



Except as varied here under the Laws of Cricket (2000 Code 4th Edition – 2010) shall apply.

Note: All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'SCA Tournament Committee'.

1. Law 1 – The Players

1.1 Law 1.1 – Number of Players

Law 1.1 shall be replaced by the following:

- 1.1.1. A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.
- 1.1.2. A minimum of 7 players have to take the field at the call of play. Failure to have 7 players take the field will result in the opposite team winning by a walkover.
- 1.1.3. In addition to the rule 1.1.2, In case of ground weather and light conditions the match is delayed, there should be at least one registered member of the team present at the original scheduled time of the toss. Failure to comply this shall result into match being awarded to the opposition.

1.2 Law 1.2 – Nomination of Players

Law 1.2 shall be replaced by the following:

- 1.2.1. Each captain shall provide a list of the 11 players in writing to the Umpires before the toss. No player may be changed after the nomination without the consent of the opposing captain.
- 1.2.2. All those nominated, must be eligible to play for that particular team in the tournament and should be part of the team's registered squad.
- 1.2.3. The toss shall take place 20 minutes prior to the scheduled (or re-scheduled) start of play.

1.3 Law 1.3 – Captain

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

The deputy must be one of the 11 nominated players.

1.4 Players Attire

- 1.4.1. Division 1: All players must be attired in their team colours. Players not dressed in the team colours will not be allowed to play in the match.
- 1.4.2. All other divisions: All players must be attired in cricket whites. This includes t-shirts, trousers, sock, shoes and pads. No coloured stripes in t-shirts and trousers shall be permitted.
- 1.4.3. Clauses 1.4.1 and 1.4.2 will also apply for any person taking the field as a substitute.

2. Law 2 – Substitutes and Runners, Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings

Law 2 shall apply subject to the following:

2.1 Law 2.5 - Fielder absent or leaving the field



Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

If a team plays with less than 11 players in the playing list, no substitute shall be allowed for the number of players falling short. (For instance, if a team has given a list of only 10 players at the time of toss, it will field only with 10 players and no substitute shall be provided for the 11th player, who is not listed at all in the team list).

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

- 2.1.1. The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
- 2.1.2. The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.
- 2.1.3. Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

The restriction in clauses [2.1.1](#) and [2.1.2](#) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

Note: Cramps to be treated as illness/injury.

3. LAW 3 - THE UMPIRES

3.1 Law 3.1 - Appointment and attendance

- 3.1.1. SCA shall appoint Umpires for all the matches.
- 3.1.2. Neither team will have a right of objection to an umpire's appointment.

3.2 Law 3.8 - Fitness of Ground, Weather and Light, and Law 3.9 - Suspension of play for adverse conditions of ground, weather or light



Laws 3.8 and 3.9 shall apply subject to the following:

3.2.1 a) If at any time the umpires together agree that the conditions of the ground, weather or light is not suitable for play, they shall inform the captains and, unless

- i) in unsuitable ground or weather conditions, **both captains** agree to continue or to commence or to restart play (in which case, the respective captains take the responsibility for any injuries to their players that result due to the unsuitable ground conditions) or
 - ii) in unsuitable light, the batting side wishes to continue or to commence or to restart play they shall suspend play, or not allow play to commence or to re-start .
- b) After agreeing to play in unsuitable ground or weather conditions, either captain may appeal against the conditions to the umpires before the next call of Time. The umpires shall uphold the appeal only if, in their opinion, the factors taken into account when making their previous decision are the same or the conditions have further deteriorated.
 - c) After deciding to play in unsuitable light, the captain of the batting side may appeal against the light to the umpires before the next call of Time. The umpires shall uphold the appeal only if, in their opinion, the factors taken into account when making their previous decision are the same or the condition of the light has further deteriorated.
 - d) If any injury occurs to any player due to ground conditions or if at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire so that it would be unreasonable or dangerous for play to take place, then notwithstanding the provisions of (a) (i) and (ii) above, they shall immediately suspend play, or not allow play to commence or to re-start. The decision as to whether conditions are so bad as to warrant such action is only for the **umpires alone** to make.

3.2.2 If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. In these circumstances the provisions of Laws 3.9 (b) (i) and 3.9 (c) (i) shall not apply.

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

3.2.4 If a shadow from the fielder falls across the strikers half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

3.3 Attire

3.3.2 Division 1: Umpires must be properly attired in coloured uniform t-shirts (provided by SCA), black trousers, white socks & white shoes.

3.3.3 All other divisions: Umpires must be properly attired in white shirts, black trousers, white socks & white shoes.



- 3.3.4 Umpires officiating in the match are authorised to instruct any player not complying with the dress code laid down in clause 1.4 above to leave the field of play. Any such player will be permitted to continue playing for his team if he returns properly attired within 2 hours from the time he was sent off the field.

3.4 Sightscreens

- 3.4.2 Division 1: Sightscreens will be black.
- 3.4.3 All other divisions: Sightscreens will be white.

4 Law 4 - The Scorers

4.2 Law 4.1 - Appointment of scorers

- 4.2.2 It will be mandatory for every team participating in the SCA league to provide one scorer for each of their home and away matches.
- 4.2.3 Failure to provide a scorer will result in paying a fine of S\$50 by the team not providing the scorer.
- 4.2.4 Under special circumstances, a grace period of not more than 45 minutes from the start of play will be allowed for a player taking part in the game for either of the teams, to act as a scorer until the arrival of the official scorer.

4.3 Law 4.2 - Correctness of scores

Attention is drawn to clause 21.

5 Law 5 - The Ball

5.2 Law 5.2 - Approval and control of balls

Law 5.2 shall be replaced by the following:

- 5.2.2 All teams shall utilize cricket balls approved and supplied by the SCA for the SCA League 2011. An SCA approved ball will bear the insignia/logo of the SCA.
- 5.2.2.1 Division 1: SG Test white ball will be used.
- 5.2.2.2 Division 2: SG Test red ball will be used
- 5.2.2.3 All other divisions: SG Tournament Special red ball will be used.
- 5.2.3 Before the start of an inning, it is mandatory for the fielding team to provide two new balls and four used balls (of varying wear and tear) to the umpires. These balls will be used to replace any lost/out-of-shape balls during the corresponding innings.
- 5.2.4 These balls will be collected at the beginning of the innings and shall be placed for safe-keeping at the scorer's desk.
- 5.2.5 Teams are not allowed to use any other balls than the ones prescribed above.
- 5.2.6 Failure to comply with this rule will lead to penalties in terms of lost time and reduced overs as prescribed by the officiating umpires of the match for the consent team.

5.3 Law 5.4 - New ball in match of more than one day's duration

Law 5.4 shall not apply.



5.4 Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

5.4.2 In the event of a ball during play being lost, or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

5.4.3 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.

5.4.4 If the ball is to be replaced, the umpire shall inform the batsman. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5.5 Law 5.6 – Specifications

Law 5.6 shall not apply.

6 Law 6 - The Bat

Law 6 shall apply.

7 Law 7 - The Pitch

Law 7 shall apply.

8 Law 8 - The Wickets

Law 8 shall apply.

9 Law 9 - The Bowling, Popping and Return Creases

9.2 Law 9.3 - The Popping Crease

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

9.3 Additional Crease Markings

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wides on the offside, the crease markings detailed in [Appendix 2](#) shall be marked in white at each end of the pitch.

10 Law 10 - Preparation and Maintenance of the Playing Area

Law 10 shall apply.

11 Law 11 - Covering the Pitch

Law 11 shall apply.

12 Law 12 - Innings

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

12.2 Law 12.1 - Number of innings



Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side; each innings being limited to a maximum of:

12.2.2 Division 1: 50 overs per innings

12.2.3 Division 2: 40 overs per innings

12.2.4 All other divisions: 30 overs per innings

12.3 Law 12.2 - Alternate innings

Law 12.2 shall not apply.

12.4 Law 12.3 - Completed innings

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

12.5 Length of Innings

12.5.2 Uninterrupted Matches.

12.5.2.1 Each team shall bat for the number of overs prescribed in clause 12.2 above unless all out earlier.

12.5.2.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. However when they bat they will receive the same number of overs which had been bowled by them in the allocated time. The umpires may reduce or waive this penalty if in their opinion the events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled cessation time of the first session. The interval shall not be extended and the second session shall commence at the scheduled time. The over in progress at the scheduled cessation time shall count as a completed over. The penalty for slow over rate shall apply even if the side bowling first bowls out the opponents before the required number of overs have been bowled.

12.5.2.3 If the team batting first is dismissed in fewer than the prescribed overs, the team batting second shall still be entitled to bat for its entire overs.

12.5.2.4 If the team fielding second fails to bowl the required number of over as by the scheduled cessation time, the target of the team batting second shall be reduced by the average of the 10 best overs of the batting first multiplied by the number of overs short bowled by them at the scheduled cessation time. Fractions are to be ignored in all calculations re the number of overs. The over in progress shall count as a completed over. The hours of play shall be extended until the required number of overs has been bowled or a result achieved or bad light stops play the umpires may reduce or waive the penalty if in their opinion the events beyond the control of the bowling team prevented that team from bowling the required number of overs by the cessation time.



12.5.3 Delayed or Interrupted Matches

12.5.3.1 Delay or Interruption to the Innings of the Team Batting First

12.5.3.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4.2 minutes per over in the total remaining time available for play.

12.5.3.1.2 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. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of overs as prescribed in the table in

12.5.3.1.3 Appendix 1 have to be bowled to both sides, subject to their innings not being completed earlier.

12.5.3.1.4 A fixed time will be specified for the commencement of the interval and the close of play for the match, by applying a rate of 4.2 minutes per over. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original time. If required the original time shall be extended to allow for one extra over for each team.

12.5.3.1.5 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. However when they bat they will receive the same number of overs which had been bowled by them in the allocated time. The umpires may reduce or waive this penalty if in their opinion the events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled cessation time of the first session. The interval shall not be extended and the second session shall commence at the scheduled time. The over in progress at the scheduled cessation time shall count as a completed over. The penalty for slow over rate shall apply even if the side bowling first bowls out the opponents before the required number of overs have been bowled.

12.5.3.1.6 If the team fielding second fails to bowl the required number of over as by the scheduled cessation time, the target of the team batting second shall be reduced by the average of the 10 best overs of the batting first multiplied by the number of overs short bowled by them at the scheduled cessation time. Fractions are to be ignored in all calculations re the number of overs. The over in progress shall count as a completed over. The hours of play shall be extended until the required number of overs has been bowled or a result achieved or bad light stops play the umpires may reduce or waive the penalty if in their opinion the events beyond the control of the bowling



team prevented that team from bowling the required number of overs by the cessation time.

12.5.3.1.7 Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.

12.5.3.2 Delay or Interruption to the innings of the Team Batting Second

12.5.3.2.1 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 4.2 minutes per over in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

12.5.3.2.2 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.

12.5.3.2.3 To constitute a match, a minimum of overs as prescribed in the table in

12.5.3.2.4 Appendix 1 have to be bowled to the side batting second, subject to the innings not being completed earlier.

12.5.3.2.5 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.

12.5.3.2.6 A fixed time will be specified for the close of play by applying a rate of 4.2 minutes per over. 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.

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

12.6 Extra Time

12.6.2 Division 1: Up to 30 minutes of extra time can be added to the scheduled time in the event of any interruption of play due to bad weather, light or any unavoidable circumstances.

12.6.3 All other divisions: No extra time can be added even in case of any delays.

12.7 Number of Overs per Bowler

12.7.2 Division 1: No bowler shall bowl more than 10 overs in an innings.

12.7.3 Division 2: No bowler shall bowl more than 8 overs in an innings.



- 12.7.4 All other divisions: No bowler shall bowl more than 6 overs in an innings.
- 12.7.5 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.
- 12.7.6 Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 12.7.7 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

13 Law 13 - The Follow-on

Law 13 shall not apply.

14 Law 14 - Declaration and Forfeiture

Law 14 shall not apply.

15 Law 15 - Intervals

Law 15 shall apply subject to the following:

15.2 Law 15.5 - Changing agreed times for intervals - Interval between Innings

- 15.2.2 If the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, a ten minute break will occur and the team batting second will commence its innings and the interval occur as scheduled.
- 15.2.3 If the team batting first has completed its innings less than 30 minutes prior to the scheduled interval, then the Lunch/Tea interval shall be taken immediately for the duration previously scheduled.
- 15.2.4 Lunch/Tea shall normally be taken between innings and second session will commence immediately after lunch/tea and will end when results have been reached or bad light or conditions of ground prevent any further play.
- 15.2.5 Where play is delayed or interrupted, the umpires will reduce the timing of the intervals as follows:

15.2.5.1 Division 1 games: Reduction in Lunch interval shall be considered as follows:

Time Lost	Interval
Up to 60 minutes	30 minutes
Between 60 & 120 minutes	20 minutes
More than 120 minutes	10 minutes

15.2.5.2 All other divisions: A minimum of 10 minutes interval for change of innings must be provided. Please note that any reduction in the number of overs shall automatically reduce the innings break duration to 10 minutes.

15.3 Law 15.9 - Intervals for drinks



15.3.2 Drinks would normally be taken at the end of the stipulated overs.

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

16 Law 16 - Start of Play; Cessation of Play

Law 16 shall apply subject to the following:

16.2 Law 16.1 - Start and Cessation Times

The hours of play matches in the SCA League differ according to the division that the match is being played in and the schedule provided by the SCA Fixtures Committee. The times prescribed in the table in

Appendix 1 are to be strictly followed.

17 Law 17 - Practice on the Field

Law 17 shall apply.

18 Law 18 - Scoring Runs

Law 18 shall apply.

19 Law 19 - Boundaries

Law 19 shall apply.

20 Law 20 - Lost Ball

Law 20 shall apply.

21 Law 21 - The Result

Law 21 shall apply subject to the following:

21.2 Law 21.1 - A win - two innings match

Law 21.1 shall not apply.

21.3 Law 21.2 - A win - one innings match

Law 21.2 shall apply in addition to the following:

21.3.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least the minimum number of overs as prescribed in the table in

21.3.3 Appendix 1, unless one team has been all out in less than the minimum number of overs as prescribed in

21.3.4 Appendix 1, or unless the team batting second scores enough runs to win in less than the minimum number of overs as prescribed in

21.3.5 Appendix 1.

21.3.6 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), all matches in which both teams have not



had an opportunity of batting for the minimum number of overs as prescribed in the table in

21.3.7 Appendix 1, shall be declared no result.

21.4 Law 21.3 - Umpires awarding a match

Law 21.3 shall apply.

21.5 Law 21.4 - A Tie

Law 21.4 shall apply.

21.6 Law 21.5 - A Draw

Law 21.5 shall not apply.

21.7 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score

21.7.2 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the 2nd innings, the number of overs in the innings of the team batting second has to be revised to a lesser number than originally allotted, then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the Parabola method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Appendix 3).

21.7.3 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least the minimum number of overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the 'Target Score' determined at the instant of the suspension by the Parabola method (refer Appendix 3). If the score is equal to or more than the target score, the team batting second wins.

21.8 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

21.9 Competition Format

SCA Clubs League Division 1 & 6 will play each other twice on home and away basis. All other Divisions will play every other team once in its group. Points will be allocated for each match in accordance with the system described in clause 21.9 of these playing conditions, which will apply throughout the competition.



21.10 Points

21.10.2 Points will be awarded to the teams based on the below table:

Win	10 points
Tie	7 points
Abandoned	5 points
Walk-over	10 points to team receiving the walkover

21.10.3 Bonus Points:

21.10.3.1 Bonus points will be awarded to the losing side only.

21.10.3.2 The bonus gained by the losing side will be deducted from the winning side.

21.10.3.3 A team losing by a margin of 25% or less will be awarded 2 points and the winning team will be awarded 8 points.

21.10.3.4 A team losing by a margin between 26% and 40% will be awarded 1 point and the winning team will be awarded 9 points.

21.10.4 Example:

If a team chasing 201 runs for a win (i.e. the team batting first has scored 200 runs) loses the game it will be eligible for bonus points as follows:

21.10.4.1 If it scores between 150 runs and 199 runs, it will get 2 bonus points and the winning team will get 8 points.

21.10.4.2 If it scores between 120 and 149 runs, it will get 1 bonus point and the winning team will get 9 points.

21.10.4.3 If it scores 119 runs or less, it will not be eligible for any bonus points and the winning team will get the full 10 points.

22 Law 22 - The Over

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

22.2 Law 22.5 - Umpire miscounting

Whenever possible the scorer(s) shall liaise with the on-field umpires and if possible shall inform the on-field umpires if the over has been miscounted.

23 Law 23 - Dead Ball

Law 23 shall apply.

24 Law 24 - No Ball

Law 24 shall apply subject to the following:

24.2 Law 24.1 (b) Mode of delivery

Law 24.1 (b) shall be replaced by the following:



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

24.3 Free Hit after a foot-fault no ball

24.3.2 In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

24.3.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

24.3.4 Field changes are not permitted for free hit deliveries (the provisions of clause 41.3 shall apply) unless there is a change of striker.

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

25 Law 25 - Wide Ball

25.2 Law 25.1 - Judging a Wide

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

25.2.2 Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

25.2.3 Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

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

25.2.5 In the event of the batsman attempting a Switch Hit or Reverse sweep, the umpires shall revert to the normal method of judging wides.

26 Law 26 - Bye and Leg Bye

Law 26 shall apply.

27 Law 27 - Appeals

Law 27 shall apply.

28 Law 28 - The Wicket is Down

Law 28 shall apply.

29 Law 29 - Batsman Out of his Ground

Law 29 shall apply.

30 Law 30 - Bowled

Law 30 shall apply.

31 Law 31 - Timed Out



Law 31 shall apply.

32 Law 32 - Caught

Law 32 shall apply.

33 Law 33 - Handled the Ball

Law 33 shall apply.

34 Law 34 - Hit the Ball Twice

Law 34 shall apply.

35 Law 35 - Hit Wicket

Law 35 shall apply.

36 Law 36 - Leg Before Wicket

Law 36 shall apply.

37 Law 37 - Obstructing the Field

Law 37 shall apply.

38 Law 38 - Run Out

Law 38 shall apply.

39 Law 39 - Stumped

Law 39 shall apply.

40 Law 40 - The Wicketkeeper

Law 40 shall apply.

41 Law 41 - Fielder

Law 41 shall apply subject to the following:

41.2 Law 41.1 - Protective equipment

The following shall apply in addition to Law 41.1:

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

41.3 Restrictions on the placement of fieldsmen

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

41.3.3 In addition to the restriction contained in clause 41.3.2 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

41.3.3.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of



each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached [Appendix 4](#)). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

41.3.3.2 Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius at each of the circles shall be 15 yards (13.72 metres). The Powerplay area - referred to as 15-yard circle - should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer [Appendix 4](#)).

41.3.3.3 During the non Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause [42.3.3.2](#) above.

41.3.4 Division 1:

41.3.4.1 Subject to the provisions of clause [41.3.4.2](#) below, the Powerplay overs shall apply for 20 overs per innings in an uninterrupted 50 overs match, to be taken as follows:

41.3.4.1.1 First 10 overs of the Powerplay shall be the first 10 overs of the innings.

41.3.4.1.2 For the remaining second & third blocks of Powerplay overs (blocks of 5 overs each for an uninterrupted 50 overs match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either batsmen at the wicket.

41.3.4.1.3 A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay anytime prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.

41.3.4.1.4 Once a side has nominated a Powerplay the decision cannot be reversed.

41.3.4.1.5 Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will automatically begin at the start of the 46th over).

41.3.4.2 The placement of fieldsmen during the Powerplay overs should satisfy the following restrictions:

41.3.4.2.1 During the first block of Powerplay overs (as set out above), only 2 fieldsmen shall be permitted outside the 30-yard circle area at the instant of delivery.



41.3.4.2.2 Additionally, during the first block of Powerplay overs, there must be a minimum of two stationary fieldsmen within the 15-yard Powerplay area at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (i.e. in the un-demarcated area) provided only that they are standing in slip, leg slip or gully positions.

41.3.4.2.3 During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the 30-yard circle area at the instant of delivery.

41.3.4.3 In the 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.

Innings Duration	First Powerplay	Fielding Powerplay	Batting Powerplay	Total Powerplay
20-22	4	2	2	8
23-24	5	2	2	9
25-27	5	3	2	10
28-29	6	3	2	11
30-32	6	3	3	12
33-34	7	3	3	13
35-37	7	4	3	14
38-39	8	4	3	15
40-42	8	4	4	16
43-44	9	4	4	17
45-47	9	5	4	18
48-49	10	5	4	19
50	10	5	5	20

41.3.4.4 Each block of Powerplay Overs must commence at the start of an over.

41.3.4.5 When play is interrupted:

41.3.4.5.1 If play is interrupted not during the Powerplay overs, then on resumption, for the purposes of allocating any remaining Powerplay overs, those taken to date will be deemed to have been taken in sequence of the initial allocation, the fielding side's allocation then the batting side's allocation. The nomination of any Powerplay overs remaining for the batting side, and if applicable for the fielding side, may then be made in the usual way.

41.3.4.5.2 If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.



- 41.3.4.5.3 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.
- 41.3.4.5.4 If play is interrupted during a Powerplay and on resumption the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over.
- 41.3.4.5.5 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.
- 41.3.4.6 At the commencement of each discretionary block of Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal. The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
- 41.3.5 All other divisions (apart from Division 1):
- 41.3.5.1 There shall only be one block of fielding restrictions which shall apply at the start of the innings for the following number of overs:
- | | | |
|------------|--|------------|
| 41.3.5.1.1 | Division 2 | : 12 overs |
| 41.3.5.1.2 | All other divisions (apart from division 1 & division 2) | : 9 overs |
- 41.3.5.2 During this block of fielding restrictions, only 2 fieldsmen shall be permitted outside the 30-yard circle at the instant of delivery.
- 41.3.5.3 Additionally, during the single block of fielding restriction overs, there must be a minimum of two stationary fieldsmen within the 15-yard Powerplay area at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (i.e. in the un-demarcated area) provided only that they are standing in slip, leg slip or gully positions.
- 41.3.5.4 In the circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction overs shall be reduced proportionately in ratio of 15:50 (30%) in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to the 1st and 2nd innings of the match.



Innings Duration	Fielding Restriction overs
12-13	3
14-16	5
17-19	5
20-23	6
24-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40	12

- 41.3.6 Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out in clauses [41.3.4](#) and [41.3.5](#) above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number.
- 41.3.7 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 Fielding Restriction overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- 41.3.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

42 Law 42 - Fair and Unfair Play

42.2 Law 42.6 - Dangerous and Unfair Bowling

42.2.2 Law 42.6 (a) - The Bowling of Fast Short Pitched Balls

Law 42.6 (a) shall be replaced by the following:

- 42.2.2.1 A bowler shall be limited to one fast short-pitched delivery per over.
- 42.2.2.2 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 crease.
- 42.2.2.3 The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- 42.2.2.4 In addition, for the purpose of this regulation and subject to clause [42.2.2.6](#) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- 42.2.2.5 For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over.
- 42.2.2.6 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause [42.2.2.2](#) above, the umpire at the bowlers end shall



call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.

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

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

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

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

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

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

The above is not a substitute for clause 42.3 below which umpires are able to apply at any time.

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

Law 42.6 (b) shall be replaced by the following:

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

42.2.3.2 In the event of a bowler bowling a high full pitched ball as defined in clause 42.2.3.1 above, the umpire at the bowler's end shall call and signal no ball.

42.2.3.3 If in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

42.2.3.4 Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall call and signal no ball, and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the



previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

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

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

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

42.3 Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of clauses 42.2.2, 42.2.3 and 42.4 the following shall apply at any time during the match:

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

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

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

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

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

42.3.3.4 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).

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

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

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

42.4 Law 42.8 - Deliberate bowling of High Full Pitched Balls



Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed dangerous and unfair as defined in clause 42.2.3 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

- 42.4.2 Call and signal no ball.
- 42.4.3 When the ball is dead, direct the captain to take the bowler off forthwith.
- 42.4.4 Not allow the bowler to bowl again in that innings.
- 42.4.5 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- 42.4.6 Report the occurrence to the other umpire, to the captain of the batting side and the SCA who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play Responsibility of the Captains).

42.5 Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in clauses 42.2.2, 42.2.3, 42.3 and 42.4 such cautions and warnings are not to be cumulative.

42.6 Law 42.9 - Time Wasting by the Fielding Side

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

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

- 42.6.2 Call and signal dead ball if necessary, and;
- 42.6.3 Award 5 penalty runs to the batting side (see Law 42.17).
- 42.6.4 Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- 42.6.5 Report the occurrence to the SCA.

42.7 Law 42.10 - Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

- 42.7.2 If the incoming batsman is not in position to take guard or his partner is not ready to receive the next ball within 2 minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.
- 42.7.3 In addition, the umpires will report the incident to the SCA.

**42.8 Use of Electronic Communications Equipment**

The user of electronic communication devices and equipment of any kind to communicate with the players on the field of play shall not be permitted.

Appendix 1

SCA League - At A Glance

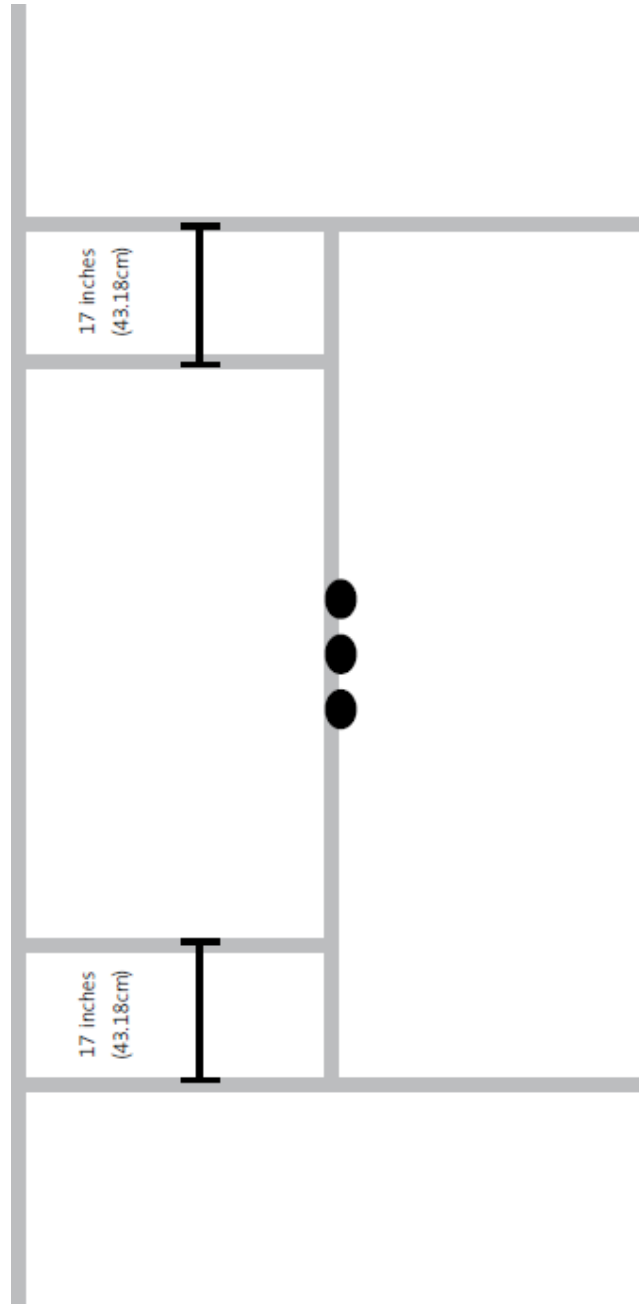
	Division 1	Division 2	All other divisions
Length of matches (overs per innings)	50 overs	40 overs	30 overs
Duration of each innings*	3hrs 30min	2hrs 50min	2hrs 05min
Drinks breaks	3 (13 th , 26 th , 39 th overs)	2 (13 th , 26 th overs)	1 (15 th over)
Minimum number of overs	20	16	12
Normal hours of play	1 st Session: 09:30 - 13:00 Lunch: 13:00 - 13:45 2 nd Session: 13:45 - 17:15	1 st Session: 13:00 - 15:50 Tea: 15:50 - 16:05 2 nd Session: 16:05 - 18:55	1 st Session: 13:30 - 15:35 Tea: 15:35 - 15:50 2 nd Session: 15:50 - 17:55
Latest time for start of play	14:45	16:30	16:05
Hours of play for games scheduled in the morning	<i>Not applicable</i>	1 st Session: 08:00 - 10:50 Break: 10:50 - 11:05 2 nd Session: 11:05 - 13:55	1 st Session: 08:00 - 10:05 Break: 10:05 - 10:20 2 nd Session: 10:20 - 12:25
Latest time for start of play	<i>Not applicable</i>	11:30	10:35
Maximum number of overs per bowler	10	8	6
Normal Fielding Restrictions	10	12	9
Powerplay	Fielding Team: 5 Batting Team: 5	<i>Not applicable</i>	<i>Not applicable</i>

* Extra Time: As prescribed in clause 12.6 above, for Division 1 games, a maximum of 30 minutes extra time can be added to scheduled close of play to make up for any delays due to bad weather, light or any other unforeseeable situations.



Appendix 2

Crease Markings





Appendix 3

Delayed or Interrupted MATCHES - Calculation of Target Score

In the event the innings of the team batting second is delayed or interrupted and it is not able to receive its full quota of overs, the target score shall be calculated by the Rule based on “Parabola Formula” which has been derived from a detailed mathematical analysis of a database of one day matches with the object of establishing “normal” performance.

Parabola Method: The rule is based on the Parabola formula which is $Y = AX - BX^2$

Y = Runs; X = Overs; A = 7.46; B = 0.059

Norms are calculated for each over from the 12th to the 50th over as per below:

Overs	Norm	Overs	Norm
12	81	31	175
13	87	32	178
14	93	33	182
15	100	34	185
16	104	35	189
17	110	36	192
18	115	37	195
19	121	38	198
20	126	39	201
21	132	40	204
22	137	41	207
23	142	42	209
24	146	43	212
25	150	44	214
26	154	45	216
27	158	46	218
28	163	47	220
29	167	48	222
30	171	49	224
		50	225

Accordingly the Formula of Target score is simplified as follows:

$$\text{TARGET SCORE} = \frac{\text{NORM FOR TEAM BATTING SECOND}}{\text{NORM FOR TEAM BATTING FIRST}} \times \text{X RUNS SCORED BY TEAM BATTING FIRST}$$

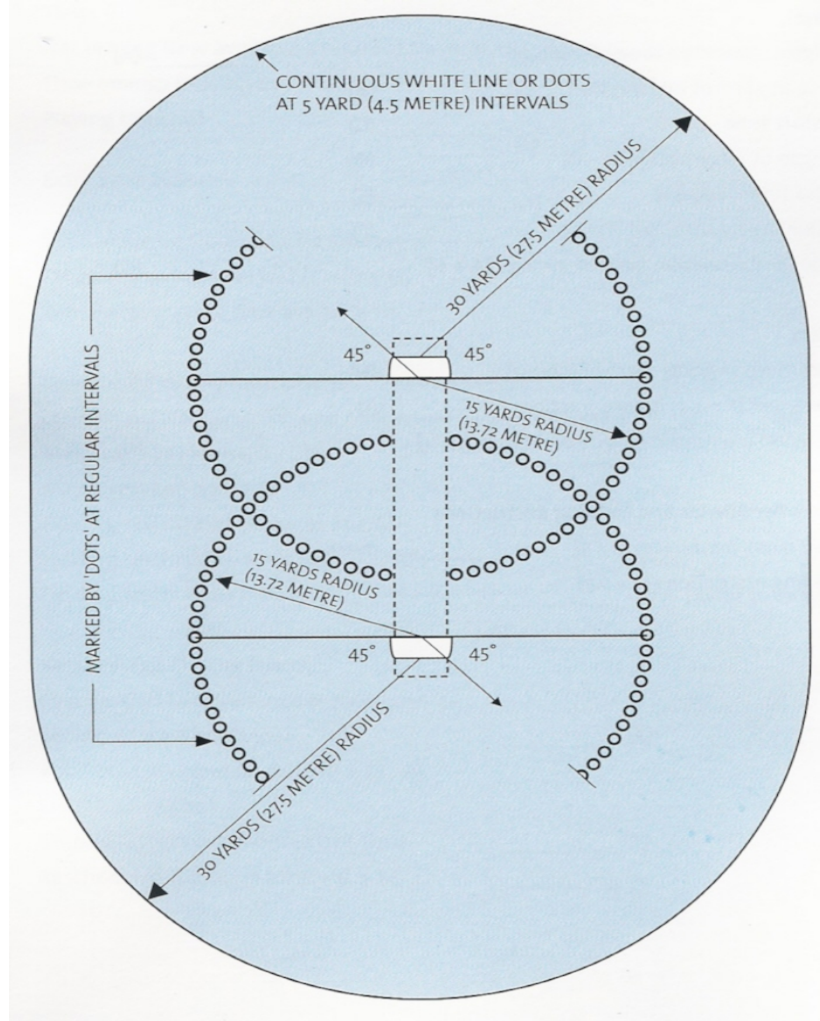
All fractions are to be ignored and only the whole number is to be considered as the Target Score.

In the event that an innings is terminated while an over is in progress, then the number of completed overs and the score at the last completed over shall be taken into account for the purposes of the Parabola calculation. This is applicable for termination to both 1st and 2nd innings.



Appendix 4

Field Markings for Powerplay and Fielding Restriction overs



The final mark of the 15 yards radius shall be a line placed at an angle of 45°, measured from the popping crease at a point level with the middle stump



SINGAPORE CRICKET ASSOCIATION

The governing body of cricket in Singapore

**SCA League
Playing Conditions 2011**

Appendix 5

MCC Laws & ICC Playing Conditions

All players taking part in the SCA league are encouraged to get themselves acquainted with the Laws of Cricket and ICC Code of Conduct and ICC Regulations, as applicable. The laws and regulations may be found in the following web sites:

MCC Laws of Cricket (2000 Code 4th Edition - 2010) and subsequent amendments:

<http://www.lords.org/laws-and-spirit/laws-of-cricket>

ICC Code of Conduct and ICC Regulations:

http://icc-cricket.yahoo.net/rules_and_regulations.php