

**Africa T20 Cup  
Match Programme**

**1 PRELIMINARY ROUND**

The sixteen teams have been divided into four pools at four venues as depicted in the table below:

<b>POOL A BENONI</b>	<b>POOL B POTCHEFSTROOM</b>	<b>POOL C KIMBERLEY</b>	<b>POOL D BLOEMFONTEIN</b>
Easterns	North West	Griqualand West	Free State
Northerns	KwaZulu-Natal Inland	Namibia	South Western Districts
Zimbabwe	Border	KwaZulu-Natal	Gauteng
Western Province	Boland	Eastern Province	Kenya

**2 QUALIFYING FOR THE FINALS WEEKEEND**

Each team shall play a single round of three (3) matches against the other teams in its respective pool as depicted in the fixture schedule.

The team finishing 1<sup>st</sup> in its respective pool will progress through to the finals weekend playing a semi-final first and if successful will contest the final. Determination of the final log positions is described in clause 21.9.

In the event of a tied match, the teams will participate in a Super Over over to determine a winner as described in the playing conditions.

**2.1 Curtailed Preliminary Round**

In the event that four (4) or more of the matches in a weekend are recorded as a "no result," all matches played will be declared null and void. In this instance, an elimination process will be implemented. This will be done by an elimination draw commencing with all four teams (4) participating in the initial draw, with one team being eliminated. The second elimination draw will be between the remaining three teams (3), with one of the teams being eliminated. The third and final elimination draw will be between the last two (2) teams, with the winner progressing through to the finals' weekend. This clause will not be applicable if each team has played at least one match during its scheduled weekend.

**3 FINAL**

At the conclusion of the two semi-finals the winning teams will contest the final.

The final will consist of one leg only.

In the event of a "No Result" match on the day, the match shall be declared drawn. In the event of a drawn match, the prize money will be shared equally between the two teams.

**4 AWARDS AND PRIZE MONIES**

Story of the Tournament	R 20 000.00
Man of the Series	R 20 000.00
Losing Finalist	R 150 000.00
Winning Team	R 300 000.00

**5 COMPOSITION OF TEAMS (Applicable to South African Teams Only)**

The composition of teams shall comprise the following criteria:

- 5.1 A maximum of 4 Franchise contracted players may be selected for any match. All Franchise contracted players shall be available to participate in the competition. A Franchise shall direct and allocate an **equitable number** of contracted players to an Affiliate (or Associate – KZN Inland) within its region for the duration of the competition.
- 5.2 The Nationally contracted players may be selected and shall be directed by his Franchise to play for an Affiliate/Associate team within its region and is deemed as part of the maximum of the four franchise players permissible.
- 5.3 The playing XI must include a minimum of two players under the age of 21 years at the start of the ensuing season
- 5.4 Transformation targets as per the semi-professional competition i.e.:
  - A minimum of six players of colour in the starting XI.

- A minimum of three Black African players in the starting XI.

5.5 A player will be cup-tied to the team that he first represents in the competition.

5.6 In the event that a member of the squad who had been selected for the tournament becomes incapacitated through illness or injury and the team or squad composition is required to be changed, a motivation accompanied by a medical report must be submitted to the Tournament Director (Mike Gajjar), who will present the case to the CSA Technical committee which will comprise of the CSA General Manager of Cricket (Corrie Van Zyl) who shall be the Chairman of the committee, Dr Manjra (CSA Medical Committee), Charl Langeveldt (National Team representative) and the Tournament Director.

## **6 COMPOSITION OF SQUADS**

Each team squad composition is limited to 16 PAX comprising of the following:

- 13 x Players; and
- 3 x Support Staff

## **7 DETERMINATION OF VENUE FOR THE FINALS' WEEKEND**

The venue for this weekend will be determined according to the criteria below:

1. The venue that is assessed as the best hosting venue in terms of the scorecard during Pool stage of the competition and has qualified to play in the finals' weekend.
2. In the event that none of the host venue teams qualify to participate in the finals' weekend then the CSA President will determine at his sole discretion the venue based on the following criteria:
  - a. Sponsor considerations
  - b. Broadcast production costs
  - c. Host venue contribution towards hosting the final
  - d. Suitability, knowledge and history of stadium attendance
  - e. Any other factors considered relevant by the President.

**2015/16 Season**  
**Africa T20 Cup Playing Conditions**

Except as varied hereunder the Laws of Cricket (2000 Code 6th Edition – 2015) shall apply.

Note: All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'CSA Match Referee'.

**1 LAW 1 – THE PLAYERS**

1.1 Law 1.1 – Number of Players

Law 1.1 shall be replaced by the following:

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.

1.2 Law 1.2 – Nomination of Players

Law 1.2 shall be replaced by the following:

1.2.1 Each captain shall nominate 11 players plus a maximum of 2 substitute fielders in writing to the CSA Match Referee before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the CSA Match Referee, in exceptional circumstances, allows subsequent additions.

1.2.3 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

- a) Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or
- b) Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in b) above (for example, the player is g-out').

1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable CSA Regulations pertaining to international cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the CSA Code of Conduct), the Anti-Racism Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti-Corruption Code.

1.2.5 Subject to the provisions of Clause 1.2, the player replacing the player selected to the National team shall by right be entitled to bat, bowl or keep wicket. If the promoted player is batting at the time and he is required to leave the match, he shall retire "not out" and his substitute will be permitted to bat later in the innings at the fall of a wicket, unless nine wickets have already fallen, in which case he shall be allowed to bat immediately if available.

1.3 Law 1.3 – Captain

The following shall apply in addition to Law 1.3 (a):

The deputy must be one of the nominated members of the playing eleven.

**2 LAW 2 – SUBSTITUTES AND RUNNERS, BATSMAN OR FIELDER LEAVING THE FIELD, BATSMAN RETIRING, BATSMAN COMMENCING INNINGS**

Law 2 shall apply subject to the following:

2.1 Law 2.1 Substitutes and Runners

Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted.

Law 2.1 (b) shall be amended as follows:

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.

2.2 Law 2.5 – Fielder absent or leaving the field

Law 2.5 shall be replaced by the following:

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:

2.2.1 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.

2.2.2 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 in Clauses 2.2.1 and 2.2.2 above 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).

In the event of a fieldsman already being off the field at the commencement of an interruption in play 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.

- 2.2.3 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'.

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).

2.3 Law 2.3 – Restrictions on the role of substitutes

The following shall apply in addition to Clause 2.1:

Subject to the provisions of Clause 1.2, the player replacing the player selected to the National team shall by right be entitled to bat, bowl or keep wicket. If the promoted player is batting at the time and he is required to leave the match, he shall retire "not out" and his substitute will be permitted to bat later in the innings at the fall of a wicket, unless nine wickets have already fallen, in which case he shall be allowed to bat immediately if available.

### 3 LAW 3 – THE UMPIRES

3.1 Law 3.1 – Appointment and attendance

The following rules for the selection and appointment of umpires shall be followed as far as it is practicable to do so:

- 3.1.1 The Selection Committee shall establish a first class and emerging panel of umpires who shall be contracted to CSA respectively.
- 3.1.2 The CSA National Match Official Administrator ('NMOA') in consultation with the Appointments Committee shall appoint all umpires and match referees.
- 3.1.3 Three Umpires, comprising two on-field umpires and a reserve umpire will be appointed to all non-televised matches. Four Umpires, comprising two on-field umpires, a television umpire and a reserve umpire shall be appointed to all matches scheduled for television coverage.
- 3.1.4 Neither team will have a right of objection to an umpire's or a match referee's appointment.
- 3.1.5 The umpires shall be present at the ground at least two (2) hours before the scheduled start of play.
- 3.1.6 A Match Referee will be appointed to superintend all matches.

3.2 Third Umpires/TV Replay System

No DRS shall be utilised and Appendix 6 shall apply

3.3 Law 3.2 – Change of Umpire

Law 3.2 shall be replaced by the following:

- 3.3.1 An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill. The following procedure shall apply should the need arise to change an umpire:
- (a) Non-televised matches: The reserve umpire shall act as the emergency umpire.
  - (b) Televised matches: The television umpire shall act as the emergency umpire, and the reserve umpire as the replacement television umpire.

3.4 Law 3.4 – To inform captains and scorers

The following shall apply in addition to Law 3.4 (i):

The Host Venue may provide for the ringing of a bell, which shall be rung 5 minutes before the termination of an interval, when the umpires shall go to the wickets. The Host Venue shall inform the CSA Match Referee that this practice is to be adopted.

3.5 Law 3.8 – Fitness for play and Law 3.9 – Suspension of play in dangerous or unreasonable conditions

- 3.5.1 The safety of all persons within the ground is of paramount importance to the CSA. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc. See also clauses 3.5.4 and 3.5.5 below), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, CSA Match Referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

Laws 3.8 & 3.9 shall be replaced by:

- 3.5.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. See clause 3.5.3 below and Law 7.2 (Fitness of the pitch for play).
- 3.5.3 Suspension of play for adverse conditions of ground, weather or light
- (a) All references to ground include the pitch. See Law 7.1 (Area of 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 following consultation with the CSA Match Referee

The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.

If circumstances are warranted, the umpires shall stop play and instruct the ground staff to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.

The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

- (c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
- (d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless 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.

3.5.4 Play may be suspended due to safety and security concerns by the umpires on the advice of the CSA Match Referee, the head of the relevant ground authority, the head of ground security or the police.

3.5.5 Where play is suspended under Clause 3.5.4 above the decision to abandon or resume play shall be the responsibility of the CSA Match Referee who shall act only after consultation with the head of ground security and the police.

### 3.6 Light Meters

Clause 3.6 shall not apply.

### 3.7 Use of artificial lights

In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather or light shall apply.

### 3.8 All matches

3.8.1 Pads and players' and umpires' clothing shall be coloured.

3.8.2 Sight screens will be black.

### 3.9 Advertising on grounds, perimeter boards and sightscreens

#### 3.9.1 Advertising on grounds

The logos on outfields are to be positioned as follows:

- (a) Behind the stumps – a minimum of 25.15 yards (23 meters) from the stumps.
- (b) Midwicket/cover area – no advertising to be positioned within the 30 yard (27.50 meters) circle.

Note:

Advertising closer to the stumps as set out above which is required to meet 3D requirements for broadcasters may be permitted, subject to prior CSA approval having been obtained.

#### 3.9.2 Perimeter Boards

- (a) Advertising on perimeter boards placed in front of the sightscreens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.
- (b) Advertising on perimeter boards behind the stumps at both ends shall not contain moving, flashing or flickering images and operators should ensure that the images are only changed or moved at a time that will not be distracting to the players or the umpires.
- (c) In addition, the brightness of any electronic images shall be set at a level so that it is not a distraction to the players or umpires.

#### 3.9.3 Sightscreens

- (a) Sightscreens shall be provided at both ends of all grounds.
- (b) Advertising shall be permitted on the sightscreen behind the striker, providing it is removed for the subsequent over from that end.
- (c) Such advertising shall not contain flashing or flickering images and particular care should be taken by the operators that the advertising is not changed at a time which is distracting to the umpire.

## 4 LAW 4 – THE SCORERS

Law 4 shall apply.

## 5 LAW 5 – THE BALL

### 5.1 Law 5.2 – Approval and control of balls

Law 5.2 shall be replaced by the following:

CSA shall provide 156g Kookaburra pink "Turf" balls and at least 6 spare used balls for changing during a match, which shall be of the same brand. The fielding Captain or his nominee may select the ball with which he wishes to bowl from the supply provided by CSA. The reserve umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.

The umpires shall retain possession of the match ball throughout the duration of the match when play is not actually taking place. During play the umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

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

### 5.2 Law 5.4 – New ball in match of more than one day's duration

Law 5.4 shall not apply.

### 5.3 Law 5.5 – Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

- 5.3.1 In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
- 5.3.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a pink ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.
- 5.3.3 If the ball is to be replaced, the umpire shall inform the batsmen and the fielding captain. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5.4 Law 5.6 – Specifications

Law 5.6 shall not apply.

## 6 LAW 6 – THE BAT

The following shall apply in addition to Law 6: Only Type A bats shall be used.

## 7 LAW 7 – THE PITCH

7.1 Law 7.3 – Selection and preparation

The following will apply in addition to Law 7.3:

- 7.1.1 The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorised access. (The pitch area shall include an area at least 2 metres beyond the rectangle made by the crease markings at both ends of the pitch).
- 7.1.2 The reserve umpire shall ensure that, prior to the start of play and during any intervals, only authorised ground staff, the CSA match officials, players, team coaches and authorised television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:
  - (a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
  - (b) Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).
  - (c) No spiked footwear shall be permitted.
  - (d) No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
  - (e) Access shall not interfere with pitch preparation.
- 7.1.3 In the event of any dispute, the CSA Match Referee will rule and his ruling will be final.

7.2 Law 7.4 – Changing the pitch

Law 7.4 shall be replaced by the following:

- 7.2.1 In the event of a pitch being considered too dangerous for play to continue in the estimation of the on-field umpires, they shall stop play and immediately advise the CSA Match Referee.
- 7.2.2 The on-field umpires and CSA Match Referee shall consult with both captains.
- 7.2.3 If the captains agree to continue, play shall resume.
- 7.2.4 If the decision is not to resume play, the on-field umpires together with the CSA Match Referee shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the CSA Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
- 7.2.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:
  - (a) In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 21.7.2.
  - (b) In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.
- 7.2.6 If the decision is to abandon the match as in Clause 7.2.5, the CSA Match Referee shall advise the Manager of Cricket Operations immediately following such decision. Where a match has been abandoned as a result of dangerous or unfit ground conditions, the CSA Match Referee, the umpires jointly, and both captains shall submit a report to the Manager of Cricket Operations within 24 hours detailing the reasons for the abandonment of the match.
- 7.2.7 Throughout the above decision making processes, the CSA Match Referee shall keep informed both captains and the head of the ground authority. The head of the ground authority shall ensure that suitable and prompt public announcements are made.

7.3 Law 7.5 – Non-turf pitches

Law 7.5 shall not apply.

All matches shall be played on natural turf pitches. The use of PVA and other adhesives in the preparation of pitches is not permitted.

## **8 LAW 8 – THE WICKETS**

### **8.1 Law 8.2 – Size of stumps**

The following shall apply in addition to Law 8.2:

For televised matches the broadcaster may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be exactly the same size.

### **8.2 LED wickets**

The use of LED wickets is permitted.

## **9 LAW 9 – THE BOWLING, POPPING AND RETURN CREASES**

### **9.1 Law 9.3 – The Popping Crease**

Law 9.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres)'.

### **9.2 Additional Crease Markings**

The following shall apply in addition to Law 9:

The bowling creases shall be marked 43.18 cm (17") from the inner edge of the return creases to assist the Umpires adjudicating offside wides for right and left handed batsmen.

## **10 LAW 10 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA**

### **10.1 Law 10.1 – Rolling**

The following shall apply in addition to Law 10.1:

10.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the ground curator. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground curator, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

10.1.2 The umpires may instruct the ground curator to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

10.1.3 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

### **10.2 Law 10.6 – Maintenance of footholes**

The following shall apply in addition to Law 10.6:

The umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.

### **10.3 Protection and preparation of adjacent pitches during matches**

The protection (by way of an appropriate cover) and preparation of pitches which are adjacent to the match pitch will be permitted during the match subject to the following:

- (i) Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.
- (ii) Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.
- (iii) The preparation work shall be carried out under the supervision of the reserve umpire.
- (iv) Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.
- (v) The consent of the captains is not required but the umpires shall advise both captains and the CSA Match Referee before the start of the match on what has been agreed.

## **11 LAW 11 – COVERING THE PITCH**

### **11.1 Law 11.1 – Before the match**

The following shall apply in addition to Law 11.1:

The pitch shall be entirely protected against rain up to commencement of play.

### **11.2 Law 11.2 – During the match**

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match.

The covers must totally protect the pitch and also the pitch surroundings, a minimum 5 metres either side of the pitch and any worn or soft areas in the outfield.

### **11.3 Law 11.3 – Covering bowlers' run ups**

Law 11.3 shall be replaced by the following:

The bowlers' run-ups shall be covered in inclement weather, in order to keep them dry, to a distance of at least 10 x 10 metres.

### **11.4 Law 11.4 – Removal of covers**

Law 11.4 shall be replaced by the following:

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2 ½ hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the

commencement of play. Attention is drawn to clauses 3.5 and 10.3 above.

## 12 LAW 12 – INNINGS

Law 12 shall apply subject to the following (see also clauses 15 and 16 below):

### 12.1 Law 12.1 – Number of innings

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration.

### 12.2 Law 12.2 – Alternate innings

Law 12.2 shall not apply.

### 12.3 Law 12.3 – Completed innings

Laws 12.3 (c), (d) and (e) (iii) shall not apply.

### 12.4 Length of Innings

#### 12.4.1 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 not be extended and the second session shall commence at the schedule time. 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.

#### 12.4.2 Delayed or Interrupted Matches

- (a) Delay or Interruption to the Innings of the Team Batting First (see Appendix 2)
  - (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 14.11 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 have to be bowled to the side batting second, subject to a result not being achieved earlier.
  - (iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4, then the first innings is terminated and the provisions of 12.4.2 b) below take effect.
  - (iv) 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 14.11 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 the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled 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.
  - (v) 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.
- (b) Delay or Interruption to the innings of the Team Batting Second (see Appendix 3)
  - (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 14.11 overs per hour 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 5 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 14.11 overs per hour. 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.

### 12.5 Extra Time

Where the start of play is delayed or play is suspended, the scheduled hours of play shall be extended up to a maximum of 30 minutes.

An additional 30 minutes extra time is permissible only in cases where a Super Over required.

For the sake of clarity:

If the extra time at the conclusion of the main match is not utilized, this time shall lapse immediately.



In circumstances where the start of play is delayed or play is suspended in an earlier match (matches) at the same venue, there shall a minimum of 20 minutes break between matches.

## 12.6 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.

Where the total overs 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 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.

The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

## 12.7 Law 12.4 – The toss

Law 12.4 shall be replaced by the following:

The captains shall toss for the choice of innings, on the field of play and in the presence of the CSA Match Referee, who shall supervise the toss. The toss shall take place not earlier than 45 minutes, nor later than 15 minutes before the scheduled or any re-scheduled time for the match to start. Note, however, the provisions of Law 1.3 (Captain).

Note: Law 12.5 requiring 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.

## 13 LAW 13 – THE FOLLOW-ON

Law 13 shall not apply.

## 14 LAW 14 – DECLARATION AND FORFEITURE

Law 14 shall not apply.

## 15 LAW 15 – INTERVALS

Law 15 shall apply subject to the following:

### 15.1 Law 15.5 – Changing agreed times for intervals – Interval between Innings

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the Match Referee may, at his discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes.

Such discretion should only be exercised after determining the adjusted overs per side based on a 20 minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

### 15.2 Law 15.9 – Intervals for drinks

No drinks intervals shall be permitted.

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 (subject to the wearing of bibs – refer to the note in clause 2.2.3).

## 16 LAW 16 – START OF PLAY; CESSATION OF PLAY

Law 16 shall apply subject to the following (see also clauses 15 and 12.4):

### 16.1 Law 16.1 – Start and Cessation Times

	Friday Day/Night Matches		
First Session	18h00 – 19h25		
Interval	19h25 – 19h45		
Second Session	19h45 – 21h10		
Saturday	Triple headers		
	1 <sup>st</sup> . Match (Day)	2 <sup>nd</sup> . Match (Day)	3 <sup>rd</sup> . Match
First Session	09h30 – 10h55	13h00 – 14h25	16h30 – 17h55
Interval	10h55 – 11h15	14h25 – 14h45	17h55 – 18h15
Second Session	11h15 – 12h40	14h45 – 16h10	18h15 – 19h40

## Staggered Sunday Matches

	1 <sup>st</sup> . Match	2 <sup>nd</sup> . Match
First Session	10h00 – 11h25	13h30 – 14h55
Interval	11h25 – 11h45	14h55 – 15h15
Second Session	11h45 – 13h10	15h15 – 16h40

Refer also to Clause 15.1.

### 16.2 Minimum Over Rates

The minimum over rate to be achieved in a match will be 14.11 overs per hour.

16.2.1 In calculating the actual over rate for the match, allowances will be given for the actual time lost as a result of any of the following:

- (a) treatment given to a player by an authorised medical personnel on the field of play;
- (b) a player being required to leave the field as a result of a serious injury;
- (c) all third umpire referrals and consultations;
- (d) time wasting by the batting side; and
- (e) all other circumstances that are beyond the control of the fielding side.

In the event of any time allowances being granted to the fielding team under 16.2 (d) above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

In addition to the allowances as provided for above,

- in the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted.
- an additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.

If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side will be deemed to have complied with the required minimum over rate.

16.2.2 The over rate will be calculated at the end of the match by the referee. If the over rate is calculated as being under the minimum over rate of 14.11 overs to the hour, the following shall apply:

- (a) As soon as reasonably practicable the referee shall inform the team captain and/ or team manager of the relevant fielding team that the CSA Regulations have been breached and that the prescribed sanction in accordance with Clause 16.2.3 shall be applied.
- (b) If, after consultation with the umpires, the referee is of the opinion that the minimum over rate 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 referee shall be entitled to amend the over rate calculation as he deems appropriate.
- (c) In the event of the referee being of the opinion that the conduct of the batting team has prevented the fielding team from bowling the minimum over rate, the referee is entitled to impose a sanction on the batting team, the maximum sanction being that which can be imposed in accordance with Clause 16.2.3.

#### 16.2.3 Sanction

No sanction may be imposed in respect of minimum over rates in the event of the batting team being bowled out, or a result is achieved within the time determined for that innings under these conditions.

In the event of the referee having determined the over rate being below that required, the referee shall impose the following sanctions at the end of the match:

##### Preliminary Round

- (a) For each over short of the minimum overs required – one point forfeiture.
- (b) If the over rate is more than 2 overs short of the minimum overs required, the captain will in addition to the sanctions imposed in Clause 16.2.3 (a) above, be charged under the Rules and Code of Conduct of CSA Level 2, conduct contrary to the spirit of the game, on the basis of time wasting.

##### Qualifier and Final

- (a) In the event of the over rate being below that specified under Clause 16.2, the Captain will be charged under the Code of Conduct, conduct contrary to the spirit of the game, on the basis of time wasting.

#### 16.2.4 On a point of clarity:

Any sanctions meted out to a captain of a team in 16.3.4 (b) above shall be regarded as being cumulative to the team. A captain cited in a match shall be cited at the appropriate level that any such previously cumulative sanctions would require ie. as if he himself had been captain in the previous matches where slow over rate sanctions had been imposed.

## 17 LAW 17 – PRACTICE ON THE FIELD

Law 17 shall apply subject to the following:

### 17.1 Law 17.1 – Practice on the pitch or the rest of the square

Law 17.1 shall apply subject to the following:

- (a) The use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips

specifically prepared on the edge of the square for that purpose.

- (b) Bowling practice on the bowling strips referred to in (a) above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

17.2 Law 17.3 – Practice on the outfield between the call of play and the call of time

Law 17.3 shall apply save that Law 17.3 (c) shall be replaced with the following:

- (c) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the law.

**18 LAW 18 – SCORING RUNS**

Law 18 shall apply.

**19 LAW 19 – BOUNDARIES**

Law 19 shall apply subject to the following:

19.1 Law 19.1 – The boundaries of the field of play

Law 19.1 shall apply.

19.2 Law 19.2 – Defining the boundary – boundary marking

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by the CSA from time to time. Where appropriate the rope should be a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 meters) between the boundary and the fence.

19.3 Law 19.3 – Scoring a boundary

The following shall apply in addition to Law 19.3:

If an unauthorized person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handling the ball. See also Law 19.1 (c).

Note the introduction of new Law 19.4 – Ball beyond the boundary, dealing with the catching or fielding of a ball after it has crossed the boundary.

**20 LAW 20 – LOST BALL**

Law 20 shall apply.

**21 LAW 21 – THE RESULT**

Law 21 shall apply subject to the following:

21.1 Law 21.1 – A win – two innings match

Law 21.1 shall not apply.

21.2 Law 21.2 – A win – one innings match

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), 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.

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

21.3 Law 21.3 – Umpire (CSA Match Referee) awarding a match

Law 21.3 shall be replaced by the following:

- (a) A match shall be lost by a side which either

(i) concedes defeat or

(ii) in the opinion of the CSA Match Referee refuses to play and the CSA Match Referee shall award the match to the other side.

- (b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the CSA Match Referee of this fact. The CSA Match Referee shall together with the umpires ascertain the cause of the action. If the CSA Match Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the CSA Match Referee shall award the match in accordance with (a)(ii) above.\*

- (c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clause 12.4.2 above.

\* NB In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the Code of Conduct.

21.4 Law 21.4 – Matches in which there is an agreement under Law 12.1 (b)

Law 21.4 shall not apply.

## 21.5 Law 21.5 (a) – A Tie

The following shall apply in addition to Law 21.5 (a):

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. Refer Appendix 7.

## 21.6 Law 21.5 (b) – A Draw

Law 21.5 (b) shall not apply.

## 21.7 Interrupted or Prematurely Terminated Matches – Calculation of the Target Score

### 21.7.1 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 5 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 Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis Regulations).

### 21.7.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

## 21.8 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.5, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

## 21.9 Points

### 21.9.1 Preliminary Round

The points system is as follows:

Win, with bonus point	5
Win, without bonus point	4
Tie	3
No Result	2
Loss	0

In the event of teams finishing on equal points, the right to play in the semi-finals will be determined in the following order of priority:

- The team with the most number of wins;
- If still equal, the team with the most number of wins over the other team(s) who are equal on points and have the same number of wins;
- 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 with the higher runs to wickets ratio throughout the series.

In a match declared as no result, run rate is not applicable.

### 21.9.2 Semi Finals

In the event of any of the matches being a no result the right to progress to the finals will be determined in the following order of priority:

- The team with the most number of wins in the Preliminary Round;
- 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 with the higher runs to wickets ratio in the preliminary round; and
- If still equal, the team progressing through to the final will be determined by means of a coin toss under the supervision of the CSA Match Referee. The CSA Match Referee will determine the time and place.

### 21.9.3 Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

In the event of a team being all out in less than its full quota of overs, the calculation of its net 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 net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

### 21.9.4 Bonus Points and System

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/balls faced as described below:

- 1 Bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.
- A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs.balls faced.
- Where a side is all out, the number of overs to be used is the maximum number of overs that side was Other wise eligible to face.
- Where matches are shortened and targets revised through the Duckworth/Lewis/Stern system, bonus run rates and Bonus defensive targets are derived as a function of the revised target score and maximum overs.
- Whenever a target, or revised target, is set, the exact number of overs.balls within which the side batting second must achieve this target in order to gain the bonus point should be announced. Once these overs.balls have been bowled, if the target has not then been achieved the bonus point cannot be gained by any subsequent event, eg a multiple scoring shot, or extras.

Team Batting First		Team Batting Second		Team Bowling Second	
Score	Run Rate	Required Run Rate	Overs to Win	Required Run Rate	Target Score
200	10.00	12.50	16	8.00	160
175	8.75	10.94	16	7.00	140
150	7.50	9.38	16	6.00	120
125	6.25	7.81	16	5.00	100
100	5.00	6.25	16	4.00	80
75	3.75	4.69	16	3.00	60

## 22 Law 22 – The Over

Law 22 shall apply subject to the addition of the following to Law 22.5:

### 22.1 Law 22.5 – Umpire miscounting

Whenever possible the third umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

## 23 LAW 23 – DEAD BALL

Law 23 shall apply.

## 24 LAW 24 – NO BALL

Law 24 shall apply subject to the following:

### 24.1 Law 24.1 (b) Mode of delivery

Law 24.1 (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.

### 24.2 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 (the provisions of clause 41.2 shall apply).

a) There is a change of striker (the provisions of clause 41.2 shall apply),

b)

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.

### 24.3 Fair Delivery – the feet

Law 24.5 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.

**25 LAW 25 – WIDE BALL**

25.1 Law 25.1 – Judging a Wide

Law 25 shall apply with the following addition to Law 25.1:

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 legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

**26 LAW 26 – BYE AND LEG BYE** Law 26 shall apply.

**27 LAW 27 – APPEALS** Law 27 shall apply.

**28 LAW 28 – THE WICKET IS DOWN** Law 28 shall apply.

**29 LAW 29 – BATSMAN OUT OF HIS GROUND** Law 29 shall apply.

**30 LAW 30 – BOWLED** Law 30 shall apply.

**31 LAW 31 – TIMED OUT**

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.

Dugouts shall be provided.

**32 LAW 32 – CAUGHT** Law 32 shall apply.

**33 LAW 33 – HANDLED THE BALL** Law 33 shall apply.

**34 LAW 34 – HIT THE BALL TWICE** Law 34 shall apply.

**35 LAW 35 – HIT WICKET** Law 35 shall apply.

**36 LAW 36 – LEG BEFORE WICKET** Law 36 shall apply.

**37 LAW 37 – 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 effect 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 42.14 shall also apply.

**38 LAW 38 – RUN OUT** Law 38 shall apply.

**39 LAW 39 – STUMPED** Law 39 shall apply.

**40 LAW 40 – THE WICKET-KEEPER**

Law 40.4 shall be replaced by the following:

After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:

- (i) movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket.
- (ii) lateral movement in response to the direction in which the ball has been delivered.
- (iii) movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however for the provisions of Law 40.3 (Position of the wicket-keeper) shall apply.

In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

**41 LAW 41 – THE FIELDER**

Law 41 shall apply subject to the following:

41.1 Law 41.1 – Protective equipment

The following shall apply in addition to Law 41.1:

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.

41.2 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 41.2.1 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.

- (a) Subject to 41.2.3 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 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 5). These 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.
- (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 referred to in clause 41.2.2 (b) above.

41.2.3 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs 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.

Total overs in the innings	No. of overs for which fielding restrictions in clauses 41.2.2 (a) and 41.2.2 (c) above will apply
20 – 19	6
18 – 15	5
14 – 12	4
11 – 9	3
8 - 5	2

41.2.4 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.

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

**42 LAW 42 – FAIR AND UNFAIR PLAY**

42.1 Law 42.1 – Fair and unfair play – responsibility of captains

Law 42.1 shall apply.

42.2 Law 42.2 – Fair and unfair play – responsibility of umpires

Law 42.2 shall apply.

42.3 Law 42.3 – The match ball – changing its condition

Law 42.3 shall apply, subject to the following:

Law 42.3 (d) and (e) shall be replaced with the following:

If the umpires together agree that the deterioration in the condition of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall then decide together whether they can identify the player(s) responsible for such conduct.

42.3.1 If it is possible to identify the player(s) responsible:

- (a) Change the ball forthwith. The batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

Additionally the bowler's end umpire shall:

- (b) Award 5 penalty runs to the batting side.
- (c) Inform the captain of the fielding side of the reason for the action taken.
- (d) Inform the captain of the batting side as soon as practicable of what has occurred.
- (e) Together with the other umpire report the incident to the ICC Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the ICC Code of Conduct.

42.3.2 If it is not possible to identify the player(s) responsible:

- (a) Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
- (b) The bowler's end umpire shall issue the captain with a first and final warning, and
- (c) Advise him that should there be any further incident by that team during the remainder of the match, steps 42.1.1 a to e) above will be adopted, with the captain deemed under e) to be the player responsible should the umpires be unable to identify other player(s) responsible.

42.4 Law 42.4 – Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

In addition, the umpires shall report the incident to the CSA Match Referee under the CSA Code of Conduct.

42.5 Law 42.5 – Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following:

In addition, the umpire shall report the incident to the CSA Match Referee under the CSA Code of Conduct.

42.6 Law 42.6 – Dangerous and Unfair Bowling

42.4.1 Law 42.6 (a) – The Bowling of Fast Short Pitched Balls

Law 42.6 (a) 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 42.4.1 (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 delivery in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowlers 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 delivery 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 may report the matter to the CSA Match Referee 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.)

The above is not a substitute for Clause 42.7 below which umpires are able to apply at any time.

42.6.2 Law 42.6 (b) Bowling of High Full Pitched Balls

Law 42.6 (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 it is likely to inflict physical injury on the striker.
- (b) In the event of a bowler bowling a high full pitched ball as defined in Clause 42.4.2 (a) above, 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 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.
- (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 may report the matter to the CSA Match Referee 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.)

42.7 Law 42.7 – Dangerous and Unfair Bowling – Action by the umpire

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 42.4.1, 42.4.2 and 42.6 the following shall apply at any time during the match:



42.7.1 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.

42.7.2 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 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. See Law 22.8. (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 may 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 may report the matter to the CSA Match Referee 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.)

Should the umpires initiate the caution and warning procedures set out in Clauses 42.6.1, 42.6.2, and 42.7 such cautions and warnings are not to be cumulative.

#### 42.8 Law 42.8 – Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed unfair as defined in Clause 42.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

42.8.1 Call and signal no ball.

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

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

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

42.8.5 Report the occurrence to the other umpire, to the captain of the batting side and the CSA Match Referee 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).

#### 42.9 Law 42.9 – Time Wasting by the Fielding Side

Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following:

If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:

(a) Call and signal dead ball if necessary, and;

(b) Award 5 penalty runs to the batting side (see Law 42.17).

(c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.

(d) Report the occurrence to the CSA Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the CSA Code of Conduct.

#### 42.10 Law 42.10 – Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

In addition, the umpires shall report the incident to the CSA Match Referee under the CSA Code of Conduct.

#### 42.11 Law 42.11 – Damaging the pitch – area to be protected

Law 42.11 shall apply.

#### 42.12 Law 42.12 – Bowler running on protected area after delivering the ball

Law 42.12 shall apply, subject to 42.12 (d) (iv) being replaced by the following:

In addition, the umpires may report the incident to the CSA Match Referee under the CSA Code of Conduct.

#### 42.13 Law 42.13 – Fieldsman damaging the pitch

Law 42.13 shall apply.

In addition, the umpires shall report the incident to the CSA Match Referee under the CSA Code of Conduct.

#### 42.14 Law 42.14 Batsman damaging the pitch

Law 42.14 shall apply.

In addition, the umpires shall report the incident to the CSA Match Referee under the CSA Code of Conduct.

See also clause 37 above.

#### 42.15 Law 42.15 – Bowler attempting to run out non-striker before delivery

Law 42.15 shall be replaced by the following:

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to deliberately 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 in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon possible.

42.16 Law 42.16 – Batsman stealing a run

Law 42.16 shall apply, subject to 42.16(vi) being replaced by the following:

In addition, the umpires may report the incident to the CSA Match Referee under the CSA Code of Conduct.

42.17 Law 42.17 – Penalty runs

Law 42.17 shall apply.

42.18 Law 42.18 – Players' conduct

Law 42.18 shall apply, subject to 42.18(iii) being replaced by the following:

In addition, the umpires shall report the incident to the CSA Match Referee under the CSA Code of Conduct.

42.19 Use of Electronic Communications Equipment

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted, except that broadcaster to player communication shall, with the prior consent of Cricket South Africa, be allowed.

**Calculation sheet for use when a delay or interruptions occur in the First Innings Time**

Net playing time available at start of the match	170 minutes	(A)
Time innings in progress	_____	(B)
Playing time lost	_____	(C)
Extra time available	_____	(D)
Time made up from reduced interval	_____	(E)
Effective playing time lost [ C – (D + E) ]	_____	(F)
Remaining playing time available [ A - F ]	_____	(G)
G divided by 4.25 (to 2 decimal places)	_____	(H)
Max overs per team [ H/2 ] (round up fractions)	_____	(I)
Maximum overs per bowler [ I / 5 ]	_____	
Number of Powerplay overs	_____	
Rescheduled Playing Hours		
First session to commence or recommence	_____	(J)
Length of innings [ I x 4.25 ]	_____	(K)
Rescheduled first innings cessation time [ J + (K – B) ]	_____	(L)
Length of interval	_____	(M)
Second innings commencement time [ L + M ]	_____	(N)
Rescheduled second innings cessation time [ N + K ]	_____	*(O)

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Clause 12.4.2 a) iv). If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

**Calculation sheet to check whether an interruption during the First Innings should terminate the innings**

Proposed re-start time \_\_\_\_\_ (P)

Rescheduled cut-off time allowing for full use of any extra time provision \_\_\_\_\_ (Q)

Minutes between P and Q \_\_\_\_\_ (R)

Potential overs to be bowled [  $R / 4.25$  ] (round up fractions) \_\_\_\_\_ (S)

Number of complete overs faced to date in first innings \_\_\_\_\_ (T)

If S is greater than T then revert to Appendix 2A

If S is less than or equal to T then the first innings is terminated and go to Appendix 3A

**Calculation sheet for the start of the Second Innings**

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix 2B) \_\_\_\_\_ (A)

Scheduled length of innings: [  $A \times 4.25$  ] \_\_\_\_\_ (B)

Start time \_\_\_\_\_ (C)

Scheduled cessation time [  $C + B$  ] \_\_\_\_\_ (D)

Overs per bowler and Fielding Restrictions \_\_\_\_\_

Maximum overs per bowler [  $A / 5$  ] \_\_\_\_\_

Number of Powerplay overs \_\_\_\_\_

**Calculation sheet for use when interruption occurs after the start of the Second Innings**

Time

Time at start of innings \_\_\_\_\_ (A)

Time at start of interruption \_\_\_\_\_ (B)

Time innings in progress \_\_\_\_\_ (C)

Restart time \_\_\_\_\_ (D)

Length of interruption [ D – B ] \_\_\_\_\_ (E)

Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings) \_\_\_\_\_ (F)

Total playing time lost [ E – F ] \_\_\_\_\_ (G)

Overs

Maximum overs at start of innings \_\_\_\_\_ (H)

Overs lost [ G / 4.25 ] (rounded down) \_\_\_\_\_ (I)

Adjusted maximum length of innings [ H – I ] \_\_\_\_\_ (J)

Rescheduled length of innings [ J x 4.25 ] \_\_\_\_\_ (K)

Amended cessation time of innings [ D + (K – C) ] \_\_\_\_\_ (L)

Overs per bowler and Fielding Restrictions \_\_\_\_\_

Maximum overs per bowler [ J / 5 ] \_\_\_\_\_

Number of Powerplay overs \_\_\_\_\_

**1 GENERAL**

- 1.1 The Host Venue will ensure a separate room is provided for the third umpire and that he has access to television monitors and direct sound link with the television control broadcast director to facilitate as many replays as is necessary to assist him in making a decision.
- 1.2 In the circumstances detailed in paragraphs 2, 3, 4, 5 and 6 below, the on-field umpire has the discretion whether to refer the decision to the third umpire or, in the case of paragraph 3.1, 5 and 6, to consult with the third umpire before making his decision and should take a common sense approach.

Players may not appeal to the umpire to use the replay system – breach of this provision would constitute dissent and the player could be liable for discipline under the CSA Code of Conduct.

- 1.3 The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the third umpire shall have a discretion to take more time in order to finalise a decision.

**2 RUN OUT, STUMPING AND HIT WICKET DECISIONS**

- 2.1 The on-field umpire shall be entitled to refer an appeal for a run-out, stumping or hit wicket to the third umpire.
- 2.2 An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his hands.
- 2.3 If the third umpire decides the batsman is out a red light is displayed; a green light means not-out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to signify to the on-field umpires that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (As an alternative to the red/green light system and where available, the big screen may be used for the purpose of conveying the third umpire's decision.)
- 2.4 In the case of a referral of a hit wicket or stumping decision, the third umpire shall first check the fairness of the delivery (all modes of No ball except for the bowler using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called no ball]). Additionally, if the third umpire finds the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made.
- 2.5 LED Wickets are permitted to be used for run-out, stumping and hit wicket decisions (using the lights to determine if the wicket is broken).

**3 CAUGHT DECISIONS**

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

**3.1 Clean Catches**

- (a) Should the bowler's end umpire be unable to decide whether or not a catch was taken cleanly, he shall first consult with the square leg umpire.
- (b) Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire, then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height. Following such consultation, the final decision will be made and given by the bowler's end umpire, who will take into account the on-field umpires' initial views and any other advice received from the third umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.
- (c) The third umpire has to determine whether the batsman has been caught. However, when reviewing the television replay(s), the third umpire shall first check the fairness of the delivery (all modes of No ball except for the bowler using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called no ball]). Additionally, if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made.
- (d) The final decision shall be indicated in the normal fashion by the bowler's end umpire.

**3.2 Bump Ball**

- (a) Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire.
- (b) Should both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke as in paragraph 2.2.
- (c) The third umpire has to determine whether the ball was a bump ball or not. However, in reviewing the television replay(s), the third umpire shall first check the fairness of the delivery (all modes of No ball except for the bowler using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called no ball]) and whether the batsman has hit the ball. If the delivery was not a fair delivery or if it is clear to the third umpire that the batsman did not hit the ball he shall indicate that the batsman is not out and, in the case of an unfair delivery, advise the on-field umpire to signal no ball. See also paragraph 3.10 below. Additionally, if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made.
- (d) The third umpire shall communicate his decision by the system as in paragraph 2.3.

**4 BOUNDARY DECISIONS**

- 4.1 The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched the boundary or when he had any part of his person grounded beyond the boundary, or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.
- 4.2 An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.
- 4.3 The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.

## **5 OBSTRUCTING THE FIELD**

- a) Following an appeal from the fielding side, the on-field umpire shall be entitled to consult with the third umpire if he feels that the batsman has obstructed the field.
- b) The bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire (if necessary), then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowlers end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height.
- c) Following such consultation with the third umpire, the final decision shall be indicated in the normal fashion by the bowlers end umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.

## **6 BATSMEN RUNNING TO THE SAME END**

- 6.1 In the event of both batsmen running to the same end and the umpires are uncertain over which batsmen made his ground first, the on-field umpire may consult with the third umpire.
- 6.2 The procedure in paragraph 4.2 shall apply.

## **7 NO BALLS**

Following any mode of dismissal that is not permitted off a no ball, if the on-field umpire is uncertain as the fairness of the delivery he shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery (all modes of No ball except for the bowler using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called no ball]) with the third umpire. Consultation with the third umpire shall be by way of two way radio. If the delivery was not a fair delivery the on-field umpire shall indicate that the batsman is not-out and signal no-ball. For the avoidance of doubt, the third umpire shall apply clause 24.2 when deciding whether a no-ball should have been called.

## **APPENDIX 7      PROCEDURE FOR THE SUPER OVER**

The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

- 1 Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the CSA Match Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 2 30 minutes of extra time is allocated for the Super Over.
- 3 The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the CSA Match Referee.
- 4 The umpires shall stand at the same end as that in which they finished the match.
- 5 In both innings of the one over per side eliminator, the fielding side shall choose from which end to bowl.
- 6 Only nominated players in the main match may participate in the one over per side eliminator. Should any player (including the batsmen and bowler) be unable to continue to participate in the one over per side eliminator due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the one over per side eliminator.
- 7 Any penance time being served in the main match shall be carried forward to the one over per side eliminator.
- 8 Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 match.
- 9 The team batting second in the match will bat first in the Super Over.
- 10 The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the one over per side eliminator from the box of spare balls provided by the umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the one over per side eliminator shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
- 11 The loss of two wickets in the over ends the team's one over innings.
- 12 In the event of the teams having the same score after the one over per side eliminator has been completed, if the original match was a tie under the D/L/S method, clause 14 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the one over per side eliminator shall be the winner.
- 13 If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the over per side eliminator) shall be the winner.
- 14 If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
<b>Ball 4</b>	<b>2</b>	<b>1</b>
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.