



European Cricket Network ECN T10 Playing Conditions

The Laws of Cricket 2017 Code 3rd Edition 2022 (the Laws of Cricket) shall apply to all ECN T10 matches unless varied herein. Where these Playing Conditions are silent, the Laws of Cricket shall apply.

References to "Governing Body" in the Laws of Cricket shall be replaced by "ECN Match Referee".

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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 and Playing Conditions, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials 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 and match referee.

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.

1. The Players

1.1. Number of players

- 1.1.1. A match is played between two sides, each of eleven players, one of whom shall be Captain.
- 1.1.2. A minimum of 7 players listed in the team sheet submitted to the ECN Project Manager must be present to take the field at the start of the match. The ECN Tournament Referee may determine that a team failing to present with 7 players ready to play may forfeit the match as described in Clause 16.2.1.

1.2. Nomination and replacement of players

- 1.2.1. Each Captain shall nominate 11 players plus a maximum of 2 substitute Fielders in writing to the ECN Official before the toss of the coin. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing Captain and the ECN Match Referee.
- 1.2.2. For men's tournaments, all players are to be male. For women's tournaments all players are to be female. A maximum of 2 players aged between 15 and 18 are allowed to play in any match. No player can be younger than 15 in any match. On application, the ECN Integrity and Safeguarding Manager may allow a player younger than 15 to play.
- 1.2.3. Only those nominated as substitute Fielders shall be entitled to act as substitute Fielders during the match, unless the ECN Match Referee, in exceptional circumstances, allows subsequent addition.
- 1.2.4. All those nominated players, including those nominated as substitute Fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible. (See hosting National Federation Player Eligibility).
- 1.2.5. In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable Regulations pertaining to European Cricket Network and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel, the Anti-Racism Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti-Corruption Code.
- 1.2.6. All players need to have attended an anti-corruption meeting with the ECN Integrity Officer before they can take part in a match/tournament. Players failing to arrive on time for the anti-corruption meeting can be prohibited from playing until they have completed the required anti-corruption meeting.
- 1.2.7. 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:

- 1.2.7.1. Be nominated as, or carry out any of the duties or responsibilities of a substitute Fielder, or
- 1.2.7.2. Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) and the PMOA at any time, including any scheduled or unscheduled breaks in play.
- 1.2.7.3. A player who has been suspended from participating in a match shall be permitted, from the toss of the coin and thereafter for the remainder of the match, to enter the players' area provided that the players' area (or any part thereof) for the match is not within the playing area described in Clause 1.2.7.2 above. For example, the player is not permitted to enter the on-field players' 'dug-out'.
- 1.2.7.4. Any player attempting to play under another player's name will be barred from the match and banned for the remainder of the tournament.
- 1.2.7.5. Should a Captain knowingly allow a player to enter the field that is not nominated in the playing 11 or as a substitute Fielder, they will be disciplined by the ECN Tournament Referee. This disciplinary action can range from a 1 match suspension, to a ban from the tournament.

1.3. Captain

- 1.3.1. Each Team or Club participating in the match must nominate its Team Captain ("**Captain**") to the ECN when appointed.
- 1.3.2. If the Captain is not participating in a match, the relevant club must nominate a replacement Captain for the match. The relevant club shall advise the ECN Match Referee.
- 1.3.3. If the Captain plays in a match but does not undertake the role of Captain, they shall be deemed to be the Captain should any penalties be applied for over rate breaches under the hosting National Federation's Code of Conduct.
- 1.3.4. If at any time the Captain is not available, a deputy shall act for him.
- 1.3.5. If a Captain is not available to nominate the players, then any person associated with that team may act as their deputy to do so.
- 1.3.6. At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the Captain as stated in these Playing Conditions, including at the toss. See Clause 13.4 (The toss).

1.4. Responsibility of Captains

The Captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within these Playing Conditions.

1.5. Agreement by participating in the ECN

- 1.5.1. By participating at the ECN Events the Club, the Captain and the players thereby acknowledge and accept that the ECN Events are being televised on a world-wide basis and the Club, the Captain and the players grant the Company/LOC/Organizer a license to use (and sub-license the use of):
 - 1.5.1.1. the names, images and likenesses of the players on its representative team/s; and
 - 1.5.1.2. names, nicknames, logos and colors of the Club and its representative team/s, all in connection with the exploitation of the Media Rights and the Data Rights and related marketing and promotion and in connection with the organization, staging, promotion, marketing and commercial exploitation of the ECN.
- 1.5.2. The participating Club will use its best endeavours to cause all participating players, coaches, staff and Club officials being in any ECN competition or match in relation to which the Company is granted Media Rights and Data Rights hereunder to:
 - 1.5.2.1. allow the Company to use (and sub-license the use of) such players, coaches, staff and Club officials and individual names, images and likenesses, and the Club's name, nicknames, logos and colors;
 - 1.5.2.2. accept being filmed during matches and trainings; and
 - 1.5.2.3. make themselves available for interviews, statements, press and media as may be required by the Company, all in connection with the exploitation of the Media Rights and the Data Rights granted to the Company hereunder and related marketing and promotion.
- 1.5.3. All Intellectual Property Rights in any visual, visual and/or audio coverage of, other content or data relating to, any competition or match in relation to which the Company is granted Media Rights and Data Rights which is filmed, recorded, collected, compiled or otherwise created by or on behalf of the Company pursuant to such rights shall belong to, and be available for exploitation by, the Company both during and after the term of this Agreement.
- 1.5.4. Examples of usages are players in 1 v 1 scenarios with the tournament logo, player images, names and identification marks in app, marketing and communication

(such as head shots), player-shoutouts in videos to promote the tournament and assets of partners and suppliers.

1.6. Protective Helmets and Head Protectors

Helmet protection will be mandatory in European Cricket Network domestic and international cricket for the following high injury risk positions: (i) when batting (ii) when wicket keepers are standing up to the stumps, and (iii) when fielders are close to the batter in front of the wicket. Any player who does not wear a helmet understands that they are playing at their own risk.

Any player refusing to wear a helmet in any of the above (i) – (iii) circumstances will be prevented from playing in those positions.

This is non-negotiable and has been brought into being to complement the ECN Head Injury/Concussion Policy.

1.7. Spiked Footware

Players must not use spiked footwear when on the pitch or any part of the non-turf area.

2. The ECN Match Referee, Umpires and ECN Technical Committee

2.1. Appointment and attendance

- 2.1.1. The ECN Technical Committee is to be composed of or appointed by a European Cricket League AG Board Member, Chief Executive Officer or ECN Head of Operations on an event or match basis, at their convenience.
- 2.1.2. The ECN Match Referee is to be appointed by the ECN Technical Committee.
- 2.1.3. The ECN Match Referee is to appoint the following Match Officials for ECN Matches, either from the ECN or from a National Federation, as practicable to do so;
 - 2.1.3.1. 2 On-Field Umpires
 - 2.1.3.2. 1 Third Umpire
 - 2.1.3.3. Where the nominated umpires from a National Federation are unavailable or do not meet the ECN Match Referee's standard. The ECN Match Referee may appoint an ECN umpire at any time.
 - 2.1.3.4. The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least one hour and 10 minutes before the scheduled start of play.
- 2.1.4. Neither team shall have a right of objection to the appointment of any umpire or ECN Match Referee or ECN Technical Committee

2.2. Change of umpire

An umpire shall not be changed during the match, other than in exceptional circumstances as shall be determined by the ECN Match Referee, unless they are injured or ill.

2.3. Consultation with ECN Technical Committee

- 2.3.1. Before the match, the ECN Match Referee and umpires shall consult with the ECN Technical Committee to determine;
 - 2.3.1.1. The balls to be used during the match. See Clause 4 (The Ball).

- 2.3.1.2. The minutes of play and the times and durations of any agreed intervals.
- 2.3.1.3. The number of overs of the match
- 2.3.1.4. The start times of the match
- 2.3.1.5. The fitness of play of the venue
- 2.3.1.6. Which clock or watch and back-up timepiece is to be used during the match.
- 2.3.1.7. The boundary of the field of play. See Clause 19 (Boundaries)
- 2.3.1.8. The use of covers. See Clause 10 (Covering the pitch.
- 2.3.1.9. For the avoidance of doubt, any decision which may need to be taken during the course of an ECN event or match that is or is not covered in this document may be taken or overridden by the ECN Technical Committee
- 2.3.2. Any agreed special conditions of play affecting the conduct of the match shall be advised to the scorers immediately.

2.4. The wickets, creases and boundaries

- 2.4.1. Before the toss of the coin and during the match, the umpires shall satisfy themselves that:
 - 2.4.1.1. The wickets are properly pitched. (Refer to 8 The Wickets)
 - 2.4.1.2. The creases are correctly marked. (Refer to 7 The Crease)
 - 2.4.1.3. The boundary of the field of play complies with the requirements of Clause 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary) herein.

2.5. Conduct of the match, implements and equipment

- 2.5.1. Before the toss of the coin and during the match, the umpires shall satisfy themselves that:
 - 2.5.1.1. The conduct of the match is strictly in accordance with these Playing Conditions.
 - 2.5.1.2. The implements used in the match conform to the following:

- 2.5.1.3. Clause 4 (The Ball)
- 2.5.1.4. 2 externally visible requirements of Clause 5 (The Bat) and Clause 1 of Appendix B.
- 2.5.1.5. either Clause 8.2 (Size of wickets) and 8.3 (The Bails)
- 2.5.1.6. No player uses equipment other than that permitted by the ECN Technical Committee.
- 2.5.1.7. The wicket-keeper's gloves comply with the requirements of Clause 27.2 (Gloves).

2.6. Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

2.7. Fitness for play

- 2.7.1. It is for the ECN Match Referee, together with the umpires, to decide whether pitch or ground conditions, weather or light or any other exceptional circumstances mean that it would be dangerous or unreasonable conditions for play to take place. **“Conditions” shall not be regarded as either dangerous or unreasonable merely because they are not ideal. The fact that the grass and or the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.**
- 2.7.2. Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- 2.7.3. Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
- 2.7.4. If the umpires consider the ground and or pitch is so wet or slippery as to deprive the Bowler of a reasonable foothold, the Fielders of the power of free movement, or the Batters 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 dangerous and unreasonable for play to take place.

2.8. Suspension of play in dangerous or unreasonable circumstances

- 2.8.1. All references to ground include the pitch. See Clause 6.1 (Area of pitch)
- 2.8.2. If at any time the umpires together agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence. 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 ECN Match Referee
- 2.8.3. If circumstances are warranted, the umpires shall stop play and instruct the Ground Authority 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.
- 2.8.4. Use of artificial lights. If in the opinion of the umpires, natural light is deteriorating to an unfit level, they shall authorise the Ground Authority to use the available artificial lighting so that the match can commence or continue in acceptable conditions. In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather or light shall apply.
- 2.8.5. Removed/Deleted - not relevant in this document
- 2.8.6. When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.
- 2.8.7. The safety of all persons within the ground is of paramount importance to the ECN. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the ECN Match Referee, should suspend play and all 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, ECN Match Referee, the head of the relevant Ground Authority, the head of ground security and/or the police as the circumstances may require.
- 2.8.8. Where play is suspended under Clause 2.8.7 above the decision to abandon or resume play shall be the responsibility of the ECN Match Referee who shall act only after consultation with the head of ground security and the police.

2.9. Position of umpire

The umpires shall stand where they can best see any act upon which their decision may be required. Subject to this overriding consideration, the Bowler's end umpire shall stand in a position so as not to interfere with either the Bowler's run-up or the striker's view. The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided they inform the Captain of the fielding side, the striker and the other umpire.

2.10. Umpires changing ends

Umpires, unless agreed to by the ECN Match Referee, are required to alternate between the Bowler's end (which shall remain the same end for the whole of the match) and the square leg umpiring position at the end of each over during ECN Matches.

2.11. Disagreement and dispute

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also Clause 31.6 (Consultation by umpires).

2.12. Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

2.13. Umpires referral

An umpire may choose to refer to the ECN Third Umpire, for clarification, on a doubtful decision.

2.14. ECN Third Umpire

The ECN Third Umpire or ECN Match Referee may use the technology available to correct clear and obvious errors made by onfield umpires.

The ECN Third Umpire or ECN Match Referee must **immediately** advise the umpire standing at the Bowler's end of the decision to review and the umpire will pause play until the decision is advised. This decision, once made, is final.

If, following such review, the onfield decision is reversed, the umpire shall signal "**revoke last signal**" in accordance with Clause 2.15.3 and signal the outcome of the review.

2.15. Signals

The following code of signals shall be used by umpires:

2.15.1. Signals made while the ball is in play;

No ball - by extending one arm horizontally.

- Out -** by raising an index finger above the head. (If not out, the umpire shall call Not out.)
- Wide -** by extending both arms horizontally.
- Dead ball -** by crossing and recrossing the wrists below the waist
- 2.15.2. When the ball is dead, the Bowler's end umpire shall repeat the signals in Clause 3.12 and 3.13, with the exception of the signal for **Out**, to the scorers.
- 2.15.3. The signals listed below shall be made to the scorers only when the ball is dead.
- Boundary 4 -** by waving an arm from side to side finishing with the arm across the chest.
- Boundary 6 -** by raising both arms above the head. Bye - by raising an open hand above the head.
- Five Penalty runs awarded to the batting side –** by repeated tapping of one shoulder with the opposite hand.
- Five Penalty runs awarded to the fielding side –** by placing one hand on the opposite shoulder.
- Leg bye -** by touching a raised knee with the hand.
- Bye -** by raising one hand above the head.
- Revoke last signal -** by touching both shoulders, each with the opposite hand.
- Short run -** by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.
- Free Hit –** after signalling the No ball, the Bowler's end umpire extends one arm straight upwards and moves it in a circular motion.
- Powerplay Commencement –** by rotating their arm in a large circle.
- 2.15.4. The following signal is for **Level 4 Player Conduct Offences**. The signal has two parts, both of which should be acknowledged separately by the scorers.
- Part 1 –** by putting one arm out to the side of the body and repeatedly raising it and lowering it.
- Part 2 –** by raising an index finger, held at shoulder height, to the side of the body.

- 2.15.5. All the signals in Clause 2.13.2 and 2.13.3 are to be made by the Bowler's end umpire except that for **Short run**, which is to be signalled by the umpire at the end where short running occurs. However, the Bowler's end umpire shall be responsible both for the final signal of Short run to the scorers and, if more than one run is short, for informing them as to the number of runs to be recorded.
- 2.15.6. The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed. If several signals are to be used, they should be given in the order that the events occurred.

2.16. Informing the umpires

Wherever the umpires are to receive information from Captains or other players under these Playing Conditions, it will be sufficient for one umpire to be so informed and for him/her to inform the other umpire.

2.17. Correctness of scores

- 2.17.1. Consultation between umpires and scorers on doubtful points is essential.
- 2.17.2. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.
- 2.17.3. The umpires shall ensure that they are able to contact the scorers at any time during the match and at its conclusion to address any issues relating to the correctness of scores.

3. The Scorers

The laws of Cricket shall apply.

4. The Ball

4.1. Weight and Size.

For **Men's cricket**, the ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

For **Women's cricket**, weight: from 4.94 ounces/140 g to 5.31 ounces/151 g
Circumference: from 8.25 in/21.0 cm to 8.88 in/22.5 cm.

4.2. Approval and control of balls.

- 4.2.1. The ECN Technical Committee shall provide white cricket balls, of a standard approved by the ECN Technical Committee, and spare used balls for changing during a match, which shall also be of the same brand.

Note: The ECN shall advise the National Federations of the brand of ball to be used in the match(es) at least 30 days prior to the start of the match(es).

- 4.2.2. All balls to be used in the match shall be in the possession of the umpires before play commences and shall remain under their control throughout the match.

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

During play, umpires shall periodically and irregularly inspect the condition of the ball.

4.3. New Ball.

One new ball shall be used at the start of each innings.

4.4. Ball lost or becoming unfit for play.

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 spare used ball, referred to in 4.2.1 above, which has had wear comparable with that which the previous ball had received before the need for its replacement.

During the PowerPlay overs, if a spare used ball with comparable wear cannot be identified, a new ball can be used.

When the ball is replaced, the umpire shall inform the batters and the fielding captain.

5. The Bat.

The Laws of Cricket shall apply. Additionally:

Only Type A bats may be used in ECN Matches.

See also Appendix A.

6. The Pitch.

6.1. Area of the pitch.

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. If the pitch is next to an artificial pitch which is closer than 5 ft/1.52 m from the middle stumps, the pitch on that side will extend only to the junction of the two surfaces. See Law 8.1 (Description, width and pitching) and Law 7.2 (The bowling crease).

6.2. Fitness of pitch for play.

The umpires, in conjunction with the ECN Match Referee, shall be the judges of the fitness of the pitch for play. See Clause 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable circumstances).

6.3. Selection and preparation.

- 6.3.1. Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch.
- 6.3.2. During the match, the umpires shall control its use and maintenance.
- 6.3.3. The Ground Authority shall, if required by the ECN Match Referee, 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).
- 6.3.4. The umpires shall ensure that, prior to the start of play and during any intervals, only authorised staff, the ECN match officials, players, team coaches and authorised production personnel shall be allowed access to the pitch area.
- 6.3.5. Such access shall be subject to the following limitations:
 - 6.3.5.1. Only Captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
 - 6.3.5.2. Access to the pitch area by production 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).
 - 6.3.5.3. No spiked footwear shall be permitted.
 - 6.3.5.4. 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.

6.3.5.5. Access shall not interfere with pitch preparation.

6.3.5.6. In the event of any dispute, the ECN Match Referee will rule, after consultation with the ECN Technical Committee, and that ruling will be final.

6.4. Changing the pitch.

- 6.4.1. If the umpires together agree that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise the ECN Match Referee.
- 6.4.2. The umpires and the ECN Match Referee shall then consult with both Captains.
- 6.4.3. If the Captains agree to continue, play shall resume.
- 6.4.4. If the decision is not to resume play, the umpires together with the ECN 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 ECN Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place.
- 6.4.5. If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:
 - 6.4.5.1. 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 16.4.2.
 - 6.4.5.2. 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.
 - 6.4.5.3. If the abandonment occurs on the day of the match, the ECN Match Referee shall consult with the ECN Technical Committee with the objective of finding a way for a new match (including a new nomination of teams and toss) to commence on the same date and venue. Such a match may be played either on the repaired pitch or on another pitch, subject to the ECN Match Referee and the relevant Ground Authority both being satisfied that the new pitch will be of the required standard.
 - 6.4.5.4. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of Playing Condition 11 (Intervals).

- 6.4.5.5. If it is not possible to start a new match on the scheduled day of the match, the ECN Technical Committee shall decide on whether the match can be replayed within the existing event schedule.
- 6.4.5.6. Throughout the above decision making processes, the ECN Match Referee shall keep informed both Captains, the head of the Ground Authority and the ECN Project Manager. The ECN Project Manager shall ensure that all other interested parties, including the scorers and Integrity Officer, are suitably informed.

6.5. Non-turf pitches.

- 6.5.1. In the event of a non-turf pitch being used, the artificial surface shall conform to the following measurements:

Length – a minimum of 58 ft/17.68 m

Width – a minimum of 6 ft/1.83 m

7. The Creases.

The Laws of Cricket shall apply. Additionally:

As a guideline to the umpires for the calling of wides on the offside, the crease markings detailed in Clause 1 of Appendix C shall be marked in white at each end of the pitch.

See also Appendix B.

8. The Wickets.

The Laws of Cricket shall apply. Additionally:

The use of approved LED Wickets is permitted.

See also Appendix B.

9. Preparation and maintenance of the playing area.

The Laws of Cricket shall apply. Additionally:

Wherever possible and appropriate, the provisions in the Laws of Cricket pertinent to turf pitches shall also apply to non-turf pitches.

10. Covering the pitch

The Laws of Cricket shall apply. Additionally:

Wherever possible and appropriate, the provisions in the Laws of Cricket pertinent to turf pitches shall also apply to non-turf pitches.

11. Intervals.

11.1. An interval.

The following shall be classed as intervals:

11.1.1. Intervals between innings; and/or

11.1.2. Any other agreed interval.

Only these intervals shall be considered as scheduled breaks.

11.2. Duration of intervals.

Under Clause 11.1.1, there shall be a 10 minute interval between innings, taken from the call of Time at the close of the first innings until the call of Play for the start of the second innings.

11.3. Changing agreed times of intervals.

11.3.1. If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval may be longer than 10 minutes to allow the second innings to start at the scheduled time or at a time agreed with the ECN Project Manager.

11.3.2. In circumstances where the team bowling first has not completed the allotted number of overs by the scheduled or rescheduled cessation time for the first innings, the interval may be longer than 10 minutes to allow the second innings to start at a time agreed with the ECN Project Manager.

11.4. Intervals for drinks

11.4.1. No drinks intervals shall be permitted. However, in exceptional circumstances, the ECM Match Referee may allow scheduled drinks intervals.

11.4.2. An individual player may be given a drink on the boundary edge or at the fall of a wicket, or injury break, on the field, provided that no playing time is wasted.

11.4.3. No other drinks shall be taken onto the field without the permission of the umpires.

11.4.4. Any player taking drinks onto the field shall be dressed in proper team cricket attire (subject to the wearing of bibs – refer to Clause 24.6.5).

11.5. Scorers to be informed

The ECN Project Manager shall ensure that the scorers are informed of all agreements about timings and intervals and of any changes made thereto under this Playing Condition.

12. Start of play; cessation of play.

12.1. Call of Play.

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

12.2. Call of Time.

The Bowler's end umpire shall call "Time", when the ball is dead, at the end of any session of play or as required by the Laws or these Playing Conditions. See also Law 20.3 (Call of Over or Time).

12.3. Removal of bails.

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

12.4. Starting a new over.

A new over shall always be started at any time during the match, unless an interval is to be taken in the circumstances set out in Clause 12.5., when the umpire, walking at normal pace, has arrived at the position behind the wicket at the bowler's end before the time agreed for the next interval has been reached.

12.5. Completion of an over.

- 12.5.1. Other than at the end of the match, if the agreed time for an interval is reached during an over, the over shall be completed before the interval is taken, except as provided for in Clause 12.5.2.
- 12.5.2. When less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if either batter is dismissed or retires, or the players have occasion to leave the field, whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted, it shall be completed on the resumption of play.

12.6. Conclusion of match.

The match is concluded

- 12.6.1. As soon as a result, as defined in Playing Condition 16 (The result), is reached.
- 12.6.2. As soon as the prescribed number of overs have been completed.
- 12.6.3. If, without a conclusion having been reached under 12.6.1 or 12.6.2, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

12.7. Hours of Play; Minimum Overs Requirement.

All ECN T10 matches will consist of 2 sessions of 40 minutes each, separated by an interval between innings of 10 minutes.

12.8. Minimum Over Rates.

- 12.8.1. The minimum over rate to be achieved in ECN T10 Matches shall be 15 overs per hour.
- 12.8.2. The actual over rate shall be calculated at the end of each innings by the umpires.
- 12.8.3. In calculating the actual over rate for the match, allowances shall be given as follows:
 - 12.8.3.1. The time lost as a result of treatment given to a player by an authorised medical personnel on the field of play;
 - 12.8.3.2. The time lost as a result of a player being required to leave the field as a result of a serious injury;
 - 12.8.3.3. The time taken for all third umpire referrals and consultations and any umpire reviews;
 - 12.8.3.4. The time lost as a result of time wasting by the batting side; and
 - 12.8.3.5. The time lost due to all other circumstances that are beyond the control of the fielding side.
 - 12.8.3.6. An allowance of 1 minute for each wicket taken during an innings, with the exception of the last wicket if the innings is completed before the scheduled overs have been bowled.
- 12.8.4. In the event of any time allowances being granted to the fielding team under Clause 12.8.3.4 above (time wasting by batting side), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.
- 12.8.5. If a batting team 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 shall be deemed to have complied with the required minimum over rate.
- 12.8.6. The current over rate of the fielding team (+/- overs compared to the minimum rate required), to be advised by the 3rd umpire to the on-field umpires at the completion

of the 3rd, 5th, 7th and 9th overs. This is a minimum requirement and the over rate may be provided more often.

- 12.8.7. For a T10 match, the bowling side must complete 9 overs within 36 minutes (plus allowances) from the call of play at the start of the innings. For the purposes of this clause, the 9th over will be deemed to be completed as soon as the final valid ball has been delivered.
- 12.8.8. In the event of the bowling side failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 penalty runs for every over or part over that has not been completed within 36 minutes (plus allowances).
- 12.8.9. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings, ie as soon as the 36 minutes (plus allowances) has expired.
- 12.8.10. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second.
- 12.8.11. Play must not continue until the umpires and scorers are satisfied that the score is correctly displayed on the scoreboard or advised to the umpires by the third umpire.
- 12.8.12. If the innings is terminated before the scheduled or re- scheduled cut-off time, no over-rate penalty shall apply.
- 12.8.13. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.
- 12.8.14. The umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion, if play is interrupted by the weather, the scheduled cessation time for that innings.
- 12.8.15. For the purpose of net run-rate calculations in the Group Stage, any runs accrued through application of this Clause shall be included in calculations.

13. T10 Match Innings

13.1. Number of innings

A T10 match shall comprise one innings for each side, with each innings limited to 10 overs.

13.2. Alternate innings

Each side shall take their innings alternately.

13.3. Completed innings

13.3.1. A side's innings is to be considered as completed if any of the following applies:

13.3.1.1. the side is all out.

13.3.1.2. at the fall of a wicket or the retirement of a Batter, if further balls remain to be bowled but no further Batter is available to come in.

13.3.1.3. the prescribed number of overs has been bowled.

13.4. The toss

13.4.1. Team Captains (or another player/team representative deputising for the captain) are required to be at the ground to submit their nominated players and conduct the toss for choice of innings with the ECN Match Referee in their team playing kit no later than 75 minutes before the commencement of the match.

13.4.2. Should a Captain (or player/team representative) not be present to conduct the toss 75 minutes before the match, the ECN Match Referee may, at their discretion, award the toss to the opposing team.

13.4.3. Should a Captain (or player/team representative) still not be present to conduct the toss 60 minutes before the match, the ECN Match Referee shall award the toss to the opposing team.

13.4.4. Should neither team have a Captain (or player/team representative) present 60 minutes before the match, the team listed first in the fixture shall be considered to have won the toss and they will bat first.

13.4.5. In bilateral series, the ECN Tournament Referee may decide to dispense with the toss and, either award the toss to one of the sides or instruct one of the sides to bat first.

13.5. Decision to be notified

As soon as the toss is completed, the Captain of the side winning the toss shall immediately decide whether to bat or to field and immediately notify the opposing Captain and the ECN Match Referee of this decision. Once notified, the decision cannot be changed. The ECN Match Referee shall advise the ECN Project Manager of the result of the coin toss and the winning Captain's decision.

13.6. Length of T10 match Innings

13.6.1. Uninterrupted matches.

- 13.6.1.1. Each team shall bat for 10 overs unless all out earlier.
- 13.6.1.2. If the team fielding first fails to bowl 10 overs by the scheduled time for cessation of the first innings, play shall continue until 10 overs have been completed.
- 13.6.1.3. The team batting second shall receive its full quota of 10 overs, irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- 13.6.1.4. If the team batting first is dismissed in less than 10 overs, the team batting second shall be entitled to bat for 10 overs.
- 13.6.1.5. If the team fielding second fails to bowl 10 overs by the scheduled time for cessation of the second innings, play shall continue until 10 overs have been completed or a result is achieved.
- 13.6.1.6. Penalties shall apply for slow over rates (refer to Clause 12.8.9.).

13.6.2. Delayed or Interrupted Matches - Team batting first (appendix C Table 1)

- 13.6.2.1. 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.
- 13.6.2.2. 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.
- 13.6.2.3. The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its innings in less than its allocated overs.
- 13.6.2.4. To constitute a match, a minimum of 3 overs has to be bowled to the side batting second, subject to a result not being achieved earlier.

- 13.6.2.5. As soon as the total minutes of playing time remaining is less than the completed overs faced by the team batting first multiplied by 4, then the first innings is terminated and the provisions of 13. 6.3. shall take effect.
- 13.6.2.6. 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.
- 13.6.2.7. 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 will be taken into consideration.
- 13.6.2.8. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play.
- 13.6.2.9. If required the original time shall be extended to allow for one extra over for each team.
- 13.6.2.10. 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.
- 13.6.2.11. 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.
- 13.6.3. **Delay or Interruption to the innings - team batting second** (Appendix C Table 4).
- 13.6.3.1. 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 in respect of the lost playing time.
- 13.6.3.2. Should the calculations result in a fraction of an over the fraction shall be ignored.
- 13.6.3.3. 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.

- 13.6.3.4. To constitute a match, a minimum of 3 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- 13.6.3.5. 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.
- 13.6.3.6. A fixed time will be specified for the close of play by applying a rate of 15 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.
- 13.6.3.7. If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the minutes of play shall be extended until the overs have been bowled or a result achieved.
- 13.6.3.8. Penalties shall apply for slow over rates (refer to Clause 12.8.9).

13.7. Extra Time

A maximum of 30 minutes extra time shall be available where the start of play is delayed or play is suspended. Any further extra time will be at the discretion of the ECN Match Referee in conjunction with the ECN Project Manager and ECN Operations Manager.

13.8. Number of Overs per Bowler

- 13.8.1. No Bowler shall bowl more than 2 overs in an innings.
- 13.8.2. 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. However, 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.;
 - 13.8.2.1. For the avoidance of doubt, the maximum number of overs to be bowled by Bowlers in a reduced innings is as follows;

9 over match:	2, 2, 2, 2, 1
8 over match:	2, 2, 2, 1, 1
7 over match:	2, 2, 1, 1, 1
6 over match:	2, 1, 1, 1, 1
5 over match:	1, 1, 1, 1, 1

4 over match: 1, 1, 1, 1

3 over match: 1, 1, 1

- 13.8.3. 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 insofar as each Bowler's limit is concerned.

14. The Follow-On.

Shall not apply.

15. Declaration and forfeiture.

Shall not apply.

16. The Result

16.1. A win

- 16.1.1. Unless the winner is determined by DLS (see Clause 16.4.), the side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See Clause 13.3 (Completed innings). Note also Clause 16.5 (Winning hit or extras).
- 16.1.2. Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 16.2), a result can be achieved only if both teams have had the opportunity of batting for at least 3 overs, unless one team has been all out in less than 3 overs or unless the team batting second scores enough runs to win in less than 3 overs.
- 16.1.3. Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 3 overs, shall be declared a No Result.

16.2. ECN Match Referee awarding a match

- 16.2.1. A match shall be lost by a side which either;
1. concedes defeat;
 2. in the opinion of the ECN Match Referee refuses to play; or
 3. has fewer than 7 nominated players available at the start of the match.
- 16.2.2. 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 ECN Match Referee of this fact.
- 16.2.3. The ECN Match Referee shall together with the umpires ascertain the cause of the action.
- 16.2.4. If the ECN Match Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, they shall inform the Captain of that side.
- 16.2.5. If the Captain persists in the action the ECN Match Referee shall award the match in accordance with Clause 16.2.1 above.
- 16.2.6. If action as in Clause 16.2.2 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 Clauses 13.7.2 (Delayed and Interrupted Matches) and 11.3 (Changing agreed times for intervals) above.

Note: In addition to the consequences of any refusal to play as 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 **ECN Code of Conduct**.

16.3. A Tie or No Result

16.3.1. A Tie

In the event of a tie, when all innings have been completed and the scores are equal, then a **Golden Ball tie-breaker** shall be enforced. Refer to Appendix D.

16.3.2. If the result of a match is a tie during the Round-robin or Group matches, a Golden Ball shall be played. If weather conditions prevent the Golden Ball from being completed, the result of the match shall be a tie.

16.3.3. In the event of a knock-out match being tied, a Golden Ball shall be played. If weather conditions prevent the Golden Ball from being completed, the result of the match shall be a tie and the higher placed team in the Round-robin or Group Matches shall progress to the next stage.

16.3.4. No Result

All matches in which both teams have not had an opportunity of batting for a minimum of 3 overs, shall be declared a No Result.

16.3.5. 16.3.5. In the event of a knock-out match being a no result, the higher placed team in the Round-robin or Group Matches shall progress to the next stage.

16.4. Calculation of the Target Score

16.4.1. Interrupted Matches – Calculation of the Target Score

16.4.1.1. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 3 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.

16.4.1.2. This revised target is to be calculated using the current Duckworth/Lewis method.

16.4.1.3. The target set will always be a whole number and one run less will constitute a **Tie**. (Refer Duckworth/Lewis Regulations)

16.4.2. Prematurely Terminated Matches

- 16.4.2.1. If the innings of the side batting second is suspended (with at least 3 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 method (refer Duckworth/Lewis Regulations).
- 16.4.2.2. If the score is equal to the par score, the match is a **Tie**. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.5. Winning hit or extras

- 16.5.1. As soon as a result is reached, as defined in Clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in Clause 41.18.2 (Penalty runs), shall be regarded as part of it. **Note** also Clause 17.8 (Mistakes in scoring).
- 16.5.2. The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the Batters before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.
- 16.5.3. If a boundary is scored before the Batters have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

16.6. Statement of results

- 16.6.1. If the side batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall.
- 16.6.2. If, without having scored a total of runs in excess of the total scored by the opposing side, the side batting last has lost all its wickets but, as the result of an award of 5 Penalty runs, its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs.
- 16.6.3. If the side fielding last wins the match, the result shall be stated as a win by runs.
- 16.6.4. If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.

16.7. Correctness of results

Any decision as to the correctness of the scores shall be the responsibility of the umpires. See Clause 3.2 (Correctness of scores).

16.8. Mistakes in Scoring

- 16.8.1. If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to Clause 16.9 (Result not to be changed), they shall adopt the following procedure;
- 16.8.1.1. If, when the players leave the field, the side batting last has not completed its innings and the number of overs to be bowled in that innings has not been completed, then, unless one side concedes defeat, the umpires shall order play to resume.
- 16.8.1.2. Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed.
- 16.8.2. The number of overs shall be taken as they were at the call of **Time** for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.
- 16.8.3. If, at this call of **Time**, the overs have been completed and no Playing time remains, or if the side batting last has completed its innings, the umpires shall immediately inform both Captains of the necessary corrections to the scores and to the result.

16.9. Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see Clauses 2.17 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.

16.10. ECN Event Competition Formats

- 16.10.1. ECN Events will be played in a variety of formats, based on the number of teams and duration of each event, with the format for each event to be communicated to the participants prior to the ECN Event commencing.
- 16.10.2. The definitive fixtures, Match points allocation, ranking system and structure of the ECN Event shall be determined by the ECN Technical Committee.
- 16.10.3. At the completion of Round-robin or Group matches, the Teams are ranked based on their cumulative Match points, including bonus points (refer clause 16.12.), and identified respectively as first, second, third, fourth, fifth, sixth, etc.
- 16.10.4. If there are teams on equal points at the end of the Round-robin or Group matches, the positions will be ordered according to:

- 16.10.4.1. Their net run rate.(refer clause 16.12.).
- 16.10.4.2. If two teams have exactly the same number of points and also the same net run rate at the end of the Round-robin or Group matches, the winner of the match the two tied teams played each other ("**head to head**") shall be the higher ranked.
- 16.10.4.3. Should the match between the two tied teams have been a tie or no result, then the team that lost the least number of wickets during Round-robin or Group matches shall be higher ranked.
- 16.10.4.4. Should the two tied teams have lost the same number of wickets during the Round-robin or Group matches, then the team who scored the **most runs** shall be higher ranked.
- 16.10.4.5. Should the two tied teams have scored the same number of runs then the position will be determined by the toss of a coin in the presence of the ECN Match Referee.
- 16.10.5. For clarification, in the case of a tie between three or more Teams at the end of the Round-robin or Group stage, once the highest ranked Team has been determined following the above criteria, to determine the next higher ranked Team the process would repeat, starting at criterion Clause 16.10.4.1 through to Clause 16.10.4.5 as may be applicable.
- 16.10.6. In the event of a knock-out match being a tie (where weather conditions prevent the Golden Ball from being completed) or a no result, the progression to the next stage shall be determined by the team's placing in the Round-robin or Group matches, with the higher placed team progressing. For the avoidance of doubt, if this occurs in a Final, the higher placed team will be the winner.
- However, if the 2nd placed team beats the 1st placed team in a knock-out match, the 2nd placed team will assume the higher placing for the remainder of the knock-out matches. For example, if 2nd beats 1st in a Qualifier, 2nd will be the higher placed team in the Final, even if 1st is also in the Final.
- 16.10.7. In bilateral series, including the Weston Shield and the Meltl Shield, the winner of the series will be the team with the most wins.
- If both teams have the same number of wins, the winner will be the team with the most points, including bonus points (refer clause 16.11.).
- If both teams have the same number of points, the winner will be the team with the higher net run rate (refer clause 16.12.).
- If both teams have the same net run rate, the series will be shared.

16.11. Points System

- 16.11.1. In all ECN events, a bonus point system will be in operation.
- 16.11.2. Four points will be awarded for every match: three points for a win, one point for a loss and 2 points for a tie (where the Golden Ball could not be completed) and a no result
- 16.11.3. Teams can achieve a bonus point in one of two ways:
 - 16.11.3.1. If batting first, by keeping the opposition to 70% or less of their score.
 - 16.11.3.2. If batting second, by chasing the target before the end of the 7th over.
In these cases, the winning team is awarded four points and the losing team no points.
- 16.11.4. The bonus point system will only operate in T10 matches and not in matches where overs have been reduced.

16.12. Net Run Rate

- 16.12.1. 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.
- 16.12.2. 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.
- 16.12.3. 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 credited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.
- 16.12.4. Where a match is concluded with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be credited 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.
- 16.12.5. In circumstances where a Match (and the points for such Match) is awarded to a team as a result of the other team's refusal to play, either by the ECN Match Referee in accordance with playing condition Clause 16.2 (ECN Match Referee awarding a match) or in accordance with the provisions of the relevant event agreements signed by the participating teams, the net run rate of the defaulting team shall be affected in that the full 10 overs of the defaulting team's innings in such forfeited match shall be taken into account in calculating the average runs per

over of the defaulting team over the course of the relevant portion of the competition.

16.12.6. For the avoidance of doubt the runs scored and overs bowled in such forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

16.12.7. In the event of any dispute the ECN Technical Committee may be called on to make a ruling and its ruling will be final.

16.13. Power Over tie-breaker

16.13.1 Due to insufficient play in a Group stage, the ECN Tournament Referee may order a **Power Over** tie-breaker to decide the winner of the Group (refer Appendix E).

17. The Over.

The Laws of Cricket shall apply. Additionally:

17.1 The ball shall be bowled from **one end only**, in overs of 6 balls.

17.5 The Scorers shall intervene as soon as it appears that an over is about to be **miscounted**. If this intervention fails to avoid a miscount and the next over has yet to commence, the Match Referee shall intervene.

In the event of less than six valid balls being bowled, the Match Referee shall return the players and umpires to their previous positions and instruct the over to be completed.

In the event of more than six valid balls being bowled, the Match Referee shall declare the additional balls null and void and instruct the Scorers to disregard any runs scored or wickets taken.

18. Scoring Runs.

The Laws of Cricket shall apply. Additionally:

18.5.2 After awarding 5 penalty runs to the fielding side, the bowler's end umpire shall request the captain of the fielding side to identify which of the two batters will take strike for the next delivery.

19. Boundaries.

The Laws of Cricket shall apply. Additionally:

19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if, prior to their first contact with the ball, their final contact with the ground was not entirely within the boundary. This applies to any fielder who makes contact with the ball after it has been delivered by the bowler, whether or not the ball has previously been touched by another fielder.

19.5.2.1 If a fielder's first contact with the ball does not contravene 19.5.2, that fielder may then jump from outside the boundary in order to make contact with the ball whilst airborne. After making contact with the ball once airborne, all subsequent contact with the ground by that fielder, until the ball becomes dead, must be within the field of play. Any subsequent contact with the ground outside the boundary by that fielder during that delivery, whether or not in contact with the ball, will result in a boundary being scored.

19.5.2.2 If the ball is returned to the field of play, whether to another fielder or onto the ground, by a fielder who has jumped from outside the boundary, that fielder must land, and remain, within the boundary until the ball becomes dead. Otherwise, a boundary shall be scored.

Note: The above has been included in ICC Men's Twenty20 International Playing Conditions Effective July 2025 and will be included in the Laws of Cricket from October 2026.

All boundaries for **Men's matches shall be a minimum of 50 metres and a maximum of 55 metres** from the centre of the pitch, unless a physical barrier requires it to be smaller, and shall be designated by a rope, or similar object of a minimum standard as authorised by the ECN Technical Committee from time to time.

All boundaries for **Women's matches shall be a minimum of 40 metres and a maximum of 45 metres** from the centre of the pitch, unless a physical barrier requires it to be smaller, and shall be designated by a rope, or similar object of a minimum standard as authorised by the ECN Technical Committee from time to time.

At all times, there must be **3 yards** (2.74 meters) from the boundary rope to the first solid object (advertising boards / LEDs, photographers, camera operators, dug outs, covers, perimeter fence, etc) for the players' safety run off.

See also Appendix B.

20. Dead Ball.

The Laws of Cricket shall apply. Additionally:

In a match where cameras are being used on or over the field of play (e.g. **Spidercam**), should a ball that has been hit by the batter make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'Dead ball'. The ball shall not count as one of the over and no runs shall be scored.

If the delivery was called a No ball it shall count and the No ball penalty shall be applied. No other runs (including penalty runs) apart from the No ball penalty shall be scored.

Should a ball thrown by a Fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal Dead ball. Unless this was already a No ball or Wide, the ball shall count as one of the over. All runs scored to that point shall count, plus the run in progress if the Batters had already crossed.

21. No Ball.

The Laws of Cricket shall apply. Additionally:

21.3. Ball thrown or delivered underarm – action by umpires.

A Bowler suspended from bowling shall not bowl again for the rest of the series / tournament.

21.10. Ball bouncing over head height of striker.

The umpire shall call and signal **Wide** for any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease.

21.19. Free Hit.

In addition to the provisions of the Laws, the delivery following a No ball shall be a free hit for whichever batter is facing it. For the avoidance of doubt, this applies to all modes of No ball.

If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide) then the next delivery will become a free hit for whichever Batter 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.

For clarity, for the free hit delivery, the field can be changed and the bowler can change their mode of delivery. In such circumstances Law 21.1 Mode of delivery shall apply.

The umpire will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

22. Wide Ball

The Laws of Cricket shall apply. Additionally:

22.1. Judging a wide

- 22.1.1. Umpires are instructed to apply a very strict and consistent interpretation in regard to determining Wide ball in order to prevent negative bowling wide of the wicket. For the avoidance of doubt, the following **will be** adjudged to be a wide:
- 22.1.1.1. Any delivery that passes behind the striker outside the line of leg stump.
 - 22.1.1.2. Any delivery that is wholly outside the off side wide guideline when it passes the popping crease, except in the circumstances of 22.2.2 below.
 - 22.1.1.3. Any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease.

22.2. Delivery not a Wide

- 22.2.1. Where the striker attempts to, or motions to attempt to, play a reverse sweep or a switch hit, both wide guidelines become relevant in adjudging a delivery as being a Wide. In this case, the ball will have to pass wholly outside either wide guideline to be adjudged a Wide.
- 22.2.2. If, in the opinion of the umpire, at the instant of delivery, the batter has moved to the off side out of their normal batting stance, the wide guideline shall move outward proportionately. Should a delivery pass within the revised position of the wide guideline it shall not be called a Wide. However, in extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if they bring the ball within reach, if they make no contact with the ball, then this delivery shall be called Wide.

23. Bye and Leg Bye.

The Laws of Cricket shall apply.

24. Fielder's absence; substitutes

24.1. Eligibility to act as a Batter

Only a nominated player may bat and, subject to Clause 25.3, may do so even though a substitute Fielder has previously acted for him.

24.2. Commencement of a Batter's innings

24.2.1. The innings of the first two Batters, and that of any new Batter on the resumption of play after a call of Time, shall commence at the call of Play.

24.2.2. At any other time, a Batter's innings shall be considered to have commenced when that Batter first steps onto the field of play.

24.3. Restriction on Batter commencing an innings

24.3.1. If a member of the batting side has unserved Penalty time, (see Clause 24.2.7), that player shall not be permitted to bat until that Penalty time has been served.

24.3.2. However, even if the unserved Penalty time has not expired, that player may bat after their side has lost 5 wickets.

24.3.3. A member of the batting side's Penalty time is served during Playing time. In the event of an unscheduled stoppage, the stoppage time after the Batter notifies an umpire in person that they are able to participate shall count as Penalty time served.

24.4. Batter retiring

24.4.1. A Batter may retire at any time during their innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a Batter retiring.

24.4.2. If a Batter retires because of illness, injury or any other unavoidable cause, that Batter is entitled to resume their innings. If for any reason this does not happen, that Batter is to be recorded as '**Retired – not out**'.

24.4.3. If a Batter retires for any reason other than as in Clause 25.4.2, the innings of that Batter may be resumed only with the consent of the opposing Captain. If for any reason their innings is not resumed, that Batter is to be recorded as '**Retired – out**'.

24.4.4. If after retiring a Batter resumes their innings, subject to the requirements of Clauses 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another Batter.

24.5. Runners

Runners shall not be permitted

24.6. Substitute Fielders

- 24.6.1. The umpires shall allow a substitute Fielder:
 - 24.6.1.1. if they are satisfied that a Fielder has been injured or become ill and that this occurred during the match, or
 - 24.6.1.2. for any other wholly acceptable reason
- 24.6.2. In all other circumstances, a substitute is not allowed.
- 24.6.3. A substitute shall not bowl or act as Captain but may act as wicket-keeper only with the consent of the umpires. **Note**, however, Clause 42.4.1.
- 24.6.4. A nominated player may bowl or field even though a substitute has previously acted for him, subject to Clauses 24.2 (Fielder absent or leaving the field of play) and 24.3 (Penalty time not incurred).
- 24.6.5. Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute Fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

24.7. Fielder absent or leaving the field of play

- 24.7.1. A player going briefly outside the boundary while carrying out any duties as a Fielder is not absent from the field of play nor, for the purposes of this Clause, are they to be regarded as having left the field of play.
- 24.7.2. If a Fielder fails to take the field at the start of play or at any later time, or leaves the field during play,
 - 24.7.2.1. an umpire shall be informed of the reason for this absence.
 - 24.7.2.2. They shall not thereafter come on to the field of play during a session of play without the consent of an umpire. See Clause 24.4 (Player returning without permission). The umpire shall give such consent as soon as it is practicable.
- 24.7.3. If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:
 - 24.7.3.1. The player shall not be permitted to bowl in the match until they have either been able to field, or their team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time).

- 24.7.4. A player's unexpired Penalty time shall be limited to a maximum of 40 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match as applicable.
- 24.7.5. The player shall not be permitted to bat in the match until their team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once their side has lost five wickets in its batting innings, they may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.
- 24.7.6. If the player leaves the field before having served all of their Penalty time, the balance is carried forward as unserved Penalty time.
- 24.7.7. On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 40 minutes, and that player shall not bowl until all of their Penalty time has been served.
- 24.7.8. For the purposes of Clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals between innings. For clarity, a player's Penalty time will continue to expire after they are dismissed, for the remainder of their team's batting innings.
- 24.7.9. If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,
- 24.7.9.1. the Fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or their side is now batting.
- 24.7.9.2. the Fielder who was already off the field at the start of the break notifies an umpire in person as soon as they are able to participate, and either takes the field on the resumption of play, or their side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.
- 24.7.10. Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

24.8. Penalty time not incurred

- 24.8.1. A nominated player's absence will not incur Penalty time if:
- 24.8.1.1. they have suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.
 - 24.8.1.2. in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.
 - 24.8.1.3. the player is absent from the field for a period of 8 minutes or less.

24.9. Player returning without permission

- 24.9.1. If a player comes onto the field of play in contravention of Clause 24.2.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead and:
- 24.9.1.1. The umpire shall award 5 Penalty runs to the batting side.
 - 24.9.1.2. Runs completed by the Batters shall be scored together with the run in progress if they had already crossed at the instant of the offence.
 - 24.9.1.3. The ball shall not count as one of the over.
 - 24.9.1.4. The umpire shall inform the other umpire, the Captain of the fielding side, the Batters and, as soon as practicable, the Captain of the batting side of the reason for this action.

25. Batter's Innings

25.1. Eligibility to act as a Batter

Only a nominated player may bat and, subject to Clause 25.3, may do so even though a substitute Fielder has previously acted for him.

25.2. Commencement of a Batter's innings

- 25.2.1. The innings of the first two Batters, and that of any new Batter on the resumption of play after a call of Time, shall commence at the call of Play.
- 25.2.2. At any other time, a Batter's innings shall be considered to have commenced when that Batter first steps onto the field of play.

25.3. Restriction on Batter commencing an innings

- 25.3.1. If a member of the batting side has unserved Penalty time, (see Clause 24.2.7), that player shall not be permitted to bat until that Penalty time has been served.
- 25.3.2. However, even if the unserved Penalty time has not expired, that player may bat after their side has lost 5 wickets.
- 25.3.3. A member of the batting side's Penalty time is served during Playing time. In the event of an unscheduled stoppage, the stoppage time after the Batter notifies an umpire in person that they are able to participate shall count as Penalty time served.

25.4. Batter retiring

- 25.4.1. A Batter may retire at any time during their innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a Batter retiring.
- 25.4.2. If a Batter retires because of illness, injury or any other unavoidable cause, that Batter is entitled to resume their innings. If for any reason this does not happen, that Batter is to be recorded as '**Retired – not out**'.
- 25.4.3. If a Batter retires for any reason other than as in Clause 25.4.2, the innings of that Batter may be resumed only with the consent of the opposing Captain. If for any reason their innings is not resumed, that Batter is to be recorded as '**Retired – out**'.
- 25.4.4. If after retiring a Batter resumes their innings, subject to the requirements of Clauses 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another Batter.

25.5. Runners

Runners shall not be permitted.

26. Practice on the Field

26.1. Practice on the pitch or the rest of the square

- 26.1.1. There shall not be any practice on the pitch at any time.
- 26.1.2. There shall not be any practice on the rest of the square at any time except with the approval of the umpires.
- 26.1.3. If approved by the umpires, 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.
- 26.1.4. Bowling practice on the bowling strips referred to 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.

26.2. Practice on the outfield

- 26.2.1. On any day of the match, all forms of practice are permitted on the outfield:
 - 26.2.1.1. before the start of play;
 - 26.2.1.2. after the close of play; and
 - 26.2.1.3. during the interval or between innings providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.
- 26.2.2. At the discretion of the ECN Technical Committee, between the call of Play and the call of Time, practice may be permitted on the outfield, providing that all of the following conditions are met:
 - 26.2.2.1. only the fielding team participates in such practice.
 - 26.2.2.2. no ball other than the match ball is used for this practice.
 - 26.2.2.3. no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
 - 26.2.2.4. the umpires are satisfied that it will not contravene either of Clauses 40.3 (The match ball changing its condition) or 40.9 (Time wasting by the fielding side). 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 other conditions in this Clause.

26.3. Trial run-up

A Bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of Clauses 42.9 (Time wasting by the fielding side) or 42.12 (Fielder damaging the pitch).

26.4. Penalties for contravention

- 26.4.1. All forms of practice are subject to the provisions of Clauses 41.3 (The match ball – changing its condition), 41.9 (Time wasting by the fielding side) and 41.12 (Fielder damaging the pitch).
- 26.4.2. If there is a contravention of any of the provisions of Clause 25.1 (Eligibility to act as a Batter) or 25.2 (Commencement of a Batter's innings), the umpire shall:
 - 26.4.2.1. warn the player that the practice is not permitted;
 - 26.4.2.2. inform the other umpire and, as soon as practicable, both Captains of the reason for this action.
- 26.4.3. If the contravention is by a Batter at the wicket, the umpire shall inform the other Batter and each incoming Batter that the warning has been issued. The warning shall apply to the team of that player throughout the match.
- 26.4.4. If during the match there is any further contravention by any player of that team, the umpire shall:
 - 26.4.4.1. award 5 Penalty runs to the opposing side;
 - 26.4.4.2. inform the other umpire, the scorers and, as soon as practicable, both Captains, and, if the contravention is during play, the Batters at the wicket.

27. The Wicket - Keeper

27.1. Protective equipment

- 27.1.1. The wicket-keeper is the only Fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of their person for the purposes of Clause 28.2 (Fielding the ball).
- 27.1.2. If by the wicket-keeper's actions and positioning when the ball comes into play it is apparent to the umpires that they will not be able to carry out the normal duties of a wicket-keeper, they shall forfeit this right and also the right to be recognised as a wicket-keeper for the purposes of Clauses 33.2 (A fair catch), 39 (Stumped), 28.1 (Protective equipment), 28.4 (Limitation of on-side Fielders) and 28.5 (Fielders not to encroach on pitch).

27.2. Gloves

- 27.2.1. If, as permitted under Clause 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.
- 27.2.2. If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.
- 27.2.3. The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended. See Clause 3 of Appendix B.

27.3. Position of wicket-keeper

- 27.3.1. The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the Bowler touches the bat or person of the striker; or passes the wicket at the striker's end; or the striker attempts a run.
- 27.3.2. In the event of the wicket-keeper contravening this Clause, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.

27.4. Movement by wicket-keeper

- 27.4.1. After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters their position in relation to the striker's wicket, except for the following:
 - 27.4.1.1. movement of a few paces forward for a slower delivery, unless in so doing it brings him within reach of the wicket.

27.4.1.2. lateral movement in response to the direction in which the ball has been delivered.

27.4.1.3. movement in response to the stroke that the striker is playing or that their actions suggest they intend to play. However the provisions of Clause 27.3 shall apply.

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

27.5. Restriction on actions of wicket-keeper

27.5.1. If, in the opinion of either umpire, the wicket-keeper interferes with the striker's right to play the ball and to guard their wicket, Clause 20.4.2.6 (Umpire calling and signalling Dead ball) shall apply.

27.5.2. If, however, either umpire considers that the interference by the wicket-keeper was wilful, then Clause 41.4 (Deliberate attempt to distract striker) shall also apply.

27.6. Interference with wicket-keeper by striker

If, in playing at the ball or in the legitimate defence of their wicket, the striker interferes with the wicket-keeper, they shall not be out except as provided for in Clause 37.3 (Obstructing a ball from being caught).

28. The Fielder

28.1. Protective equipment

No Fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

28.2. Fielding the ball

- 28.2.1. A Fielder may field the ball with any part of their person , except as in Clause 28.2.1.2. However, they will be deemed to have fielded the ball illegally if, while the ball is in play they wilfully:
- 28.2.1.1. use anything other than part of their person to field the ball.
 - 28.2.1.2. extend their clothing with their hands and use this to field the ball.
 - 28.2.1.3. discard a piece of clothing, equipment or any other object which subsequently makes contact with the ball.
- 28.2.2. It is not illegal fielding if the ball in play makes contact with a piece of clothing, equipment or any other object which has accidentally fallen from the Fielder's person.
- 28.2.3. If a Fielder illegally fields the ball, the ball shall immediately become dead and the penalty for a No ball or a Wide shall stand.
- 28.2.4. Any runs completed by the Batters shall be credited to the batting side, together with the run in progress if the Batters had already crossed at the instant of the offence.
- 28.2.5. The ball shall not count as one of the over.
- 28.2.6. In addition the umpire shall:
- 28.2.6.1. award 5 Penalty runs to the batting side.
 - 28.2.6.2. inform the other umpire and the Captain of the fielding side of the reason for this action.
 - 28.2.6.3. inform the Batters and, as soon as practicable, the Captain of the batting side of what has occurred.

28.3. Protective helmets belonging to the fielding side

- 28.3.1. Protective helmets, when not in use by Fielders, may not be placed on the ground, above the surface except behind the wicket-keeper and in line with both sets of wickets.
- 28.3.2. If the ball, while in play, strikes a helmet placed as described in Clause 28.3.1,
 - 28.3.2.1. the ball shall become dead and, subject to Clause 28.3.3, an award of 5 Penalty runs shall be made to the batting side;
 - 28.3.2.2. any runs completed by the Batters before the ball strikes the protective helmet shall be scored, together with the run in progress if the Batters had already crossed at the instant of the ball striking the protective helmet.
- 28.3.3. If the ball while in play strikes a helmet, placed as described in Clause 28.3.1, unless the circumstances of Clause 23.3 (Leg byes not to be awarded) or Clause 34 (Hit the ball twice), apply, the umpire shall:
 - 28.3.3.1. permit the Batter's runs as in Clause 28.3.2 to be scored
 - 28.3.3.2. signal No ball or Wide ball to the scorers if applicable
 - 28.3.3.3. award 5 Penalty runs as in Clause 28.3.2 – award any other Penalty runs due to the batting side.
- 28.3.4. If the ball while in play strikes a helmet, placed as described in Clause 28.3.2, and the circumstances of Clause 23.3 (Leg byes not to be awarded) or Clause 34 (Hit the ball twice) apply, the umpire shall:
 - 28.3.4.1. disallow all runs to the batting side;
 - 28.3.4.2. return any not out Batter to their original end;
 - 28.3.4.3. signal No ball or Wide ball to the scorers if applicable;
 - 28.3.4.4. award any 5-run Penalty that is applicable except for Penalty runs under Clause 28.3.2.

28.4. Limitation of onside Fielders

- 28.4.1. At the instant of delivery, there may not be more than 5 Fielders on the on side.
- 28.4.2. At the instant of the Bowler's delivery there shall not be more than two Fielders, other than the wicket-keeper, behind the popping crease on the on side.

28.4.3. A Fielder will be considered to be behind the popping crease unless the whole of their person, whether grounded or in the air, is in front of this line.

28.4.4. In the event of infringement of this Clause by any Fielder, the striker's end umpire shall call and signal No ball.

28.5. Fielders not to encroach on pitch

28.5.1. While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no Fielder, other than the Bowler, may have any part of their person grounded on or extended over the pitch.

28.5.2. In the event of infringement of this Clause by any Fielder other than the wicket-keeper, the Bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, Clause 27.3 (Position of wicket-keeper).

28.6. Movement by any Fielder other than the wicket-keeper

28.6.1. 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:

28.6.1.1. minor adjustments to stance or position in relation to the striker's wicket.

28.6.1.2. movement by any Fielder, other than a close Fielder, towards the striker or the striker's wicket that does not significantly alter the position of the Fielder.

28.6.1.3. movement by any Fielder in response to the stroke that the striker is playing or that their actions suggest they intend to play.

28.6.2. In all circumstances Clause 28.4 (Limitation of onside Fielders) shall apply.

28.6.3. In the event of such unfair movement, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:

28.6.4. Award the one-run penalty for Wide or No ball, if applicable.

28.6.5. Award 5 penalty runs to the batting side.

28.6.6. Inform the captain of the fielding side of the reason for this action.

28.6.7. Inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the ECN Match Referee, who shall take such action as is considered appropriate against the fielder concerned.

Note also the provisions of Clause 41.4 (Deliberate attempt to distract striker). See also Clause 27.4 (Movement by wicket-keeper).

28.7. Restrictions on the placement of Fielders

- 28.7.1. In addition to the restrictions contained in Clause 28.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following Clauses.
- 28.7.2. Subject to 28.7.6 below these additional fielding restrictions shall apply to the first 3 overs of each innings (Powerplay overs).
- 28.7.3. If no pre-marked circle exists on the field of play, a circle shall be drawn on the field of play. The circle shall have as its centre the middle point of the pitch. The radius of the circle shall be 30 metres (see appendix C). 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. For the avoidance of doubt, this 30 metre circle shall also apply in **Women's matches**.
- 28.7.4. During the Powerplay overs only two Fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- 28.7.5. During the non Powerplay overs, no more than 5 Fielders shall be permitted outside the fielding restriction area referred to in Clause 28.7.3 above.
- 28.7.6. In circumstances when the number of overs of the batting team is reduced, the number of Powerplay 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 INNINGS	NUMBER OF OVERS FOR WHICH FIELDING RESTRICTIONS IN CLAUSES 28.7.2 AND 28.7.4 ABOVE WILL APPLY
3-4	1
5-8	2
9-10	3

- 28.7.7. 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 Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- 28.7.8. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No ball.

29. The Wicket is Down

29.1. Wicket put down

- 29.1.1. The wicket is put down if a bail is completely removed from the top of the wickets, or a stump is struck out of the ground,
- 29.1.1.1. by the ball,
 - 29.1.1.2. by the striker's bat if held or by any part of the bat that they are holding,
 - 29.1.1.3. for the purpose of this Clause only, by the striker's bat not in hand, or by any part of the bat which has become detached,
 - 29.1.1.4. by the striker's person or by any part of their clothing or equipment becoming detached from their person,
 - 29.1.1.4.1. However, any detached equipment shall not include the striker's protective helmet, or any part thereof.
 - 29.1.1.5. by a Fielder with their hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.
- 29.1.2. The wicket is also put down if a Fielder strikes or pulls a stump out of the ground in the same manner. (for wickets in fixed or moveable base wickets are required to be put down to the ground by the ball or lifted up and hit with ball in hand).
- 29.1.3. In the case of wickets fixed in a movable base, where the wickets have been broken, the wickets are required to be reset with the base generally in its original position to execute a dismissal. For the avoidance of doubt the base shall be regarded as part of the wickets.
- 29.1.4. The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the wickets, but if a bail in falling lodges between two of the wickets this shall be regarded as complete removal.

29.2. One bail off

If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail or to strike or pull any of the three wickets out of the ground, in any of the ways stated in Clause 29.1.

29.3. Remaking wicket

- 29.3.1. If a wicket is broken or put down while the ball is in play, it shall not be remade by an umpire until the ball is dead. See Clause 20 (Dead ball).

- 29.3.2. Any Fielder may, however, while the ball is in play,
 - 29.3.2.1. replace a bail or bails on top of the wickets.
 - 29.3.2.2. put back one or more wickets into the ground where the wicket originally stood.

29.4. Dispensing with bails

- 29.4.1. If the umpires have agreed to dispense with bails in accordance with Clause 8.4 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been put down.
- 29.4.2. After a decision to play without bails, the wicket has been put down if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person or items of their clothing or equipment as described in Clauses 29.1.1.1, 29.1.1.2, 29.1.1.3 or 29.1.1.4, or by a Fielder in the manner described in Clause 29.1.1.5.
- 29.4.3. If the wicket has already been broken or put down, Clause 29.4.1 shall apply to any stump or wickets still in the ground. Any Fielder may replace a stump or wickets, in accordance with Clause 29.3, in order to have an opportunity of putting the wicket down.

30. Batter out of their Ground

30.1. When out of their ground

- 30.1.1. A Batter shall be considered to be out of their ground unless some part of their person or bat is grounded behind the popping crease at that end.
- 30.1.2. However, a Batter shall not be considered to be out of their ground if, in running or diving towards their ground and beyond, and having grounded some part of their person or bat beyond the popping crease, there is subsequent loss of contact between the ground and any part of their person or bat, or between the bat and person, provided that the Batter has continued movement in the same direction.

30.2. Which is a Batter's ground

- 30.2.1. If only one Batter is within a ground, it is their ground and will remain so even if they are later joined there by the other Batter.
- 30.2.2. If both Batters are in the same ground and one of them subsequently leaves it, the ground belongs to the Batter who remains in it.
- 30.2.3. If there is no Batter in either ground, then each ground belongs to whichever Batter is nearer to it, or, if the Batters are level, to whichever Batter was nearer to it immediately prior to their drawing level.
- 30.2.4. If a ground belongs to one Batter then the other ground belongs to the other Batter, irrespective of their position.

30.3. Position of non-striker

- 30.3.1. The non-striker, when standing at the Bowler's end, should be positioned on the opposite side of the wicket to that from which the ball is being delivered, unless a request to do otherwise is granted by the umpire.

31. Appeals

31.1. Umpire not to give Batter out without an appeal

Neither umpire shall give a Batter out, even though they may be out under these Playing Conditions, unless appealed to by a Fielder. This shall not debar a Batter who is out under these Playing Conditions from leaving the wicket without an appeal having been made.

Note, however, the provisions of Clause 31.7 (Batter leaving the wicket under misapprehension).

31.2. Batter dismissed

A Batter is dismissed if they are either given out by an umpire, on appeal or out under these Playing Conditions and leaves the wicket as in Clause 31.1.

31.3. Timing of appeals

For an appeal to be valid, it must be made before the Bowler begins their run-up or, if there is no run-up, their bowling action to deliver the next ball, and before Time has been called. The call of Over does not invalidate an appeal made prior to the start of the following over, provided Time has not been called. See Clauses 12.2 (Call of Time) and 17.2 (Start of an over).

31.4. Appeal “*How’s That?*”

An appeal “*How’s That?*” covers all ways of being out.

31.5. Answering appeals

31.5.1. The striker’s end umpire shall answer all appeals arising out of any of Clauses 35 (Hit wicket), 39 (Stumped) or 38 (Run out) when this occurs at the wicket-keeper’s end.

31.5.2. The Bowler’s end umpire shall answer all other appeals.

31.5.3. When an appeal is made, each umpire shall answer on any matter that falls within their jurisdiction.

31.5.4. When a Batter has been given Not out, either umpire may answer an appeal, made in accordance with Clause 31.3, if it is on a further matter and is within their jurisdiction.

31.6. Consultation by umpires

31.6.1. Each umpire shall answer appeals on matters within their own jurisdiction.

31.6.2. If an umpire is doubtful about any point that the other umpire may have been in a better position to see, they shall consult the latter on this point of fact and shall then give the decision.

31.6.3. If, after consultation, there is still doubt remaining, the decision shall be Not out.

31.7. Batter leaving the wicket under a misapprehension

31.7.1. An umpire shall intervene if satisfied that a Batter, not having been given out, has left the wicket under a misapprehension of being out.

31.7.2. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the Batter.

31.7.3. A Batter may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpires leave the field.

31.8. Withdrawal of an appeal

31.8.1. The Captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls.

31.8.2. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the Batter.

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

32. Bowled.

The Laws of Cricket shall apply.

33. Caught.

The Laws of Cricket shall apply.

34. Hit the Ball Twice.

The Laws of Cricket shall apply.

35. Hit Wicket.

The Laws of Cricket shall apply.

36. Leg Before Wicket.

The Laws of Cricket shall apply.

37. Obstructing the field.

The Laws of Cricket shall apply. Additionally, for clarity:

Where the umpires are of the opinion a Batter, in running between the wickets, has **significantly changed direction without probable cause** and thereby obstructed a Fielder's attempt to effect a run out, the Batter 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 Batter crossing the pitch, Law 41.14 (Batter damaging the pitch) shall also apply.

38. Run Out.

The Laws of Cricket shall apply.

39. Stumped.

The Laws of Cricket shall apply.

40. Timed Out.

40.1. Out Timed out.

40.1.1. After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be in position to take guard, or for the other batter to be ready to receive the next ball, within 1 minute (60 seconds) of the dismissal or retirement. If this requirement is not met, the umpire shall award 5 Penalty runs to the fielding team.

If the incoming batter is not in position to take guard, or for the other batter to be ready to receive the next ball, within 1 minute 30 seconds (90 seconds) and there is an appeal from the fielding team, the incoming batter will be out, Timed out.

40.1.2. The incoming batter is expected to be ready to make their way to the wicket immediately a wicket falls. Incoming and outgoing batters are expected to cross around the 30 metre circle.

40.1.3. In the event of an extended delay in which no batter comes to the wicket, the umpires shall adopt the procedure of Clause 16.2 (ECN Match Referee awarding a match). For the purposes of that clause, the start of the action shall be taken as the expiry of the 1 minute 30 seconds (90 seconds) referred to above.

40.2. Bowler does not get credit.

The Bowler does not get credit for the wicket.

41. Unfair Play

41.1. Fair and unfair play – responsibility of Captains

The Captains are responsible for ensuring that play is conducted within the Spirit of Cricket, as well as within these Playing Conditions.

41.2. Fair and unfair play – responsibility of umpires

41.2.1. The umpires shall be the sole judges of fair and unfair play.

41.2.2. If either umpire considers an action, not covered by these Playing Conditions, to be unfair they shall intervene without appeal and, if the ball is in play, call and signal Dead ball and implement the procedure as set out in Clause 41.19.

41.2.3. Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by these Playing Conditions.

41.3. The match ball – changing its condition

41.3.1. The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in Clause 41.3.2.

41.3.2. It is an offence for any player to take any action which changes the condition of the ball. Except in carrying out their normal duties, a Batter is not allowed to damage the ball other than, when the ball is in play, in striking it with the bat. See also Clause 5.5 (Damage to the ball). A Fielder may, however:

41.3.2.1. polish the ball on their clothing provided that ONLY sweat is used and that such polishing wastes no time.

41.3.2.2. remove mud from the ball under the supervision of an umpire.

41.3.2.3. dry a wet ball on a piece of cloth that has been approved by the umpires.

41.3.3. The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in Clause 41.3.2.

41.3.4. If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this Clause and decide together whether they can identify the player(s) responsible for such conduct.

- 41.3.5. If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;
 - 41.3.5.1. Change the ball forthwith.
 - 41.3.5.2. If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, the Batter 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.
 - 41.3.5.3. If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.
- 41.3.6. Additionally, the Bowler's end umpire shall:
 - 41.3.6.1. award 5 Penalty runs to the opposing side.
 - 41.3.6.2. if appropriate, inform the Batters at the wicket and the Captain of the fielding side that the ball has been changed and the reason for their action.
 - 41.3.6.3. inform the Captain of the batting side as soon as practicable of what has occurred. The umpires shall then report the matter to the ECN Match Referee who shall take such action as is considered appropriate against the player(s) concerned.
- 41.3.7. If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;
 - 41.3.7.1. 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.
 - 41.3.7.2. The Bowler's end umpire shall issue the Captain with a first and final warning, and
 - 41.3.7.3. Advise the Captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the series, Clause 41.3.5.2 above will be adopted, with the Captain deemed to be the player responsible for the contravention.

41.4. Deliberate attempt to distract striker

- 41.4.1. It is unfair for any Fielder deliberately to attempt to distract the striker while they are preparing to receive or receiving a delivery.
- 41.4.2. If either umpire considers that any action by a Fielder is such an attempt, they shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The Bowler's end umpire shall:
 - 41.4.2.1. award 5 Penalty runs to the batting side.
 - 41.4.2.2. inform the Captain of the fielding side, the Batters and, as soon as practicable, the Captain of the batting side of the reason for the action.
 - 41.4.2.3. Neither Batter shall be dismissed from that delivery and the ball shall not count as one of the over.
 - 41.4.2.4. The umpires may then report the matter to the ECN Match Referee who shall take such action as is considered appropriate against the Fielder concerned.

41.5. Deliberate distraction, deception or obstruction of Batter

- 41.5.1. In addition to Clause 41.4, it is unfair for any Fielder wilfully to attempt, by word or action, to distract, deceive or obstruct either Batter after the striker has received the ball.
- 41.5.2. It is for either one of the umpires to decide whether any distraction, deception or obstruction is wilful or not.
- 41.5.3. If either umpire considers that a Fielder has caused or attempted to cause such a distraction, deception or obstruction, they shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.
- 41.5.4. Neither Batter shall be dismissed from that delivery.
- 41.5.5. If an obstruction involves physical contact, the umpires together shall decide whether or not an offence under Clause 42 (Players' conduct) has been committed.
- 41.5.6. if an offence under Clause 42 (Players' conduct) has been committed, they shall apply the relevant procedures in Clause 42 and shall also apply each of Clauses 41.5.7 to 41.5.9.
- 41.5.7. If they consider that there has been no offence under Clause 42 (Players' conduct), they shall apply each of Clauses 41.5.6 to 41.5.10.
- 41.5.8. The Bowler's end umpire shall:

- 41.5.8.1. award 5 Penalty runs to the batting side.
 - 41.5.8.2. inform the Captain of the fielding side of the reason for this action and as soon as practicable inform the Captain of the batting side.
- 41.5.9. The ball shall not count as one of the over.
- 41.5.10. Any runs completed by the Batters before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally, the run in progress shall be scored whether or not the Batters had already crossed at the instant of the offence.
- 41.5.11. The Batters at the wicket shall decide which of them is to face the next delivery.
- 41.5.12. The umpires may then report the matter to the ECN Match Referee who shall take such action as is considered appropriate against the Fielder concerned.

41.6. Bowling of dangerous and unfair short pitched deliveries

- 41.6.1. Notwithstanding Clause 41.6.2, the bowling of short pitched deliveries is dangerous if the Bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.
- 41.6.2. In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1:
 - 41.6.2.1. The umpire shall call and signal No ball, and when the ball is dead, caution the Bowler and inform the other umpire, the Captain of the fielding side and the Batters of what has occurred. This caution shall apply to that Bowler throughout the innings.
 - 41.6.2.2. If there is a second instance, the umpire shall repeat the above procedure and indicate to the Bowler that this is a final warning, which shall apply to that Bowler throughout the innings.
- 41.6.3. Should there be any further instance by the same Bowler in that innings, the umpire shall:
 - 41.6.3.1. call and signal No ball
 - 41.6.3.2. when the ball is dead, direct the Captain of the fielding side to suspend the Bowler immediately from bowling
 - 41.6.3.3. inform the other umpire for the reason for this action.

- 41.6.4. The Bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another Bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- 41.6.5. The umpire shall report the occurrence to the Batters and, as soon as practicable, to the Captain of the batting side. The umpires may then report the matter to the ECN Match Referee who shall take such action as is considered appropriate against the Bowler concerned.
- 41.6.6. A Bowler shall be limited to one fast short-pitched delivery per over.
- 41.6.7. A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- 41.6.8. The umpire at the Bowler's end shall advise the Bowler and the Batter on strike when each fast short pitched delivery has been bowled.
- 41.6.9. In addition, a ball that passes above head height of the Batter, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also Clause 22.1.1.2
- 41.6.10. For the avoidance of doubt any fast short pitched delivery that is called a Wide under this Clause shall also count as one of the allowable short pitched deliveries in that over.
- 41.6.11. In the event of a Bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 41.6.3 above, the umpire at the Bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.
- 41.6.12. 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 Batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- 41.6.13. 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 their final warning for the innings.
- 41.6.14. Should there be any further instance by the same Bowler in that innings, the umpire shall:
- 41.6.14.1. call and signal No ball;

- 41.6.14.2. when the ball is dead, direct the Captain of the fielding side to suspend the Bowler immediately from bowling;
- 41.6.14.3. inform the other umpire for the reason for this action.
- 41.6.15. The Bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another Bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- 41.6.16. The umpire shall report the occurrence to the Batters and, as soon as practicable, to the Captain of the batting side. The umpires shall then report the matter to the ECN Match Referee who shall take such action as is considered appropriate against the Bowler concerned.
- 41.6.17. Should the umpires initiate the caution and warning procedures set out in Clauses 41.6.1.3, 41.6.1.9 and 41.7, such cautions and warnings are not to be cumulative.

41.7. Bowling of non-pitching deliveries waist height or above

- 41.7.1. Any non-pitching delivery which passes waist height or above of the striker standing upright at the popping crease is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If either umpire is not absolutely sure the ball passes (or would have passed) below waist height of the striker standing upright at the crease, they shall immediately call and signal No Ball.

On a Bowler's first instance of bowling such a delivery in a match, when the ball is dead the umpire shall caution the Bowler, indicating that this is a first warning. The umpire shall also inform the other umpire, the captain of the fielding side and the Batters of what has occurred. This caution shall apply to that Bowler throughout the innings.

On a Bowler's second instance of bowling such a delivery in a match, when the ball is dead the umpire shall caution the Bowler, indicating that this is a second and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the Batters of what has occurred. This caution shall apply to that Bowler throughout the innings.

Such warnings shall be given for all such non-pitching deliveries waist height and above, irrespective of the level of danger to the striker.

- 41.7.2. Should there be a third instance (non-pitching delivery waist height or above) by the same Bowler in that innings, the umpire shall:
- call and signal No ball;

- when the ball is dead, direct the captain of the fielding side to suspend the Bowler immediately from bowling; and

- inform the other umpire for the reason for this action.

The Bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another Bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally, the umpire shall:

- report the occurrence to the Batters and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the ECN Match Referee who shall take such action as is considered appropriate against the Bowler concerned.

41.7.3. The warning sequence in Clauses 41.7.1 and 41.7.2 is independent of the warning and action sequence in Clause 41.6.

41.7.4. If the umpire considers that a Bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in Clause 41.7.1, then the caution(s) and warning in Clause 41.7.1 shall be dispensed with.

The umpire shall:

- immediately call and signal No ball; and
- when the ball is dead, direct the Captain of the fielding side to suspend the Bowler immediately from bowling and inform the other umpire for the reason for this action.

The Bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another Bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

The umpire shall:

- report the occurrence to the Batters and, as soon as practicable, to the Captain of the batting side.

The umpires together shall report the occurrence to the ECN Match Referee who shall take such action as is considered appropriate against the Bowler concerned.

41.8. Bowling of deliberate front-foot No ball

- 41.8.1. If the umpire considers that the Bowler has delivered a deliberate front-foot No ball, they shall:
 - 41.8.1.1. immediately call and signal No ball.
 - 41.8.1.2. when the ball is dead, direct the Captain of the fielding side to suspend the Bowler immediately from bowling.
 - 41.8.1.3. inform the other umpire for the reason for this action. The Bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another Bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
 - 41.8.1.4. report the occurrence to the Batters and, as soon as practicable, to the Captain of the batting side.
- 41.8.2. The umpires together shall report the occurrence to the ECN Match Referee who shall take such action as is considered appropriate against the Bowler concerned.

41.9. Time wasting by the fielding side

- 41.9.1. It is unfair for any Fielder to waste time.
- 41.9.2. If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the Captain of the fielding side or by any other Fielder, at the first instance the umpire concerned shall:
 - 41.9.2.1. if the ball is in play, call and signal Dead ball.
 - 41.9.2.2. inform the other umpire of what has occurred.
- 41.9.3. The Bowler's end umpire shall then:
 - 41.9.3.1. warn the Captain of the fielding side, indicating that this is a first and final warning.
 - 41.9.3.2. inform the Batters of what has occurred.
- 41.9.4. If either umpire considers that there is any further waste of time in that innings by any Fielder, the umpire concerned shall:
 - 41.9.4.1. if the ball is in play, call and signal Dead ball.
 - 41.9.4.2. inform the other umpire of what has occurred.

- 41.9.5. The Bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the Captain of the fielding side of the reason for this action.
- 41.9.6. Additionally the umpire shall inform the Batters and, as soon as is practicable, the Captain of the batting side of what has occurred.
- 41.9.7. If the umpires believe that the act of time wasting was deliberate or repetitive, they shall lodge a report under the NF Code of Conduct. In such circumstances the Captain and/or any individual members of the fielding team responsible for the time wasting will be charged.

41.10. Batter wasting time

- 41.10.1. It is unfair for a Batter to waste time. In normal circumstances, the striker should always be ready to take strike when the Bowler is ready to start their run-up.
- 41.10.2. Should either Batter waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the Bowler starts their run-up or when the ball becomes dead, as appropriate, the umpire shall:
 - 41.10.2.1. warn both Batters and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall inform each incoming Batter.
 - 41.10.2.2. inform the other umpire of what has occurred.
 - 41.10.2.3. inform the Captain of the fielding side and, as soon as practicable, the Captain of the batting side of what has occurred.
- 41.10.3. If there is any further time wasting by any Batter in that innings, the umpire shall, at the appropriate time while the ball is dead:
 - 41.10.3.1. award 5 Penalty runs to the fielding side.
 - 41.10.3.2. inform the other umpire of the reason for this action.
 - 41.10.3.3. inform the other Batter, the Captain of the fielding side and, as soon as practicable, the Captain of the batting side of what has occurred.
- 41.10.4. If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they shall lodge a report under the ECN Code of Conduct. In such circumstances the Batter concerned will be charged.

41.11. The protected area

The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and

on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle wickets, each parallel to it and 1 ft/30.48 cm from it.

41.12. Fielder damaging the pitch

- 41.12.1. It is unfair to cause deliberate or avoidable damage to the pitch. A Fielder will be deemed to be causing avoidable damage if either umpire considers that their presence on the pitch is without reasonable cause.
- 41.12.2. If a Fielder causes avoidable damage to the pitch, other than as in Clause 41.13.1, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The Bowler's end umpire shall then:
- 41.12.2.1. caution the Captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.
 - 41.12.2.2. inform the Batters of what has occurred.
- 41.12.3. If, in that innings, there is any further instance of avoidable damage to the pitch, by any Fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The Bowler's end umpire shall then:
- 41.12.3.1. award 5 Penalty runs to the batting side.
- 41.12.4. **Additionally the umpire shall:**
- 41.12.4.1. inform the fielding Captain of the reason for this action.
 - 41.12.4.2. inform the Batters and, as soon as practicable, the Captain of the batting side of what has occurred.
- 41.12.5. The umpires together shall report the occurrence to the ECN Match Referee who shall take such action as is considered appropriate against the Fielder concerned.

41.13. Bowler running on protected area

- 41.13.1. It is unfair for a Bowler to enter the protected area in their follow-through without reasonable cause, whether or not the ball is delivered.
- 41.13.2. If a Bowler contravenes this Clause, at the first instance and when the ball is dead, the umpire shall:
- caution the Bowler and inform the other umpire of what has occurred. This caution shall apply to that Bowler throughout the innings.

- Inform the Captain of the fielding side and the Batters of what has occurred.

41.13.3. If, in that innings, the same Bowler again contravenes this Clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.

Note requirements of Clause 41.13.4.

41.13.4. If, in that innings, the same Bowler contravenes this Clause a third time, when the ball is dead, the umpire shall:

- direct the Captain of the fielding side to suspend the Bowler immediately from bowling. If applicable, the over shall be completed by another Bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The Bowler taken off shall not be allowed to bowl again in that innings.
- inform the other umpire of the reason for this action.
- inform the Batters and, as soon as practicable, the Captain of the batting side of what has occurred.

The umpires shall then report the matter to the ECN Match Referee who shall take such action as is considered appropriate against the Bowler concerned.

41.14. Batter damaging the pitch

41.14.1. It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, they must move from it immediately thereafter. A Batter will be deemed to be causing avoidable damage if either umpire considers that their presence on the pitch is without reasonable cause.

41.14.2. If either Batter causes deliberate or avoidable damage to the pitch, other than as in Clause 41.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The Bowler's end umpire shall then:

- warn both Batters that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall inform each incoming Batter.
- inform the Captain of the fielding side and, as soon as practicable, the Captain of the batting side of what has occurred.

- 41.14.3. If there is any further instance of avoidable damage to the pitch by any Batter in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence.

The Bowler's end umpire shall:

- disallow all runs to the batting side.
- return any not out Batter to their original end.
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under Clause 28.3 (Protective helmets belonging to the fielding side).
- inform the Captain of the fielding side and, as soon as practicable, the Captain of the batting side of the reason for this action.
- The umpires together shall report the occurrence to the ECN Match Referee who shall take such action as is considered appropriate against the Batter concerned.

41.15. Striker in protected area

- 41.15.1. The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable. The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.
- 41.15.2. If either umpire considers that the striker is in breach of any of the conditions in Clause 41.15.1, if the Bowler has not entered the delivery stride, they shall immediately call Dead ball, otherwise, wait until the ball is dead; they shall then inform the other umpire of the occurrence.
- 41.15.3. The Bowler's end umpire shall then:
- 41.15.3.1. warn the striker that the practice is unfair and indicate that this is a first and final warning.
- This warning shall apply throughout the innings. The umpire shall inform the non-striker and each incoming Batter.
- 41.15.3.2. inform the Captain of the fielding side and, as soon as practicable, the Captain of the batting side of what has occurred.
- 41.15.4. If there is any further breach of any of the conditions in Clause 41.15.1 by any Batter in that innings, the umpire seeing the contravention shall, if the Bowler has

not entered their delivery stride, immediately call and signal Dead ball, otherwise, they shall wait until the ball is dead and then inform the other umpire of the occurrence.

41.15.5. The Bowler's end umpire shall:

41.15.5.1. disallow all runs to the batting side.

41.15.5.2. return any not out Batter to their original end.

41.15.5.3. signal No ball or Wide to the scorers if applicable.

41.15.5.4. award 5 Penalty runs to the fielding side.

41.15.5.5. award any other 5-run Penalty that is applicable except for Penalty runs under Clause 28.3 (Protective helmets belonging to the fielding side).

41.15.5.6. inform the Captain of the fielding side and, as soon as practicable, the Captain of the batting side of the reason for this action.

41.15.6. The umpires together shall report the occurrence to the ECN Match Referee who shall take such action as is considered appropriate against the Batter concerned.

41.16. Non-striker leaving their ground early

41.16.1. If the non-striker is out of their ground from the moment the ball comes into play to the instant when the Bowler would normally have been expected to release the ball, the Bowler is permitted to attempt to run him out.

41.16.2. Whether the attempt is successful or not, the ball shall not count as one in the over.

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

41.17. Batters stealing a run

41.17.1. It is unfair for the Batters to attempt to steal a run during the Bowler's run-up.

41.17.2. Unless the Bowler attempts to run out either Batter – see Clauses 41.16 and 21.4 (Bowler throwing towards striker's end before delivery) the umpire shall:

41.17.2.1. call and signal Dead ball as soon as the Batters cross in such an attempt.

41.17.2.2. inform the other umpire of the reason for this action.

41.17.3. The Bowler's end umpire shall then;

- 41.17.3.1. return the Batters to their original ends.
- 41.17.3.2. award 5 Penalty runs to the fielding side.
- 41.17.3.3. inform the Batters, the Captain of the fielding side and, as soon as practicable, the Captain of the batting side, of the reason for this action.

41.17.4. The umpires shall then report the matter to the ECN Match Referee who shall take such action as is considered appropriate against the Batter concerned.

41.18. Penalty runs

- 41.18.1. When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. **See** Clause 2.15 (Signals).
- 41.18.2. Penalty runs shall be awarded in each case where these Playing Conditions require the award, even if a result has already been achieved. **See** Clause 16.5 (Winning hit or extras).

Note, however, that the restrictions on awarding Penalty runs, in Clauses 23.3 (Leg byes not to be awarded), 34.4 (Runs scored from ball lawfully struck more than once) and 28.3 (Protective helmets belonging to the fielding side), will apply.

- 41.18.3. When 5 Penalty runs are awarded to the batting side under any of Clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), or 28.3 (Protective helmets belonging to the fielding side) or under Clauses 41.3, 41.4, 41.5, 41.9 or 41.12, then:
 - 41.18.3.1. they shall be scored as Penalty extras and shall be in addition to any other penalties.
 - 41.18.3.2. they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries.
 - 41.18.3.3. the Batters shall not change ends solely by reason of the 5 run penalty.
- 41.18.4. When 5 Penalty runs are awarded to the fielding side, under Clause 18.5.2 (Deliberate short runs), or under 41.10, 41.14, 41.15 or 41.17, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

41.19. Unfair actions

- 41.19.1. If an umpire considers that any action by a player, not covered in these Playing Conditions, is unfair, they shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire.
- 41.19.2. The Bowler's end umpire shall;
 - 41.19.2.1. If this is a first offence by that side:
 - 41.19.2.1.1. summon the offending player's Captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.
 - 41.19.2.1.2. warn the offending player's Captain that any further such offence by any member of their team shall result in the award of 5 Penalty runs to the opposing team.
 - 41.19.2.2. If this is a second or subsequent offence by that side:
 - 41.19.2.2.1. award 5 Penalty runs to the opposing side.
- 41.19.3. The umpires shall then report the matter to the ECN Match Referee who shall take such action as is considered appropriate against the player concerned.

42. Player's conduct

42.1. Serious misconduct

- 42.1.1. The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in Clause 42.2.1. These offences correspond with Level 4 offences in the ECN Code of Conduct. Level 1 to Level 3 offences continue to be dealt with separately under the ECN Code of Conduct.
- 42.1.2. If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.
- 42.1.3. The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. The umpires may also consult with the third umpire and the ECN Match Referee, who may review any audio or video replays to confirm whether an offence has been committed. If so, the umpires shall then apply the related sanctions.
- 42.1.4. If the offence is committed by a Batter, the umpires shall summon the offending player's Captain to the field. Solely for the purpose of this Clause, the Batters at the wicket may not deputise for their Captain.

42.2. Level 4 offences and action by umpires

- 42.2.1. Any of the following actions by a player shall constitute a Level 4 offence:
 - 42.2.1.1. threatening to assault an umpire
 - 42.2.1.2. making inappropriate and deliberate physical contact with an umpire
 - 42.2.1.3. physically assaulting a player or any other person – committing any other act of violence.
- 42.2.2. If such an offence is committed, 42.2.2.1 to 42.2.2.3 shall be implemented.
 - 42.2.2.1. The umpire shall call Time.
 - 42.2.2.2. Together the umpires shall summon and inform the offending player's Captain that an offence at this Level has occurred.
 - 42.2.2.3. The umpires shall instruct the Captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

- 42.2.2.3.1. If the offending player is a Fielder, no substitute shall be allowed for him.
- 42.2.2.3.2. They are to be recorded as **Retired – out** at the commencement of any subsequent innings in which their team is the batting side.
- 42.2.2.3.3. If a Bowler is suspended mid-over, then that over must be completed by a different Bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.
- 42.2.2.3.4. If the offending player is a Batter they are to be recorded as **Retired – out** in the current innings, unless they have been dismissed under any of Clauses 33 to 40, and at the commencement of any subsequent innings in which their team is the batting side.
- 42.2.2.3.5. If no further Batter is available to bat, the innings is completed.

42.2.3. As soon as practicable, the umpire shall:

- 42.2.3.1. award 5 Penalty runs to the opposing team;
- 42.2.3.2. signal the Level 4 penalty to the scorers; and
- 42.2.3.3. call Play.

42.2.4. The umpires shall then report the matter to the ECN Match Referee under the ECN Code of Conduct.

42.3. Captain refusing to remove a player from the field

- 42.3.1. If a Captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke Clause 16.2 (ECN Match Referee awarding a match).
- 42.3.2. If both Captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in Clause 16.2 and there shall be no result under Clause 16.

42.4. Additional points relating to Level 4 offences

- 42.4.1. If a player, while acting as wicket-keeper, commits a Level 4 offence, Clause 24.1.2 (Fielder absent or leaving the field of play) shall not apply, meaning that only a nominated player may keep wicket, even if another Fielder becomes injured or ill and is replaced by a substitute.
- 42.4.2. A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under Clause 42.2.2.5.

Appendix A - Equipment

3. The Bat

3.1. General guidance

- 3.1.1. **Measurements** – All provisions in Clauses 1.2 to 1.6 below are subject to the measurements and restrictions stated in the Playing Conditions and this Appendix.
- 3.1.2. **Adhesives** – Throughout, adhesives are permitted only where essential and only in minimal quantity.

3.2. Specifications for the Handle

- 3.2.1. One end of the handle is inserted into a recess in the blade as a means of joining the handle and the blade. This lower portion is used purely for joining the blade and the handle together. It is not part of the blade but, solely in interpreting Clauses 1.3 and 1.4 below, references to the blade shall be considered to extend also to this lower portion of the handle where relevant.
- 3.2.2. The handle may be glued where necessary and bound with twine along the upper portion. Providing Clause 5.5 is not contravened, the upper portion may be covered with materials solely to provide a surface suitable for gripping. Such covering is an addition and is not part of the bat, except in relation to Clause 5.6.
- 3.2.3. The bottom of this grip should not extend below the point defined in Clause 1.2.4 below. Twine binding and the covering grip may extend beyond the junction of the upper and lower portions of the handle, to cover part of the shoulders of the bat as defined in Clause 1.3.1.
- 3.2.4. No material may be placed on or inserted into the lower portion of the handle other than as permitted above together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.
- 3.2.5. *Materials in handle* – As a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth. Such materials must not project more than 3.25 in/8.26 cm into the lower portion of the handle.
- 3.2.6. *Binding and covering of handle* – The permitted continuation beyond the junction of the upper and lower portions of the handle is restricted to a maximum, measured along the length of the handle, of 2.5 in/6.35 cm in for the twine binding. 2.75 in/6.99 cm for the covering grip.

3.3. Specifications for the Blade

- 3.3.1. The blade has a face, a back, a toe, sides and shoulders:
 - 3.3.1.1. The face of the blade is its main striking surface and shall be flat or have a slight convex curve resulting from traditional pressing techniques. The back is the opposite surface.
 - 3.3.1.2. The shoulders, sides and toe are the remaining surfaces, separating the face and the back.
 - 3.3.1.3. The shoulders, one on each side of the handle, are along that portion of the blade between the first entry point of the handle and the point at which the blade first reaches its full width.
 - 3.3.1.4. The toe is the surface opposite to the shoulders taken as a pair.
 - 3.3.1.5. The sides, one each side of the blade, are along the rest of the blade, between the toe and the shoulders.
- 3.3.2. No material may be placed on or inserted into the blade other than as permitted in Clause 1.4, Clause 1.3.3, and Clause 5.4 (Protection and repair) together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.
- 3.3.3. Covering the blade. Bats shall have no covering on the blade except as permitted in Clause 6.4. Any materials referred to above, in Clause 5.4 and Clause 1.4 below, are to be considered as part of the bat, which must still pass through the gauge as defined in Clause 1.6.

3.4. Protection and repair

- 3.4.1. The surface of the blade may be treated with non-solid materials to improve resistance to moisture penetration and/or mask natural blemishes in the appearance of the wood. Save for the purpose of giving a homogeneous appearance by masking natural blemishes, such treatment shall not materially alter the colour of the blade.
- 3.4.2. Materials can be used for protection and repair as stated in Clause 5.4 and are additional to the blade. **Note** however Clause 5.6.
- 3.4.3. Any such material shall not extend over any part of the back of the blade except in the case of Clause 5.4.1 and then only when it is applied as a continuous wrapping covering the damaged area.
- 3.4.4. The repair material shall not extend along the length of the blade more than 0.79 in/2.0 cm in each direction beyond the limits of the damaged area.

- 3.4.5. Where used as a continuous binding, any overlapping shall not breach the maximum of 0.04 in/0.1 cm in total thickness.
- 3.4.6. The use of non-solid material which when dry forms a hard layer more than 0.004 in/0.01 cm in thickness is not permitted.
- 3.4.7. Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above, but the bat must still pass through the gauge as described in Clause 1.6.

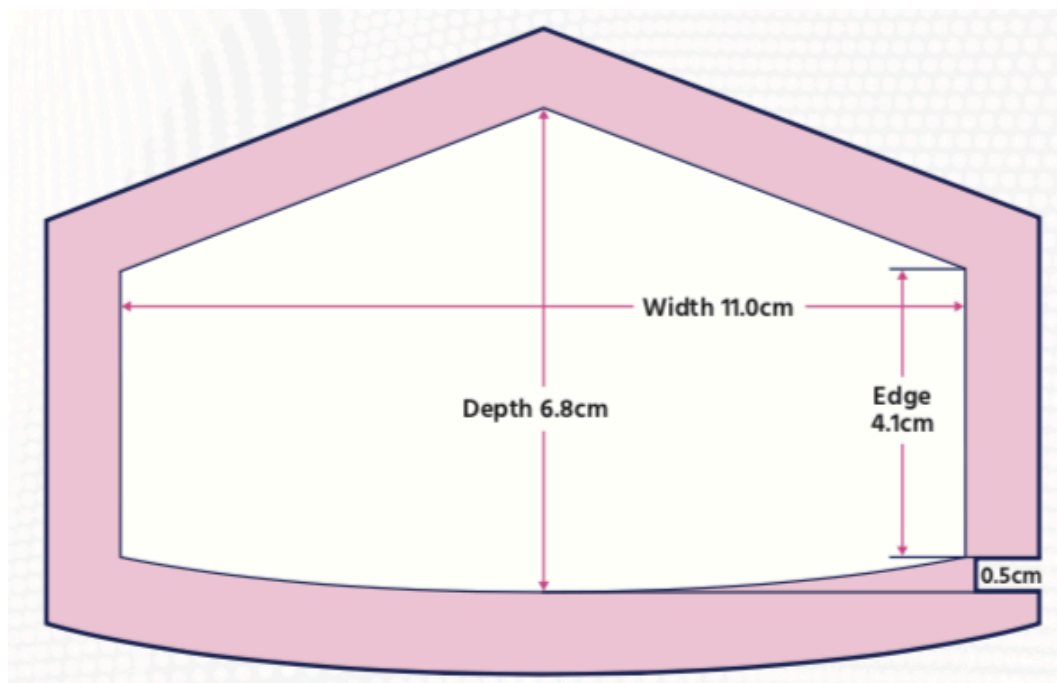
3.5. Commercial identifications

Such identifications shall comply with the restrictions set out in the hosting National Federation's Clothing and Equipment Regulations in relation to the size and position of marks and logos.

3.6. Bat Gauge

- 3.6.1. All bats must meet the specifications defined in Clause 5.7.
- 3.6.2. They must also, with or without protective coverings permitted in Clause 5.4, be able to pass through a bat gauge, the dimensions and shape of which are shown in the following diagram: (See over page)

BATTING GAUGE



Dimensions of Aperture

- 3.6.3. **Total Depth:** 2.68 in/6.8 cm
- 3.6.4. **Width:** 4.33 in/11.0 cm
- 3.6.5. **Edge:** 1.61 in/4.1 cm **Curve:** 0.20 in/0.5 cm

Note: The curve of the lower edge of the aperture is an arc of a circle of radius 12.0 in/30.5cm, whose centre is on the vertical centre line of the aperture.

4. The Wickets

4.1. Bails

4.1.1. **Overall length** = 4.31 in/10.95 cm

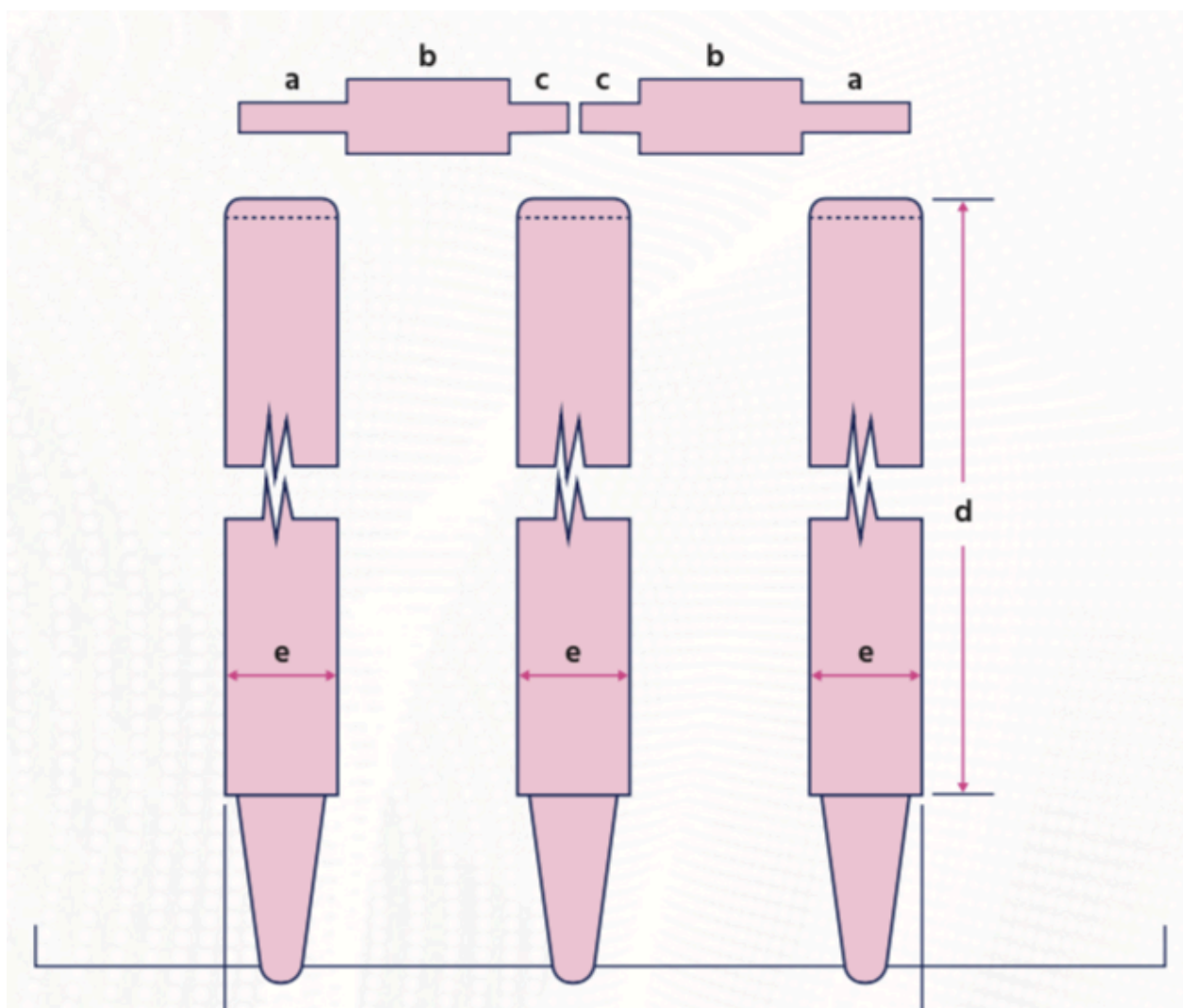
4.1.2. **a** = 1.38 in/3.50 cm **b** = 2.13 in/5.40 cm **c** = 0.81 in/2.06 cm

4.2. Wickets

4.2.1. **Height (d)** = 28 in/71.1 cm

4.2.2. **Diameter (e)** - maximum = 1.5 in/3.81 cm; minimum = 1.38 in/3.50 cm

4.2.3. **Overall**



4.2.4. **Width (f)** of wicket 9 in/22.86 cm

4.3. Base of Wickets

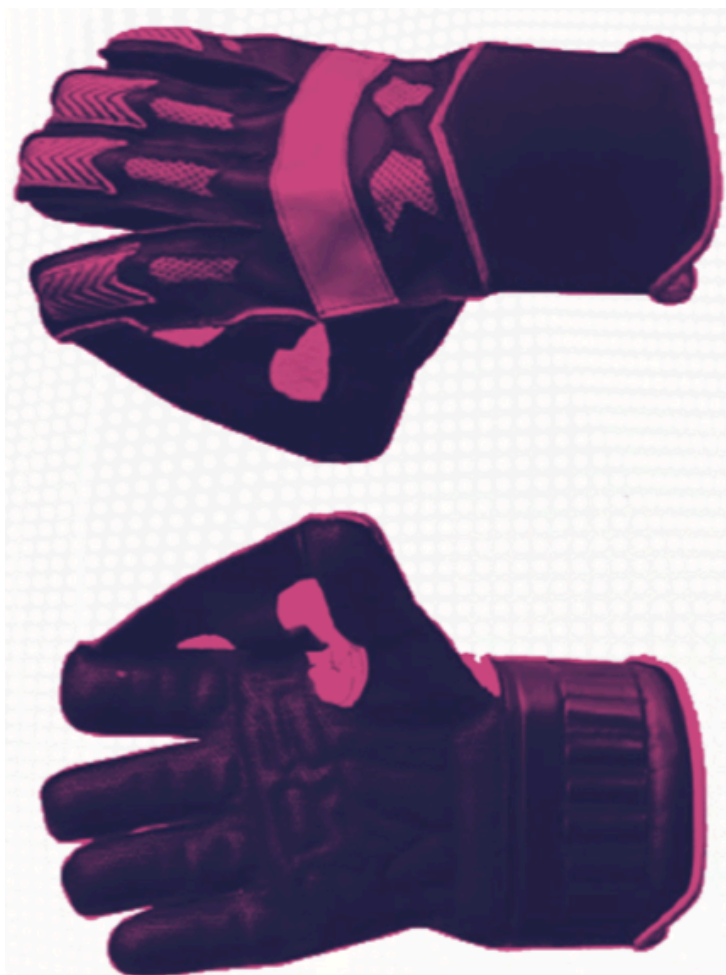
- 4.3.1. For the avoidance of doubt the base of the wickets is considered a part of the wicket for the purpose of dismissals.

5. Wicket - Keeping Gloves

- 5.1. The images below illustrate the requirements of Clause 27.2 in relation to:

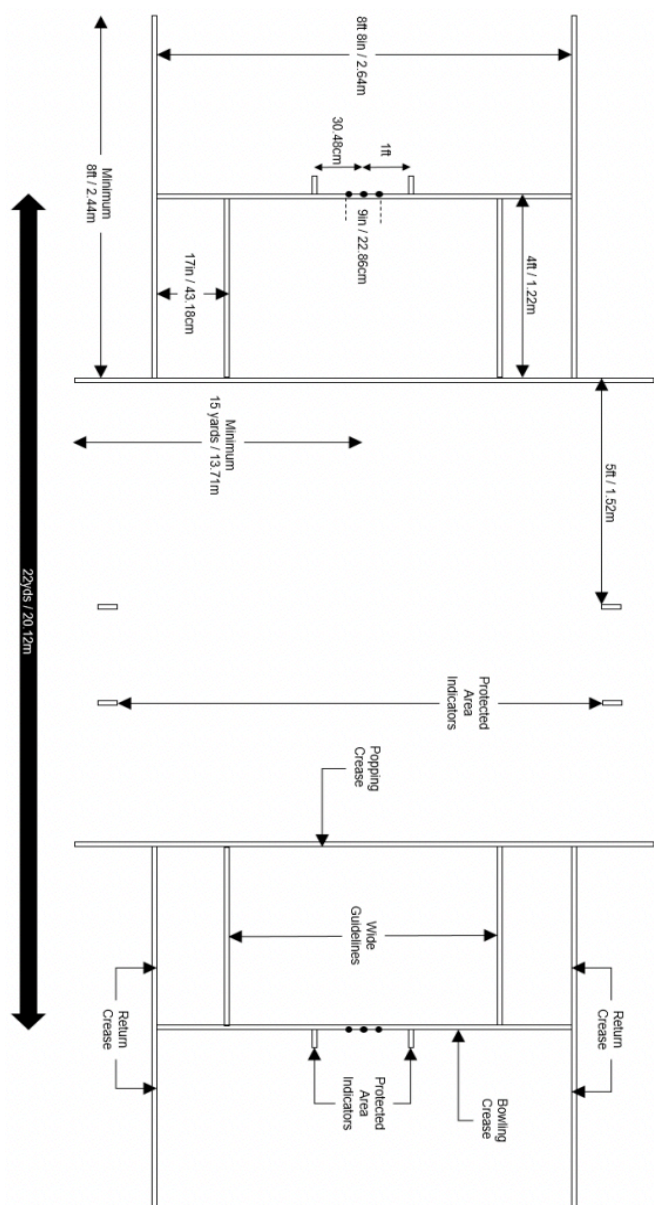
- 5.1.1. no webbing between the fingers;
- 5.1.2. a single piece of non-stretch material between finger and thumb as a means of support; and
- 5.1.3. when a hand wearing the glove has the thumb fully extended, the top edge being taut and not protruding beyond the straight line joining the top of the index finger to the top of the thumb.

Note also the requirement for wicket-keeping gloves to comply with the Clothing and Equipment Regulations in relation to the size and position of marks and logos.

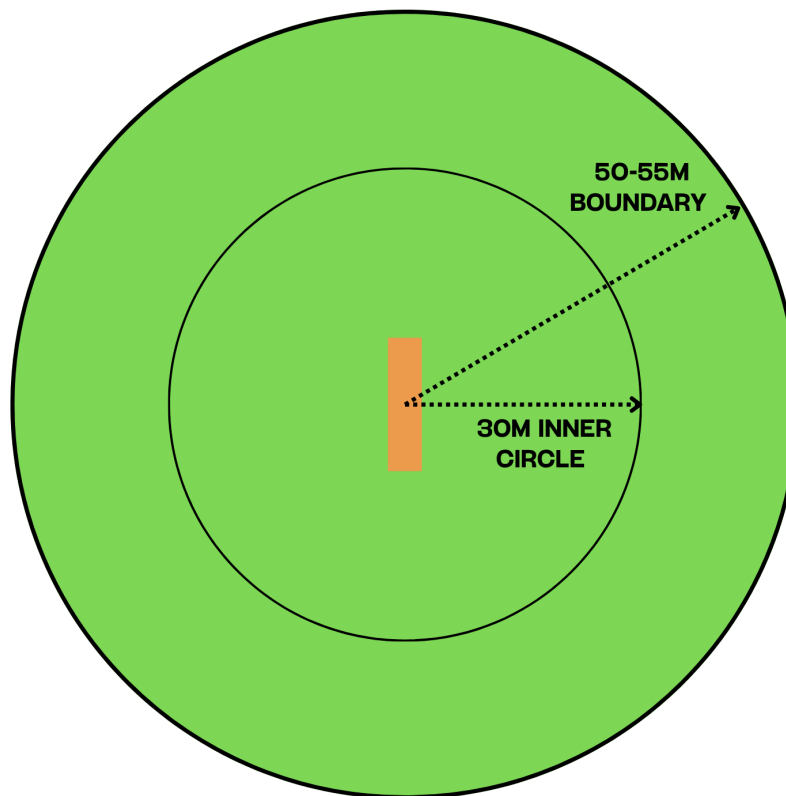


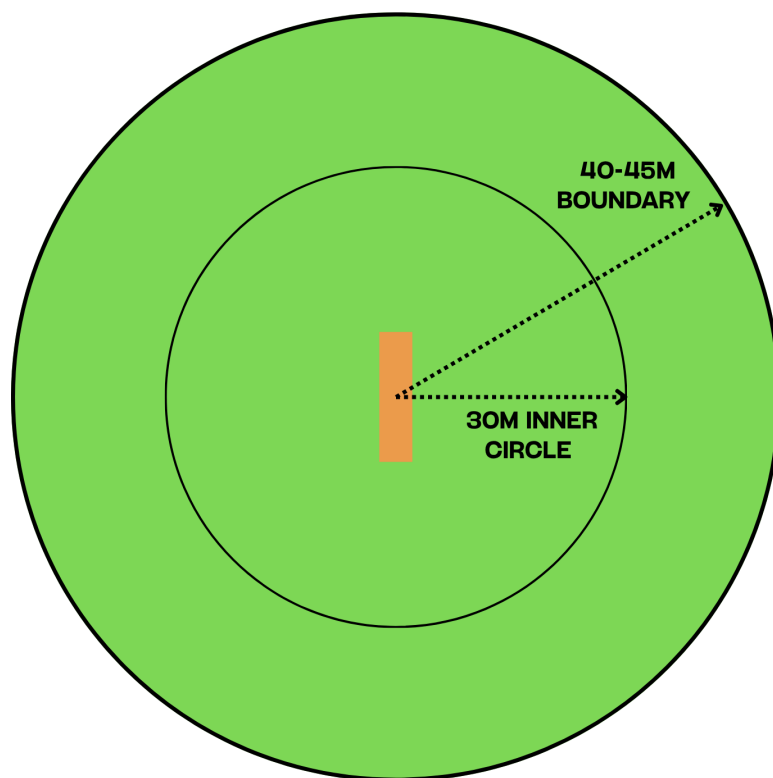
Appendix B - the Venue

1. The Pitch And The Creases



2. Restriction on the placement of Field





3. Advertising On Grounds, Perimeter Boards And Sight-screens

3.1. Advertising on grounds

3.1.1. The logos on outfields are to be positioned as follows:

3.1.1.1. Behind the wickets – a minimum of 25.15 yards (23 meters) from the wickets.

3.1.1.2. Midwicket/cover area – no advertising to be positioned within 30 yards (27.50 meters) of the centre of the pitch being used for the match.

Note: Advertising closer to the wickets as set out above which is required to meet 3D requirements for broadcasters may be permitted.

3.2. Perimeter boards

3.2.1. Advertising on perimeter boards placed in front of the sight- screens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

- 3.2.2. Advertising on perimeter boards behind the wickets 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.
- 3.2.3. The brightness of any electronic images shall be set at a level so that it is not a distraction to the players or umpires.

3.3. Sight-screens

- 3.3.1. Sight-screens shall be provided at both ends of all grounds, if possible.
- 3.3.2. Advertising shall be permitted on the sight-screen behind the striker, providing it is removed for the subsequent over from that end.
- 3.3.3. 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.

3.4. Markings on the Out-Field

- 3.4.1. With the permission of the Ground Authority, a Bowler may use paint to make a small marking on the outfield for the purposes of identifying their run-up. Paint used for this purpose shall be any colour other than white.

Appendix C - Calculations

1.1. Table 1: Calculation sheet for use when a delay or interruptions occur in the First Innings

1.2. Time:

- 1.2.1. Net playing time available at start of the match 90 minutes (A)
- 1.2.2. Time innings in progress (B)
- 1.2.3. Playing time lost (C)
- 1.2.4. Extra time available (D)
- 1.2.5. Time made up from reduced interval (E)
- 1.2.6. Effective playing time lost $[C - (D + E)]$ (F)
- 1.2.7. Remaining playing time available $(A - F)$ (G)
- 1.2.8. G divided by 4 (to 2 decimal places) (H)
- 1.2.9. Max overs per team $[H/2]$ (round up fractions) (I)
- 1.2.10. Maximum overs per Bowler $[I/5]$
- 1.2.11. Number of Powerplay overs (Clause 29.7.6)

1.3. Rescheduled Playing Hours

- 1.3.1. First session to commence or recommence (J)
- 1.3.2. Length of innings $[I \times 4]$ (round up fractions) (K)
- 1.3.3. Rescheduled first innings cessation time $[J + (K - B)]$ (L)
- 1.3.4. Length of interval (M)
- 1.3.5. Second innings commencement time $[L + M]$ (N)
- 1.3.6. Rescheduled second innings cessation time $[N + K]$ *(O)
- 1.3.7. * Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Clause 14.7.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

1.4. Table 2: Calculation sheet to check whether an interruption during the First Innings should terminate the innings

- 1.4.1. Proposed re-start time (P)
- 1.4.2. Rescheduled cut-off time allowing for full use of any extra time provision (Q)
- 1.4.3. Minutes between P and Q (R)
- 1.4.4. Potential overs to be bowled $[R/4]$ (round up fractions) (S)
- 1.4.5. Number of complete overs faced to date in first innings (T)
- 1.4.6. If S is greater than T then revert to Table 1
- 1.4.7. If S is less than or equal to T then the first innings is terminated – go to Table 3

1.5. Table 3: Calculation sheet for the start of the Second Innings

- 1.5.1. Maximum overs to be bowled:
- 1.5.2. (If first innings was terminated, S from Table 2) (A)
- 1.5.3. Scheduled length of innings: $[A \times 4]$ (round up fractions) (B)
- 1.5.4. Start time (C)
- 1.5.5. Scheduled cessation time $[C + B]$ (D)

1.6. Overs per Bowler and fielding restrictions

- 1.6.1. Maximum overs per Bowler $[A/5]$ overs
- 1.6.2. Number of Powerplay overs (Clause 28.7.6) overs

1.7. Table 4: Calculation sheet for use when interruption occurs after the start of the Second Innings

1.7.1. Time:

- 1.7.2. Time at start of innings (A)
- 1.7.3. Time at start of interruption (B)
- 1.7.4. Time innings in progress (C)
- 1.7.5. Restart time (D)
- 1.7.6. Length of interruption $[D - B]$ (E)

1.8. Additional time available:

- | | | |
|--------|---|-----|
| 1.8.1. | (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings) | (F) |
| 1.8.2. | Total playing time lost $[E - F]$ | (G) |

1.9. Overs:

- | | | |
|--------|---|-------|
| 1.9.1. | Maximum overs at start of innings | (H) |
| 1.9.2. | Overs lost $[G/4]$ (rounded down) | (I) |
| 1.9.3. | Adjusted maximum length of innings $[H - I]$ | (J) |
| 1.9.4. | Rescheduled length of innings $[J \times 4]$ rounded up | (K) |
| 1.9.5. | Amended cessation time of innings $[D + (K - C)]$ | (L) |

1.10. Overs per Bowler and Fielding Restrictions:

- | | | |
|---------|---|-------|
| 1.10.1. | Maximum overs per Bowler $[J/5]$ | overs |
| 1.10.2. | Number of Powerplay overs (Clause 28.7.6) | overs |

Appendix D - Golden Ball

1.1. The following procedure shall apply should the provision for a Golden Ball be adopted in any match.

- 1.1.1. In the event of a tie, the match result will be decided by a Golden Ball.
- 1.1.2. Subject to ground, weather or light conditions the Golden Ball will take place on the scheduled day of the match at a time to be determined by the ECN Match Referee. In normal circumstances it shall commence 3 minutes after the conclusion of the match.
- 1.1.3. The Golden Ball 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 ECN Match Referee.
- 1.1.4. The umpires shall stand at the same end as that in which they finished the match.
- 1.1.5. A Golden Ball consists of one additional legal delivery added to the innings of the team batting second in the match with the target being two runs off this additional delivery.
- 1.1.6. Only nominated players in the match may participate in the Golden Ball. Should any player (including the Batters and Bowler) be unable to continue to participate in the Golden Ball due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply for the Golden Ball.
- 1.1.7. Any Batter not dismissed in the innings may act as striker for the Golden Ball. In Women's matches, any batter (dismissed or not dismissed) may act as striker for the Golden Ball.
- 1.1.8. The non-striker for the Golden Ball should also not have been dismissed in the innings. (If all wickets were lost in the innings, then the non-striker should be the last Batter dismissed, except in exceptional circumstances such as injury, in which the umpires should instruct the fielding Captain to choose a member of the batting team to act as non-striker. The non-striker shall wear all standard batting equipment. i.e bat, pads, gloves and helmet. In Women's matches, any batter (dismissed or not dismissed) may act as non-striker for the Golden Ball.
- 1.1.9. The Golden Ball shall be bowled by any player who has bowled at least some part of the final two overs of the match, as long as this player is not serving penalty time. In Women's matches, the Golden Ball shall be bowled by any player, as long as this player is not serving penalty time.
- 1.1.10. The Golden Ball is bowled from the same end as the last delivery of the second innings was bowled.
- 1.1.11. The ball used for the Golden Ball shall be the same as the ball used for the second innings of the match. If the ball needs to be changed, the Playing Conditions shall apply.
- 1.1.12. The batting side wins the match if they are able to score two or more runs off the Golden Ball.

- 1.1.13. The fielding side wins the match if they are able to take a wicket, or restrict the batting team to less than two runs off the Golden Ball.
- 1.1.14. The Golden Ball shall be considered as a new over in relation to short pitched bowling as outlined in Clause 41.6
- 1.1.15. Runs from a No Ball shall count towards the two runs required by the batting side for the Golden Ball, and the ball shall be re-bowled in accordance with Clause 21.
- 1.1.16. If a No Ball is bowled, the next delivery shall become a Free Hit in accordance with the Clause 21.19.
- 1.1.17. Runs from Wides shall count towards the two runs required by the batting side for the Golden Ball, and the ball shall be re-bowled in accordance with Clause 22.
- 1.1.18. The Golden Ball will have the same fielding restrictions as apply for the last over in a match played under the **European Cricket Series Rules, Regulations and Playing Conditions**
- 1.1.19. If, determined by the due to exceptional circumstances (such as weather, light or ground), conditions are unfit to play the Golden Ball, then the result shall be declared a tie.
- 1.1.20. In the event of a tie due to not being able to complete the Golden Ball in a Knock-Out Match then, the winner will be determined by the team's performances in the Group stage as follows: Group standing, most points, most wins, highest net run rate. If still equal, teams that cannot be separated in this way will be done by drawing lots.
- 1.1.21. Once the ball has become dead the Bowler's end umpire shall communicate this to the players by announcing "game end".
- 1.1.22. ***For avoidance of doubt, any penalty time being served in the match for either Batter or Bowler shall be carried forward for the Golden Ball.***

Appendix E – Power Over

1.1. The following procedure shall apply should the provision for a Power Over tie-breaker be adopted in any Group.

- 1.1.1. Each of the competing teams must nominate 12 unique players, comprising 6 batters and 6 bowlers, from their nominated tournament squad to the ECN Project Manager. This nomination must include the order (1 to 6) in which they will bat and bowl. Players may only bat or bowl (so cannot do both) for the duration of the Power Over. Once nominated neither the players nor the order can be changed.
- 1.1.2. For the avoidance of doubt, during the Power Over:
 - 1.1.2.1. both the batter and the bowler belong to the same team,
 - 1.1.2.2. each batter and bowler shall participate in only 1 of the 6 deliveries, and
 - 1.1.2.3. only the participating batter and bowler and the umpires shall be on the field.
- 1.1.3. The bowler shall bowl a legal delivery to the batter. If the bowler bowls a no ball or a wide, no runs shall be scored from that delivery and both the batter and the bowler take no further part in the Power Over. Further, for a score to be registered, the ball must bounce before being struck by the batter. Hitting the ball on the full results in a score of 0 for that delivery.
- 1.1.4. The batter shall attempt to hit a boundary. Scores of (boundary) 6 and (boundary) 4 are credited to the team's total. Any other outcome results in a score of 0 for that delivery.
- 1.1.5. The batter must take up a normal batting position when receiving the delivery and must wear a minimum of batting gloves and a protective helmet.
- 1.1.6. The ball must be struck before it reaches the bowling crease.
- 1.1.7. A team's Power Over score is the sum of the scores of the 6 deliveries. The team with the highest Power Over score is deemed to be the winner of the Group.
- 1.1.8. In the event that two or more teams are tied on the same score, another Power Over involving the tied teams shall be played until there is an outright winner. Each team shall use the same participants in the same order as the original Power Over.
- 1.1.9. The ECN Tournament Referee, in conjunction with the ECN Project Manager, shall determine the order in which the teams bowl their Power Over and communicate same to the participating captains. Teams complete their full Power Over before the next team participates.
- 1.1.10. The ECN Tournament Referee has full authority to determine the necessary course of action and outcome if extraordinary circumstances arise.

Appendix F - Suspect Bowling Actions

1. Suspect Bowling Actions

1.1 Over the last two years, ECN Match Officials (Umpires & Match Referees), as well as our support staff and viewers, have observed that there has been a substantial increase in the number of suspect bowling actions from bowlers taking part in ECN events.

As a result, over the last year we have been more pro-active in identifying suspect actions and following a process to deal with them with the individuals concerned, their captains and, where applicable, their coaches and / or managers.

The process is as follows:

- 1.1.1. When a suspect action is observed by any of the Match Officials, they will bring this to the attention of their colleagues immediately after the match.
- 1.1.2. If the Match Officials together agree that the bowling action appears to be in contravention of Law 21.2 Fair Delivery – The Arm, the Match Referee will convene a meeting with the player concerned and the nominated captain and / or the coach and / or the manager of the team. At this meeting the Match Referee will show video evidence of the action considered to be suspect.
- 1.1.3. The Match Referee will request that the bowler does not bowl again in the event and will also outline the process if the bowler does bowl again.
- 1.1.4. If the bowler does bowl again and the action is considered to be suspect, the umpires will follow the procedure set out in Law 21.3 Action by Umpires. Specifically, the bowler's end umpire will call and signal no ball and issue a first and final warning. For the avoidance of doubt, this will lead to the next delivery being a free hit.
- 1.1.5. If the bowler bowls a further delivery with a suspect action in the same innings, the umpires will continue to follow Law 21.3. No ball will be called and signaled, and the bowler will be suspended from bowling in the innings and from any remaining matches in the event. If necessary, the over will be completed by another bowler. Again, for the avoidance of doubt, the next delivery will be a free hit.
- 1.1.6. At the discretion of the ECN Technical Committee, the suspended bowler may have the suspension reduced to the group stage of the event only.
- 1.1.7. Players previously in the above process should be assessed immediately before they start to play in a subsequent event.
- 1.1.8. ECN reserves the right to keep electronic records of players suspended as a result of the above process.

Appendix G - Head Injury

1. ECC & ECI events:

If a player sustains a strike to the head during play the on-field umpire should immediately call for the player to be assessed by the match day medical professional.

An initial cognitive assessment shall take place on the field of play and a decision made by the medical professional as to whether the player is fit to continue or whether they need a further period of assessment.

A substitute player can take the place of the “injured player”. In cases where the player is deemed unfit to continue in the event, a replacement player from the named squad can take the place of the injured player if the Tournament Referee deems them to be the “most suitable replacement”.

Whilst each team is responsible for the welfare of its players, **THE DECISION OF THE MEDICAL PROFESSIONAL CANNOT BE OVERTURNED.**

A player can only be deemed “fit to play” once they have undergone a further medical assessment by the Match Day Medical Professional.

This change has been introduced to allow players to receive the best possible treatment once they have sustained a concussion. Player safety is the paramount priority of the match officials.

IF IN DOUBT, SIT THEM OUT

2. ECS Events:

If during an ECS match there is no medical professional in attendance, it will be for the Tournament Referee and/or match Officials to undertake the initial assessment. If they deem the player unfit to continue and/or needs a further concussion assessment it is the responsibility of the players Team to seek a medical concussion assessment.

This assessment will be provided to the Tournament Referee who has autonomy to decide on players eligibility to return to the playing team. **THE DECISION OF THE TOURNAMENT REFEREE CANNOT BE OVERTURNED.**

A substitute player can take the place of the “injured player”. In cases where the player is deemed unfit to continue in the event, a replacement player from the named squad can take the place of the injured player if the Tournament Referee deems them to be the “most suitable replacement”.

This change has been introduced to allow players to receive the best possible treatment once they have sustained a concussion. Player safety is the paramount priority of the match officials.

IF IN DOUBT, SIT THEM OUT