

# Viking Cup

## Playing Conditions

The Laws of Cricket 2017 Code (2nd Edition - 2019) shall apply with the following exceptions.

### 1 Law 1 – The Players

Law 1 shall apply with the following additions. A team can be a minimum of eight players. Any less than this, then the fixture shall be forfeited. Due to travel delays or other circumstances, if there are less than eight players at a ground when the toss is due to take place, the offending team shall forfeit the toss. In this instance the umpires will delay the start of the match and have the option of reorganising overs as per 12.2.2.1 (Delayed Starts). The offending team will be reported the competition organiser.

### 2 Law 2 – The umpires

The umpires will be appointed by the Appointments Officer for the YCSPL and the YPLN. They shall each be paid £60 expenses with one team each covering the cost of an umpire.

### 3 Law 3 - The Scorers

Law 3 shall apply

### 4 Law 4 – The Ball

4.1 Balls to be used are Oxbridge pink Windsor balls.

4.2 One new ball shall be used from each end unless in the circumstances of 4.3 below

4.3 In a match reduced to 20 overs or less before the first innings starts, one new pink ball shall be used for the duration of the innings

4.4 Spare balls used for the match should be of the same brand, but wherever there is a lack of pink balls a Grade A red ball will have to be used

### 5 The bat

Law 5 shall apply

### 6 The Pitch

6.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match.

6.2 Law 6.3 (Selection and preparation) shall apply with the following additions: Captains, Umpires and Groundsmen should co-operate to ensure that, prior to the start of any day's play, no-one bounces a ball on the pitch or strikes it with a bat to assess its condition or for any other reason, or causes damage to the pitch in any other way.

6.3 Law 6.5 – Non-turf pitches – will not apply

### 7 Law 7 – The Creases

7.1 Additional Crease Marking

As a guideline for the calling of a wide ball on the offside 17 inch markings from the return crease will be added.

### Law 8 – The Wickets

Law 8 shall apply

## **Law 9 – Preparation and Maintenance of the Playing Area**

9.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match.

### **9.2 Drying of Pitch and Ground**

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

9.2.2 The Umpires may instruct the Groundsman to use any available equipment, including any roller (other than an absorbent roller), for the purpose of drying the pitch and making it fit for play. An absorbent roller may be used to remove water from the covers including, where absolutely necessary, the cover on the match pitch.

9.2.3 Following the artificial drying of the pitch, the Captain of the batting side shall not have the right to select the roller prior to the resumption of play, but the Umpires may decide on the use of a roller if they think fit.

## **Law 10 Covering the Pitch**

10.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match, and in line with each venue's COVID guidelines for groundstaff.

10.2 Law 10.1 (Before the match) shall apply and accordingly, Umpires shall establish prior to the toss which method of covering of the match pitch shall be used during the course of the match.

10.3 Law 10.2 (During the match) and Law 10.3 (Removal of covers) shall be replaced by:

10.3.1 The whole pitch shall be covered:

10.3.1.1 The night before the match and, if necessary, until the first ball is bowled; and whenever necessary and possible at any time prior to that during the preparation of the pitch.

10.3.1.2 In the event of play being suspended on account of rain during the specified hours of play and during the interval

10.3.2 The following areas will be covered if possible, in addition to the pitch as in 10.3.1 above,

10.3.2.1 The bowler's 'run up'

10.3.2.2 In addition to 10.3.2.1 and 10.3.2.2 further areas and in particular worn patches should, if possible and practicable, also be covered.

### **10.3.3 Covering During Play**

10.3.3.1 In order to make play possible, the Umpires may decide where possible to have particularly wet or muddy areas covered by mats or blankets whilst play is in progress.

## **11 Law 11 Intervals**

11.1.1 There shall be a 30 minute interval between innings, taken from the call of time until the call of play after the interval.

11.1.2 If the innings of the team batting first is completed prior to the scheduled time of the interval, the interval shall take place immediately and the innings of the team batting second will commence 30 minutes thereafter.

11.1.3 **The interval may be reduced by the umpires to a minimum of 15 minutes**, taking into account the intention of not having a prolonged interval after a lengthy interruption close to the conclusion of the innings of the team batting first.

## **12 Law 12 – Start of play; cessation of play**

### **12.1. Hours of Play**

12.1.1 The scheduled hours of play will be 12.30am to 6.00pm and may be altered subject to the agreement of both teams and the Viking Cup Committee. **Up to 30 minutes of extra official playing time is allocated to make up for playing time lost. Anytime lost shall be aggregated.**

**Session 1:** 12.30pm – 3.00pm

**Interval:** 3.00pm – 3.30pm

**Session 2:** 3.30pm – 6.00pm

12.1.2 A scheduled cessation time for each innings shall be fixed prior to its commencement by applying the provisions of 12.2 as appropriate.

12.2.2 Play may continue after the scheduled or re-scheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved.

### **12.2 Length of Innings**

#### 12.2.1 In Uninterrupted Matches

12.2.1.1 Each team shall bat for 40 overs unless all out earlier

12.2.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Playing Condition 12.4 will apply.

12.2.1.3 If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.

12.2.1.4 If the team bowling second fails to bowl 40 overs by the scheduled cessation time of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 12.4 (over rate penalties) will apply.

#### **12.2.2 Delayed or interrupted matches**

##### **12.2.2.1 Delay or interruptions to the team batting first**

12.2.2.1.1 Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match calculated results in an odd number, then one over shall be added and the new total divided in half)

12.2.2.1.2 The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter has been all out in less than the agreed number of overs.

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 3.75 minutes per over in respect of each over already bowled and/or

scheduled to be bowled in each innings. All relative delays, interruptions in play and the duration of the interval shall be taken into account.

If this calculation produced a close of play that is earlier for the original time for the cessation of play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.

12.2.2.2.3 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and playing condition 12.4 shall apply

In all reduced matches both teams will be given one over's leeway in addition to anytime that the umpires allow for stoppages. Allowances prior to a stoppage are carried forward for the purpose of the application of Playing Condition 12.4 only – they do not influence the recalculated number of overs or the scheduled close of either innings.

### **12.2.2.3 Delay or interruptions to the innings of the team batting second.**

12.2.2.3.1 When playing time has been lost (see above) 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 3.75 mins per over in respect of the aggregated lost playing time. However, 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.

Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

12.2.2.3.2 A rescheduled time for the close of play will be fixed by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation should not cause the match to finish earlier than the time that was set for the cessation of play at the commencement of the second innings.

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.

12.2.2.3.3 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 subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and Playing Condition 12.4 shall apply.

In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 12.4 only – they do not influence the recalculated number of overs or the scheduled close of play.

### **12.4 Over Rate Penalties**

All sides are expected to be in position to bowl the first ball of the final over of the innings within 2 hrs. 30 minutes playing time minus any allowances by the umpires. In the event of them failing to do so, the full quota of overs shall be completed, and one fewer fieldsmen shall be permitted outside the fielding circle in 28.1.3 than would normally be the case in the Powerplay in progress at the time. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

The full quota of overs will be completed

If the innings is terminated before the scheduled or re-scheduled cut off time no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.

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, of the scheduled time for cessation of that innings.

**Over rate penalties shall apply only to innings of 15 overs or more duration.**

This is the only penalty for a slow over rate

12.5 In the event of poor weather being anticipated later in the day, the two captains can agree to shorten the game to a minimum of 10 overs. If the captains disagree, the umpires will have the final decision on the number of overs to be played.

**13 Law 13 – Innings**

13.1 Law 13.1 shall be replaced by the following:

The match will consist of one innings per side each innings being limited to a maximum of 40 overs.

**13.2 Number of Overs per Bowler**

13.2.1 No bowler may bowl more than eight overs, however, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance – e.g. after 16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.

13.2.2 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

13.2.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled 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.

**14 Law 14 – The Follow On**

This law does not apply

**15 Law 15 – Declaration and forfeiture**

15.1 The Captain of the batting side may not declare his innings closed at any time during the course of a match.

**16 Law 16 – The Result**

16.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of the scores being tied, the following shall apply:

16.1.1 In the event of a tie, the team losing the fewest wickets will be declared the winner

16.1.2 If the result cannot be decided by 16.2.1, the winner shall be the team with the higher score after 10 overs, or if still equal after 9 overs, or if still equal after 8 overs etc.

16.3 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 that originally allotted (minimum of 10 overs),

then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target being calculated by the Duckworth/Lewis/Stern method (version 4). A par score will be set for the second innings. If this is exceeded, a win for the team batting second shall result. If the par score is equalled then scores are tied (see 16.1.1. and 16.1.2). If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set the faulty target shall stand.

16.4 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 10 overs, the result shall be decided by the Duckworth/Lewis/Stern (version) method.

NB Version 4 of the DLS method is available on PCS Scorer and PCS Scorer Pro.

### **17 Law 17 – The Over**

Law 17 shall apply

### **18 Law 18 – Scoring Runs**

Law 18 shall apply

### **19 Law 19 – Boundaries**

Law 19 shall apply

### **20 Law 20 – Dead Ball**

Law 20 shall apply

### **21 Law 21 – No Ball**

21.1 Law 21 shall apply with the following exceptions

21.2 Free Hit after a No Ball In addition to 21.1 above, the delivery following a no ball shall be a free hit for whichever batsman is facing it. Note that this applies for all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.

21.3 Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed over shoulder height of the striker standing upright at the popping crease. For a third delivery in the over of this nature, the umpire will call and signal no ball, apply the warning sequence for Law 41.6.3

If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

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

Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

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

21.4 A batter can inform the umpire of a perceived fielding breach as soon as the ball becomes dead and before the next delivery. If both umpires agree a 'no ball' shall be called and the free hit procedures applied. If there is no agreement between umpires, the outcome of that delivery will stand.

## **22 Law 22 – Wide Ball**

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. A Wide Ball shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and the leg stump, despite the striker's movement.

Pitch markings shall include lines, 17 inches (43.18cms) inside either return crease as an aid to umpires in judging whether an offside wide has been bowled.

If the striker plays a switch hit or reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances, the leg side wide shall not apply, unless the delivery is outside the 17 inch lines.

## **23 Law 23 – Bye and Leg bye**

Law 23 shall apply.

## **24 Law 24 Substitutes**

24.1 Law 24.1 (Substitute fielders) shall apply with the following additions:

24.1.1 The opposing Captain shall have no right of objection to any player acting as a substitute.

### **24.2 Law 24.2 (Fielder absent or leaving the field of play) shall apply except:**

24.2.1 A player shall only accrue Penalty time if he is absent from the field for longer than 10 minutes. In such cases, the whole of the time that the player is absent from the field shall count as unserved Penalty time (though note 24.2.2 below).

24.2.2 A player's unserved Penalty time shall be limited to a maximum of 90 minutes

## **25 Law 25 – Batsman's innings; runners**

Law 25 shall apply; however note 24.2.2 above.

## **26 Law 26 – Practice on the field**

Law 26 shall apply with the following additions:

26.1 There shall be no bowling or batting practice on any part of the square or the area parallel to the match pitch during the hours of play except between innings.

### **26.2 Hitting Up**

Teams are required to observe Ground Authority Regulations and to exercise the utmost care and caution when engaging in practice and pre-match warm-up and 'hitting up' activities so as to avoid the risk of injury to members of the public, damage to the centre wicket region and to perimeter fencing.

## **27 Law 27 – The wicket-keeper**

Law 27 shall apply.

## **28 Law 28 – The fielder**

28.1 Restrictions on the placement of fieldsmen

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

28.1.2 In addition to the restriction contained in clause 28.1.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

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

two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

**At the instant of delivery:**

28.1.3.1 Powerplay 1 – no more than **two (2)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are **overs 1 to 8** inclusive.

28.1.3.2 Powerplay 2 – no more than **four (4)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are **overs 9 to 32** inclusive

28.1.3.3 Powerplay 3 – no more than **five (5)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are **overs 33 to 40** inclusive

28.1.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table in Appendix 1 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.

28.1.5 If play is interrupted during an innings and the table in 28.1.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over

28.1 In order to eliminate any waste of playing time caused by the removal from the field of fieldsmen's protective equipment other than helmets (e.g. shin pads, etc.) such equipment, once taken on to the field, must be worn until the fall of a wicket or until the next interval. The exchanging of equipment between members of the fielding side on the field shall be permitted, subject to COVID protocols and provided that the Umpires do not consider that it constitutes a waste of playing time.

**29 Law 29 – The wicket is down**

Law 29 shall apply

**30 Law 30 – Batsman out of his/her ground**

Law 30 shall apply

**31 Law 31 – Appeals**

Law 31 shall apply with the following addition:

31.1 Intimidatory Appealing In the event of an appeal, all members of the fielding team must maintain their fielding positions until a decision is given, unless legitimately in the act of fielding or backing up the ball which is not yet dead.

**32 Law 32 – Bowled Law**

32 shall apply.

**33 Law 33 – Caught**

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 – Timed out**

Law 40 shall apply

**41 Law 41 – Unfair Play**

Law 41 shall apply and any report will go to Steve Ward, who will distribute to the relevant disciplinary officer in the offending player's / team's league.

**42 Law 42 – Players' Conduct**

Law 42 shall apply and any report will go to Steve Ward, who will distribute to the relevant disciplinary officer in the offending player's / team's league.

## Appendix 1

### **Illustrations of Powerplay Regulations (Men's)**

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

<b>Innings Duration</b>	<b>Powerplay 1</b>	<b>Powerplay 2</b>	<b>Powerplay 3</b>
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8

