall be applied.



#### 8.4 Sanction

No sanction may be imposed in respect of minimum over rates in the event of the batting team being bowled out, or when a result is achieved. In the event of the umpires having determined the over rate being below that's required, the umpires shall inform the Union who will impose the penalty. The penalty for slow over rate will be a point deducted for the first over and thereafter a fee of R150-00 per over (for each match).

#### 9. **CHANGING AGREED TIMES FOR INTERVALS – INTERVAL BETWEEN INNINGS**

9.1. The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, in which case a ten-minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

9.2. If the innings of the team batting first is completed in less than 30 minutes prior to the scheduled interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

#### 10. **INTERVAL FOR DRINKS**

Two drinks break of 5 minutes' duration per session is permitted, except that under conditions of extreme heat the umpires may permit an extra interval for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

#### 11. **HOURS OF PLAY:**

<b>First Session:</b>	09h00 - 10h10	<b>Drinks on the field:</b>	10h10 - 10h15
<b>Second Session:</b>	10h15 - 11h20	<b>Drinks on the field:</b>	11h20 -11h25
<b>Third Session:</b>	11h25 - 12h30	<b>Lunch:</b>	12h30 - 13h10
<b>First Session:</b>	13h10 - 14h20	<b>Drinks on the field:</b>	14h20 - 14h25
<b>Second Session:</b>	14h20 - 15h30	<b>Drinks on the field:</b>	15h30 - 15h35
<b>Third Session:</b>	15h35 - 16h40		

#### 12. **THE RESULT**

a. A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

b. All matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

A Tie: If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets, which have fallen.

c. In the event of teams finishing on equal points in their sections, the winner will be determined in the following order of priority:

- The team with the greatest number of wins.
- The team which was the winner of the head-to-head match played between them will be placed in the higher position.
- If still equal, the team with the highest number of bonus points;
- If still equal, the team with the highest net run rate.
- The team that have scored the greatest number of runs in its matches throughout the tournament and
- The team losing the lesser number of wickets throughout the tournament. In the event of abnormal circumstances such as drought/state of disaster or emergency/health pandemic curtail the season the following shall apply:
  - In such an event and provided that 50% of the fixtures for a league has been completed, league winners, promotion and relegation shall be determined by the log standing on the date of curtailment.
  - In the event that less than 50% of the fixtures for a league has been played in the season then the season will be null and void.

**Note:**

Where a team scratches or has been deemed to have scratched a league fixture, its opponents shall be awarded four points for a win.

12.1. Delayed or Interrupted Matches – calculation of the Target Score 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 (minimum of 20 overs), then a revised 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 Run Rate method.

12.2. Correctness of result

Any query on the result of the match shall be resolved as soon as possible and a final decision made by the umpires at close of play.

12.3. Points

**The points system is as follows:**

Win, with bonus point	5
Win	4
Tie/No Result/Washout	2
Loss	0

12.4. Run Rate

A team's run rate is calculated by dividing the total runs by the number of overs bowled.

In the event of a team being all out in less than its full quota of overs, the calculation of its run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed. Only those matches where results are achieved will count for the purpose of run rate calculation.

### **13. BONUS POINTS**

If no result is achieved on the day, the match shall be declared a "No Result" match. Where a team is all out, the number of overs to be used is the maximum number of overs that the team was otherwise eligible to face.

13.1. The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced.

13.2. In line with National and International competitions the winning team can earn a maximum of 1(one) bonus point in a league match. The losing team cannot earn a bonus point.

13.3. "In a full game a side batting second can gain a bonus point by reaching their target within 40 overs" or "the side bowling second can gain a bonus point by restricting the opposition to a score of less than 80% of the target and win the match", e.g. Team batting first scores 240, team bowling second must restrict the opposition to 191 or less to qualify for the bonus point. ( $240 - 20\% = 192$ ) In reduced games the target/overs will be adjusted proportionally.

### **Reduced Games**

13.4. 1 Bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition. (Target  $\times 100/1.25$ )

### **14. MODE OF DELIVERY**

Law 21.1 (b) shall be replaced by the following: The umpire shall ascertain whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his/her mode of delivery. In this case the umpire shall call and signal No ball.

#### **14.1. No Ball – Law 21**

Law 21 shall apply subject to the following:

##### **21.1 Law 21.1 (b) - Mode of delivery**

Law 21.1 (b) shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

##### **14.1.1. Free Hit**

In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery

(Any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

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.

**Field changes are not permitted for free hit deliveries unless:**

a) There is a change of striker (the provisions of clause 28 shall apply),

or b) 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.

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.

**14.1.2. Fair Delivery - the feet**

Law 21.5 shall apply, subject to the final paragraph being replaced by the following:

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he/she shall call and signal No ball.

**14.2. WIDE BALL**

Law 22 shall apply with the following addition to Law 22.1:

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

**15. BATSMAN OUT OF HIS/HER GROUND:**

However, a batsman shall not be considered to be out of his/her ground if, in running or diving towards his/her ground and beyond and having grounded some part of his/her person or bat beyond the popping crease, there is subsequent loss of contact between the ground and any part of his/her person or bat, or between the bat and person, provided that the batsman has continued movement in the same direction.

**16. OBSTRUCTING THE FIELD:**

Law 37 shall apply. For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to affect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not. If the change of direction involves the batsman crossing the pitch, Law 41.14 shall also apply.

**17. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN**

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

17.2. In addition, further fielding restrictions shall apply to certain overs in each innings.

Law 28 shall apply subject to the following:

Law 41.1 - Protective equipment

The following shall apply in addition to Law 28.1:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

#### Restrictions on the placement of fieldsmen

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

41.2.2 In addition to the restriction contained in clause 28.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

41.2.3 The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres).

The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 4). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard

(4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

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

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

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

41.2.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

#### **Innings Duration:**

<b>Innings' duration</b>	<b>power play 1</b>	<b>power play 2</b>	<b>power play 3</b>
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6

30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

41.2.5 If play is interrupted during an innings and the table in 41.2.4 applies, the power play takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

#### Illustrations of 41.2.5

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

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

41.2.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

41.2.7 The scoreboard shall indicate the current power play in progress.

41.2.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

Law 28.6 - Movement by any fielders other than the wicketkeeper.

#### **Definition of significant movement shall be replaced by the following:**

Movement by any fielder other than the wicket keeper Any movement by any fielder, excluding the wicket keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

- (i) minor adjustments to stance or position in relation to the striker's wicket.
- (ii) movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position.
- (iii) movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

Notwithstanding (iii) above, in all circumstances Law 28.4

(Limitation of on side fielders) shall apply.

In the event of such unfair movement, either umpire shall call and signal Dead ball as soon as possible after the delivery of the ball.

Note also the provisions of Law 41.4 (Deliberate attempt to distract the striker).

Refer also to Law 27 - Law 27.4 (Movement by the wicketkeeper).

NOTE: When there is no demarcation of the restricted areas mentioned above, the Umpires shall be the sole judges of these imaginary areas.

## **18. FAIR AND UNFAIR PLAY**

### **Dangerous and Unfair Bowling**

#### **18.1. The Bowling of Dangerous and Unfair Fast Short Pitched Deliveries**

- (a) A bowler shall be limited to two fast short-pitched delivery per over.
- (b) A fast short-pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- (c) 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.
- (d) In addition, for the purpose of this regulation a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- (e) For the avoidance of doubt any fast-short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over
- (f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over 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.
- (g) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

This caution shall apply throughout the innings.

(h) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.

(i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(j) The bowler thus taken off shall not be allowed to bowl again in that innings.

(k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

(l) The umpires will report the matter to the Union who shall take such concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)

## **18.2. Bowling of Dangerous and Unfair Non-Pitching Deliveries**

Law 41.7 41.7 (b) shall be replaced by the following:

(a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not is it likely to inflict physical injury on the striker.

(b) In the event of a bowler bowling a high full pitched ball, the umpire at the bowler's end shall, in the first instance, call and signal no ball.

In the event of a bowler bowling a high full pitched ball the umpire at the bowler's end shall call and signal no ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no ball,

when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

(c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall, in addition to calling and signalling no ball, when the ball is dead, direct the captain to take the bowler off forth with. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(d) The bowler thus taken off shall not be allowed to bowl again in that innings.

(e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

(f) The umpires will report the matter to the Union who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)



### **18.3. Dangerous and Unfair Bowling – Action by the umpire**

Law 41.7 shall be replaced by the following:

18.3.1. The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

18.3.2. In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

(a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

(b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.

(c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

(d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead directing the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

See Law 17.8. (Bowler Incapacitated or Suspended during an Over).

(e) The bowler thus taken off shall not be able to bowl again in that innings.

(f) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

(g) The umpires will report the matter to the Tournament Director who shall take such action as is considered appropriate against the captain and the bowler concerned.

(Refer also to Law 41.1 Fair and Unfair Play – Responsibility of the captains.)

### **18.4. Deliberate bowling of High Full Pitched Balls**

Law 41.7 shall be replaced with the following:

If the umpire considers that a high full pitch, which is deemed unfair was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

18.4.1. Call and signal no ball.

18.4.2. When the ball is dead, direct the captain to take the bowler off forthwith.

18.4.3. Not allow the bowler to bowl again in that innings.

18.4.4. Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

18.4.5. Report the occurrence to the other umpire, to the captain of the batting side and the Tournament Director who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 41.1 Fair and Unfair Play – Responsibility of the Captains).

#### **19. BOWLER ATTEMPTING TO RUN OUT NON-STRIKER BEFORE DELIVERY**

The bowler is permitted before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails to attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

***Should anything be missing from the Playing Conditions – The laws of cricket will take precedence.***

### ***INLAND PREMIER LEAGUE T20 PLAYING CONDITIONS & BY-LAWS***

#### **THE LAWS OF CRICKET**

##### **THE PREAMBLE - THE SPIRIT OF CRICKET**

- Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.
- The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.
- Respect is central to the Spirit of Cricket:
- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.
- Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.
- The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally. The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity.
- Except where specifically stated otherwise, every provision of the Laws is to be read as applying to all persons, regardless of gender.

**There are two Laws which place the responsibility for the team's conduct firmly on the captains.**

**Responsibility of Captains:**

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws and Playing Conditions.

**Player's Conduct:**

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

**Fair and Unfair Play:**

According to the Laws the Umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

**The Umpires are authorized to Intervene in cases of:**

- Time wasting.
- Damaging the pitch.
- Dangerous or unfair bowling.
- Tampering with the ball.
- Any other action that they consider to be unfair.

**The Spirit of the Game involves RESPECT for:**

- Your opponents.
- Your own captain and team.
- Union officials.
- The role of the Umpires.
- The game's traditional values.

**Against the Spirit of the Game:**

- To dispute an umpire's decision by word, action or gesture.
- To direct abusive language towards an opponent, umpire or an official of the Union.
- To indulge in cheating or any sharp practice, for instance:
- To appeal knowing that the batsman is not out.
- To advance towards an umpire in an aggressive manner when appealing.
- To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

**Violence:**

There is no place for any act of violence on and off the field of play on the match day.

**Players:**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

**CODE OF BEHAVIOUR****RULES OF THE CODE:**

These rules shall be applicable to any player or person performing any activity within the area of operations of the KZNICU whether such activity or conduct takes place on or off the field of play.

1.1) The contravention of any of the Rules or Regulations set out hereunder shall be regarded as unprofessional conduct and/or misconduct which shall be referred to the disciplinary committee of the KZNICU.

**No player, official, employee, member of a club or association may: -**

1. Assault, attempt to assault or abuse a spectator, another player, an umpire, an Official of a club or the KZNICU.
2. Dispute an Umpire's decision or react in an obviously provocative or disapproving manner either towards an Umpire, his decision, or generally following an Umpiring decision.
3. Use crude and/or abusive language.
4. Indulge in conduct detrimental to the game.
5. Use crude or abusive hand signals.

**Note**

a) Players should strive to win the game within the laws and the accepted norms of playing the game with no plans for assault or attempted assault on other players, umpires or spectators.

b) Players should strive to live up to the standards of sportsmanship that cricket has set over the centuries by eliminating crude and abusive behavior and dress in accepted cricket clothing.

c) Players should show respect for fellow cricketers with the courtesy of:

- i) Being present to start the game at the designated time.
- ii) Abiding by the Playing Conditions, Rules and Regulations of the Union.
- iii) When the need arises umpire, as an umpire, and not a member of either side.

**Players must at all times abide by the playing conditions, rules and regulations and bye laws of the KZNICU.**

Any player, official, administrator and/or employee of a club, who makes statements in the public media that brings the game into disrepute, shall be guilty of misconduct.

It is the responsibility of all players and officials to acquaint themselves with the Constitution, Bye-Laws and Rules.

**ELIGIBILITY TO LODGE REPORT: Procedure for reporting the breach of the code**

A breach of the Code of Behavior Report Form may be submitted by: -

Sum of R1000-00 referred to in clause 7 of the Administrative Conditions with the KZNICU within 7 (seven) days.

The President of the KZNICU or the CSM member of the KZNICU, Chief Executive Officer of the KZNICU - where an official referred herein wishes to report a player /person for an alleged breach of the code he shall complete the prescribed report form and submit the report form to the KZNICU within 7 (seven) days.

**HEARINGS:**

**Upon receiving the report form: -**

The clubs and facilities coordinator of the KZNICU will promptly advise the relevant Disciplinary Committee of the report and a hearing will be arranged within 7 days which must be attended by the player who is the subject of the report, his captain and the President/Manager of his club and the initiator of the report.

If the report is against the captain then the vice-captain will attend.

A copy of the report shall be immediately furnished to the player who is the subject of the report through the Chairman/Secretary of the club. He shall be entitled to submit a written response to the report within three days of the club being furnished with the report. A copy of the responses shall be immediately furnished to the Disciplinary Committee and the initiator of the report.

The Disciplinary Committee will hear evidence and decide on the report and immediately a conclusion has been reached, shall advise the player/person who is the subject of the report and the initiator of the report of their conclusions and findings, together with any decision on any penalty to be imposed by way of suspension, monetary fine or the like.

This notification may take place through the Chairman/Secretary of the club within seven days.

**APPEALS - PROCEDURE:**

**Right of Appeal: -**

Any player found to be in breach of the Code, has the right to appeal against the initial decision. The appeal must be lodged together with a deposit of R1000-00 with the Secretary of the Union which may be forfeited at the discretion of the cricket services manager wholly or in part to the funds of the Union as prescribed below, within three days of the decision being communicated. Where a person wishes to lodge an appeal in relation to a decision made, the following procedure shall apply:

The appeal must be advised to the Cricket Services Manager of the KZNICU in writing setting out the grounds of the appeal and whether the appeal is against the findings of the Disciplinary Committee and/or the penalty imposed by the Disciplinary Committee.

The Cricket Services Manager of the KZNICU shall immediately advise the initiator of the report, of the appeal. The Cricket Services Manager of the KZNICU shall appoint an Appeal Committee.

Any appeal shall be heard within two weeks. The decision of any appeal shall be final.

Appeals in terms of application of Bye Laws/Laws of Cricket.

If a team is not happy with the application of the bye laws and /or the laws of cricket the club has the right to appeal against the initial findings. The appeal must be lodged together with a deposit of R1000-00 with the Cricket Services Manager of the Union which may be forfeited at the discretion of the Cricket Services Manager wholly or in part to the funds of the Union, within three days of the decision being communicated. Where a club wishes to lodge an appeal in relation to a decision made, the following procedure shall apply: -

The appeal must be advised to the Cricket Services Manager of the KZNICU in writing setting out the grounds of the appeal and whether the appeal is against the findings and/or the penalty imposed.

The Cricket Services Manager of the KZNICU shall immediately advise the President of the KZNICU and the initiator of the report, of the appeal.

The Cricket Services Manager of the KZNICU shall appoint an Appeal Committee.

Any appeal shall be heard within two weeks.

The decision of any appeal shall be final.

**Further documentation pertaining to the above can be obtained from the KZNICU office.**

#### **PENALTIES AND PAYMENT:**

##### **Penalties**

Subject to the offence that was committed, penalties that should be considered are reprimands, fines and suspensions. Suspended sentences may also be imposed subject to the discretion of the Disciplinary Committee.

##### **Payment of Fines**

Any fine imposed on a player shall be paid to the Union office by his club within 7 (seven) days or otherwise agreed between the club and the disciplinary committee. Any failure to meet this requirement will render the player ineligible to play any matches under the auspices of the KZNICU until such time as the fine has been paid.

#### **BYLAWS:**

All matters relating to disciplinary rules / action are available from the KZNICU office.

### **Racism**

Any player, official, administrator, spectator or any other person who brings the game into disrepute as a result of his/her conduct, which is in conflict with the constitution of South Africa and found guilty of such action, will have a maximum of a life ban sentence imposed on such a person.

### ***KZN INLAND CRICKET UNION***

Framed under the authority conferred by the KZN Inland Cricket Union's constitution, and, where applicable in conjunction with the constitution of its affiliated Unions.

Note: In these, Administrative / playing Conditions the KZNICU shall mean KZN Inland Cricket Union: Inland.

### **JURISDICTION**

All Administrative Conditions and all playing conditions applicable to Premier, Promotion, Women's League and Junior League competitions are under the jurisdiction of the KZN Inland Cricket Union. All other competitions are under the jurisdiction of the cricket districts within our province.

### **REPORT FORMS**

Umpires' report forms for all matches, where umpires have been appointed must be submitted to the clubs and facilities coordinator of the Union before noon on the Monday following the match. Failure to submit report forms completed in all respects within the prescribed time, will result in the forfeiture of four (4) points earned in that match or a future match that results in a win and a monetary penalty of R200.00 on defaulting teams for each transgression.

#### **Note:**

- i) Umpires report forms are to be emailed to the Union office (**MuhammedJ@cricket.co.za**) provided that all the information required on the report form is reflected on the fax.
- ii) It is essential to submit an umpire's report form even if no official umpires have been appointed.
- iii) The onus is on the club to ensure that the umpire's report form has been received by the Union.

### **SCORERS**

Scorers to sit together at all matches and home teams are responsible for the necessary tables/chairs for the scorers. If scorers do not sit together the Umpires will use the home team scorer book for match purposes.

### **PITCHES**

Any club/cricket district, which does not at the discretion of the Cricket Services Manager - provide suitable, acceptable pitches, **will not be permitted to stage further matches at its home ground for the remainder of the season.** A monetary fine may also be imposed by the Cricket Services Manager upon the club. In the event of a match not being played owing to the negligence of the home team, e.g. the pitch not having been prepared, no covers having been placed on the pitch, etc, The Cricket Services Manager shall investigate the reason for the match not having been played. If necessary, the Cricket Services Manager shall obtain detailed reports from the Umpires.

**RAIN:**

**Premier**

In the event of rain falling before the commencement of play on any day, teams must attend at the grounds prior to the hour laid down for the commencement of play.

At the PMB Oval only, the Groundsman (or his duly authorized representative) has been granted the discretion, by the Cricket Services Manager, to prohibit play on any day, within a week of the commencement of a provincial or international match if, in his opinion the ground and pitch are unfit for play.

**Note: 1**

A fixture will be considered to have been played if play has commenced, even though no result can be obtained due to weather. Therefore, result sheets should be submitted reflecting the play that has taken place.

NB: Even if no play has taken place and the match has not been cancelled by the Union, a result sheet MUST be submitted.

**GROUND EQUIPMENT:**

Premier League teams, with home grounds are required to have available stumps, covers, sawdust, squeegees and carpet squares for limited over matches, in the event of rain before and during the matches.

**QUALIFICATION:**

**For a club to qualify to represent KZNICU at the National Community Cup they have to play TWO players of Colour, ONE of which must be Black African must play in Fifty Percent (50%) of the league fixtures** during the season and those players must be included in the squad for the National Club Championship & Community Cup. Your starting eleven, must have two players of colour, one of which must be Black African. (This goes forward into the community cup).

A week after the conclusion of the KZNICU Premier League (Friday Noon) the team qualifying for T20 Community Cup must submit their team list of players that will represent them at the T20 Community Cup to the Cricket Services Manager for approval.

Clubs will not be allowed to sign new players for the above competition i.e. only players that represented the club during the season qualify to play in the National Championship.

Clubs that do not fulfill the KZNICU requirements will not represent KZNICU at the National Club Championship.

**Take note of the following:**

**PLAYING CONDITIONS:**

The Premier competition will comprise of TWO groups.



### **The Premier competition will be played on a league basis.**

The top two of each group will proceed to the semi-finals. The winners of the semi-finals will proceed to the final. The final to decide the winner of the Premier T20 competition.

### **Covid-19 Restrictions**

Covid-19 Protocols must be followed at all times.

### **Number of players**

A match is played between two sides, each of eleven players, one of whom shall be captain. A side shall consist of eleven players but not more than eleven players may field at any time.

### **Nomination and replacement of players:**

Each captain shall nominate 11 players plus a maximum of 2 substitute fielders in writing to the Umpire before the toss.

### **The Umpires**

For the league stages, there shall be no umpires appointed. Each team shall nominate a coaches/management as umpires on match days.

Neither team will have a right of objection to an umpire's appointment. Umpires (Semi-Finals & Finals) shall be the final judges of the fitness of the ground, weather and light for play. Suspension of play for adverse conditions of ground, weather or light

- a) All references to ground include the pitch.
- b) If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

### **RESULT SHEETS:**

Each team competing in any competition shall deliver to the Union office, the result of each of its matches before noon on the Monday following such matches. Premier, Promotion, Junior and Women's clubs are urged to submit result sheet by **ten** on Monday following such matches) Result sheet will be supplied to clubs by the Union and the Captain of each team shall complete a result sheet in all respects.

Failure to submit result sheet completed in all respects within the prescribed time, at the discretion of the amateur office, will result in the forfeiture of all points earned in that match. Should the defaulting team not have earned any points in the match, such team shall forfeit four (4) points earned by them from previous matches or a further match that result in a win. In addition, a monetary penalty of R200.00 on defaulting teams for each transgression.

**Note:**

- i) Results may be emailed to the Union offices MuhammedJ@Cricket.co.za provided that all the information required on the result card is reflected on the email.
- ii) Result sheets with names are to be submitted even if a match has been cancelled by the Union/rained out.
- iii) The onus is on the club to ensure that the result sheet has been received by the Union.

**Change of venues or matches**

For all Divisions: In the event of the pitch or ground not being fit for play, on any day, teams MAY NOT play such scheduled game at an alternative venue. However, if clubs request change of ground, for very good reasons, such change of grounds must be approved by the Cricket Services Manager during normal working hours, up to 16h00 Friday, preceding the match. If a game has been moved or changed/rescheduled without permission no points will be allocated.

**NB. THE DECISION MAY NOT BE TAKEN BY A BOARD/STAFF MEMBER.**

**The Ball**

*156g (4 Pce) – provided by the KZNICU*

The captain of the fielding side SHALL NOT be permitted to take a new ball during the innings. If the ball is to be replaced, the umpires shall inform the batsman and the fielding captain. The umpires shall retain possession of the match ball throughout the duration of the match when play is not actually taking place e.g. fall of a wicket, a drinks interval, or any other disruption in play. During play the umpires shall periodically and regularly inspect the condition of the ball.

**Non-turf pitches**

Will not apply

**Covering the pitch**

Covers are obligatory at all premier league matches.

**Start and Cessation Times**

**There will be 2 sessions of 85 minutes each, each separated by an interval between innings as listed below:**

***Morning Matches***

First Session: 09:00 – 10:25

Interval: 10:25 – 10:45

Second Session: 10:45 – 12:10

***Afternoon Matches***

First Session: 13:30 – 14:55

Interval: 14:55 – 15:15

Second Session: 15:15 – 16:40

**Innings**

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

***Uninterrupted Matches***

- (a) Each team shall bat for 20 overs unless all out earlier.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the schedule time, subject to their being a minimum interval of 10 minutes. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

(c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

(d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

### ***Delayed or Interrupted Matches***

(a) Delay or Interruption to the Innings of the Team Batting First

(i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour, in the total remaining time available for play.

(ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, subject to the innings not being completed earlier.

### **Extra Time**

There shall be no extra time allocated to any match.

### **Number of Overs per Bowler**

No bowler shall bowl more than 4 overs in an innings.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

The minimum over rate to be achieved by the fielding team shall be 15 overs per hour.

### **Sanction**

No sanction may be imposed in respect of minimum over rates in the event of the batting team being bowled out within one hour and twenty minutes of playing time for that innings.

In the event of the umpires having determined the over rate being below that's required, the umpires shall inform the Union who will impose the penalty.

**The penalty for slow over rate is R150-00 per over.**

**In the event of a team being more than 2 overs behind the additional sanction will be the captain will be called in for a hearing.**

### **The toss**

The captains shall toss for the choice of innings on the field of play. The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before the scheduled or rescheduled time for the match to start.

Note: The captain of the side winning the toss to notify the opposing captain as soon as the toss is completed of his decision to bat or to field first shall apply.

### **The Result**

A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

All matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

Should a result not be reached, and the umpires determine this due to ground, weather or light or any acceptable circumstance and not limited to. The top placed teams in the group stages shall proceed to the Semi-finals. Should a result in the final not be reached due to ground, weather or light or any acceptable circumstance and not limited to. The top placed team in the group stage will be deemed the winner.

All matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result. Should a result not be reached and the umpires determine this due to ground, weather or light or any acceptable circumstance and not limited to. The top placed teams in the group stages shall proceed to the Semi-finals. Should a result in the final not be reached due to ground, weather or light or any acceptable circumstance and not limited to. The top placed team in the group stage will be deemed the winner.

<b><u>Points System:</u></b>	<b><u>Points Allocation:</u></b>
Win, with bonus point	5
Win, without a bonus point	4
No Result / Washout	2
Loss	0

### **Run Rate**

A team's run rate is calculated by dividing the total runs by the number of overs bowled.

In the event of a team being all out in less than its full quota of overs, the calculation of its run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed. Only those matches where results are achieved will count for the purpose of run rate calculation.

### **A Tie**

If the scores are equal, the result will be a tie and no account shall be taken of the number of wickets which have fallen. In the event of a tied match the teams shall compete in a Super Over to determine the winner.

### **Delayed or Interrupted Matches – calculation of the Target Score**

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 minimum of 20 overs, then a revised 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 run rate method. The target set will always be a whole number and one run less will constitute a Tie.

Matches shall consist of **ONE innings** per team of **20 Overs** each. A minimum of **5 overs** per team shall constitute a match.

In the event of a match being delayed or interrupted **RUN RATE** would be used to determine the winner based on **a maximum of 20 overs and a minimum of 5 overs**.

In a delayed or interrupted match where the overs are reduced for either teams or the team batting second - no bowler may bowl more than one-fifth of the total overs allowed. Where the total is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a tie – the “**Super Over**” procedure will apply.

In the event of a match not being played (washed out or incomplete) the result would be a “**no result match**”.

In the event of the **final** not being played then the match would be rescheduled by the Union to a later date.

### **PLAYING CONDITIONS: Finishing in higher position**

Teams finishing on equal points, the following will determine the team finishing in the higher position:

- The team with the most number of wins;
- If still equal, the team which was the winner of the head-to-head match played between them will be placed on the higher position;
- If still equal, the team with the highest number of bonus points
- If still equal, the team with the highest net run rate;
- If still equal, the team that has scored the most number of runs in its matches throughout the competition;
- The team losing the lesser number of wickets throughout the tournament;
- In the event of all the above being equal the result will be decided by a toss of a coin.

### **Mode of delivery**

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

## **No Ball**

### **Mode of delivery**

The umpire shall ascertain whether the bowler intends to bowl right-handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his/her mode of delivery. In this case the umpire shall call and signal No ball. Underarm bowling shall not be permitted except by special agreement before the match.

Law 21.5 shall apply, subject to the final paragraph being replaced by the following:

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he shall call and signal No ball.

### **Free Hit**

In addition to the above, the delivery following a no ball called for 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.

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.

Field changes are not permitted for free hit deliveries unless: there is a change of striker.

a) There is a change of striker or b) 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. 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.

## **Wide Ball**

### **Judging a Wide**

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, any ball pitching outside leg stump and going down leg, will be called wide. The wide markings shall be marked 0.75m (2' 6") from each of the two outer stumps to assist the Umpires adjudicating offside wide for right- and left-handed batsmen.

## **Bowling of dangerous and unfair short deliveries**

### **The Bowling of Fast Short Pitched Balls**

Shall be replaced by the following:

- (a) A bowler shall be limited to one fast short-pitched delivery per over.
- (b) 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.
- (c) 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.

(d) In addition, for the purpose of this regulation and subject to Clause 41.6 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.

(e) For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over (f) In the event of a bowler bowling more than one fast short-pitched deliveries in an over as defined in Clause 41.6 (b) 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.

(g) If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

(h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.

(i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(j) The bowler thus taken off shall not be allowed to bowl again in that innings.

(k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

### **Fielding Restrictions**

Note: Squad members of the fielding 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).

a. Subject to below these additional fielding restrictions shall apply to the first 6 overs of each innings (Fielding Restriction Overs).

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

c. During the Fielding Restriction Overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

d. During the non-Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.

## **FIELD MARKINGS**

**Two (2)** semi-circles shall be drawn on the field of play.

They have as their center the middle stump on either end of the pitch.

The radius of each of the semi-circles is **30 yards (27.43m)**

The semi-circles shall be linked by two parallel straight lines drawn on the field.

These fielding restriction areas should be marked by continuous painted white lines or dots.

As a guide for “wide” deliveries **750mm** markings on the bowling crease must be shown on either side of the stumps and at both ends.

## **FIELDERS ABSENT OR LEAVING THE FIELD**

The normal law concerning the above will apply - except that the law will take effect: “If the player is absent from the field for longer than **8 minutes**”.

<u>No. of overs for which fielding in innings restrictions:</u>	
<u>Overs Playing:</u>	<u>Powerplay Overs:</u>
5 – 8	2
9 – 11	3
12 – 14	4
15 – 18	5
19 – 20	6

If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal ‘No Ball’. When there is no demarcation of the restricted areas mentioned above, the Umpires shall be the sole judges of these imaginary areas.

## **SUPER OVER PROCEDURE**

The following procedure shall apply where the Playing Conditions provide for a Super Over to determine the winner of a tied match.

1. A Super Over involves each team facing an over of six balls (unless ended earlier as provided for in paragraph 2), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets shall end the batting team’s one over innings.
3. If the Super Over is a tie, subsequent Super Overs shall be played limited to a minimum of one (1) and a maximum of three (3) to determine the winner. If all three Super Overs are tied the match



shall be declared as a tie and the match points only will be shared. Other than in exceptional circumstances (as set out in paragraph 23 below).

4. Subject to weather conditions, the Super Over shall take place on the scheduled day of the match at a time to be determined by the Match Referee/Umpires. In normal circumstances it shall commence 5 minutes after the conclusion of the match.

5. Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the extra time allocated, the Super Over(s) shall be abandoned (see paragraph 23 below).

6. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the Match Referee / Umpires in consultation with the Ground Authority.

7. Only nominated players in the match (including Concussion Replacements) may participate in the Super Over.

8. Any penalty time being served in the match shall be carried forward to the Super Over.

9. The umpires shall stand at the same end at which they finished the match.

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

11. The captain of the fielding team (or his nominee) shall select the ball with which the fielding team shall bowl its over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding second may then choose to use the same ball as chosen by the team bowling first or choose another ball from the same box. If the ball needs to be changed, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.

12. The fielding side shall choose the end from which it is to bowl its one over.

13. The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in an uninterrupted match.

14. The interval between the two overs in the Super Over shall be 5 minutes.

#### **TIED SUPER OVER – REPEATING THE SUPER OVER**

15. If the first Super Over is tied, then subsequent Super Overs limited to a maximum of a another two (2) shall be played until there is a winner. [A minimum of one (1) limited to a maximum of three (3)].

16. In normal circumstances any subsequent Super Over shall start 5 minutes after the previous Super Over ends.

17. The team batting second in the previous Super Over shall bat first in the subsequent Super Over.

18. The balls selected for use by each team in the previous Super Over shall be used again by the same team in any subsequent Super Over(s).

19. The fielding side shall bowl its over in a subsequent Super Over from the opposite end from which it bowled in the previous Super Over.

20. Any batsman dismissed in any previous Super Over shall be ineligible to bat in any subsequent Super Over.

21. Any bowler who bowled in the previous Super Over shall be ineligible to bowl in the subsequent Super Over.

22. In all other ways the procedure for a subsequent Super Over shall be the same as for the initial Super Over.

**SUPER OVER UNABLE TO BE COMPLETED**

23. Where the Super Over or subsequent Super Overs are abandoned (for example, Power Outage, Fitness of Play Bad Light etc..) for any reason prior to completion then the match shall be declared a tie and the points shall be shared.

**EXTRA TIME:**

There shall be 30 minutes extra time for the sole purpose of the Super Over being inclusive of the 5 minutes in point 4 above.