



COAST CRICKET ASSOCIATION PLAYING CONDITIONS 2016/17

In these rules and regulations unless the context otherwise requires:

‘Association’ means the Coast Cricket Association:

“CLUB” means a fully paid up member club of the Association:

“PLAYER” means any person who has applied for registration or who has been registered under these rules and regulations:

“SEASON” means the twelve-month period from the starting of the league to conclusion from the present Calendar

PLAYING CONDITIONS – FOR LIMITED OVERS MATCHES

P1 LAWS OF CRICKET

Except as varied here under the laws of cricket (2000 Code), **5th edition 2013** shall apply.

P2 GROUNDS

- P2.1 At the time of submitting the Tournament Entry each club shall nominate the ground on which all its HOME matches will be played.
- P2.2 All MATCHES shall be played on NATURAL GRASS WICKETS or ASTRO TURF. Please note the ASTRO TURF wickets do not need covering, however excessive water must be removed 60 minutes before start of play.
- P2.3 The home ground authority shall be responsible for the preparation of the pitch and the playing ground, including the marking of creases before the start of the match, during the lunch interval and change of innings.
- P2.4 The pitch for the match shall normally be ready and handed over to the match umpires at least 45 minutes before the scheduled starting time of the match and shall be inspected by the nominated umpires.
- P2.5 It shall be the responsibility of the home ground authority to rectify the faults to the satisfaction of the match umpires to enable to start as scheduled. Failure of the match to commence at all, the match umpires shall award the game to the visiting team. This shall be considered as a default and the rules under this law shall apply. (P18)
- P2.6 All decision concerning the fitness of the pitch, ground, weather, light and play shall be in the hands of the Umpires and are final.
- P2.7 Home ground authority will be responsible in covering the pitch as required before the match.
- P2.8 Home ground authority should ensure that there is enough equipment i.e. rollers, lawnmowers, pitch cutter, good sight screens, drying materials and enough personnel to maintain the ground
- P2.9 In the event of rain, the pitch as much of the square and bowlers run-up shall be covered by the home ground authority.
- P2.10 At all time before the match (at least a day before), the pitch shall be covered overnight prior to the day of the match.



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P2.11 Ground staff should be available at all times during the duration of game and should adhere the instruction of on field umpires.

P3 MATCH BALL

- P3.1 Each Team shall provide a four piece match ball to be used as long as it conforms to the regulation size and weight as per Laws of Cricket and to be approved by or provided by CCA as a official tournament ball.
- P3.2 Only ONE new ball shall be used per innings for T20, 30, 40 over Matches, while 2 new balls will be used for 50 over Matches
- P3.3 The umpires shall retain possession of the ball (s) throughout the duration of the match when play is not actually taking place. During play Umpires shall periodically and regularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drink interval, or any other disruption in play.
- P3.4 Each fielding team is expected to have at least 6 used balls for replacement during the match

P4 PRACTICE ON THE FIELD

- P4.1 At no time on any day of the match shall there be any bowling or batting practice on the pitch or square.
- P4.2 There shall be no bowling or batting practice on any part of the square or area immediately parallel to the match pitch after the commencement of play. Any fieldsman contravening this law may not bowl his next over.

P5 HITTING UP

Team are required to observe Ground Authority regulation and exercise 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 square.

P6 TOSS

Toss MUST take place at least 30 minutes before SCHEDULED START TIME OF MATCH or, in a delayed start; at least 15 minutes prior start time as decided upon, by the Umpires.

P7 DURATION OF THE MATCH

- P7.1 Each match shall consist of 6 Legal Balls per over innings.
- P7.2 A total of 210 minutes shall be given to bowl 50 overs, 170 minutes for 40 overs, 125 minutes for 30 overs and 85 minutes shall be given to bowl for 20 Overs.
- P7.3 Three water breaks 12 overs apart shall be allowed for 50 Overs Match. Two drink breaks will be provided after 13 overs in the 40 and after every 10 overs in a 30 over match and 10 overs in a twenty 20 Overs Match.
- P7.4 A team shall not be permitted to declare its inning closed.



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- P7.5 If at any time during the 1st innings any delays or stoppages due to light, weather or ground conditions, the number of overs to be played is to be reduced at the rate of 1 over for each side for loss of 8 minutes of part thereof of the playing time. But for the first 30 minutes of delay, there will not be any reduction of overs.
- P7.6 The innings shall be completed allowing 4 minutes for each over to be played plus 5 minutes for any water breaks in the event of a delayed start.
- P7.7 To constitute a match, each side will have to bat for minimum of 20, 15, 10 and 5 overs each in 50, 40, 30 and 20 Overs Match.

P8 HOURS OF PLAY

For 50 Overs Match

- P8.1.1 Hours of play shall be 9:30 am to 1:05 pm and 1:50 pm to 5:25 pm
- P8.1.2 Lunch break will be from 1:05 pm to 1:50 pm
- P8.1.3 If the innings ends more than 30 minutes prior to the scheduled lunch interval, the second innings shall commence after the 10 minutes change over and the lunch will be taken at scheduled time.
- P8.1.4 If the 1stInnings ends within 30 minutes of the scheduled Lunch Interval, Lunch will be immediately taken and the 2nd Innings shall commence after 45 minutes of the time the 1st Innings ended. In this event the umpires shall inform both captains of the start of 2nd Innings.
- P8.1.5 Where play is delayed or interrupted the Umpires will reduce the length of the lunch interval. (20 minutes minimum)
- P8.1.6 The umpires shall not declare the game ABANDONED before 1:55 pm except in circumstances where the conditions are so bad that it is impossible to start the game latest by 2:35 pm

For 40 Overs Match

- P8.2.1 Hours of play shall be 10:00am to 12:50pm and 1:35pm to 4:25pm
- P8.2.2 Lunch break will be from 12:50pm to 1:35pm
- P8.2.3 If the innings ends more than 30 minutes prior to the scheduled lunch interval, the second innings shall commence after the 10 minutes change over and the lunch will be taken at scheduled time.
- P8.2.4 If the 1stInnings ends within 30 minutes of the scheduled Lunch Interval, Lunch will be immediately taken and the 2nd Innings shall commence after 45 minutes of the time the 1st Innings ended. In this event the umpires shall inform both captains of the start of 2nd Innings.
- P8.2.5 Where play is delayed or interrupted the Umpires will reduce the length of the lunch interval. (20 minutes minimum)
- P8.2.6 The umpires shall not declare the game ABANDONED before 1:35PM except in circumstances where the conditions are so bad that it is impossible to start the game latest by 2:05 pm.



For 30 Overs Match

- P8.3.1 Hours of play shall be 10:00AM to 12:10PM and 12:55PM to 3:05PM
- P8.3.2 Lunch break will be from 12:10 to 12:55 PM
- P8.3.3 If the innings ends more than 30 minutes prior to the scheduled lunch interval, the second innings shall commence after the 10 minutes change over and the lunch will be taken at scheduled time.
- P8.3.4 If the 1stInnings ends within 10 minutes of the scheduled Lunch Interval, Lunch will be immediately taken and the 2nd Innings shall commence after 45 minutes of the time the 1st Innings ended. In this event the umpires shall inform both captains of the start of 2nd Innings.
- P8.3.5 Where play is delayed or interrupted the Umpires will reduce the length of the lunch interval. (20 minutes minimum)
- P8.3.6 The umpires shall not declare the game ABANDONED before 12:55pm. except in circumstances where the conditions are so bad that it is impossible to start the game latest by 1:25pm

For 20 Overs Match (T20)

- P8.4.1 Hours of Play shall be 09:30am to 10:55am and 11:15 to 12:40pm (Morning Game)
- P8.4.2 Hours of Play Shall be 01:30pm to 2:55pm and 3:15pm 04:40pm (Afternoon Game)
- P8.4.3 Innings change over break will 20 minutes
- P8.4.4 Where play is delayed or interrupted the Umpires will reduce the length of the change of innings by 10 minutes.
- P8.4.5 The umpires shall not declare the Morning game ABANDONED before 11:10 am except in circumstances where the conditions are so bad that it is impossible to start the game latest by 11:40pm For the morning match
- P8.4.6 The umpires shall not declare the Afternoon game ABANDONED before 3:10PM except in circumstances where the conditions are so bad that it is impossible to start the game latest by 3:40pm For the afternoon match

P9 DRINKS INTERVAL

- P9.1 Match drink intervals will be taken as indicated in the table in RULE P7.3
- P9.2 The drinks interval may be altered at the discretion of the Umpires.
- P9.3 Any individual player may be given a drink either on the boundary edge or at the fall of a Wicket, on the field, provided that no playing time is wasted. No other drink shall be taken onto the field without the permission of the Umpires.
- P9.4 Any player's taking drinks onto the field shall be dressed in proper Cricket attire.

P10 NUMBER OF OVERS PER BOWLER

- P10.1 In 50, 40, 30 or 20 Over match, the bowling restriction shall be as; any one bowler may bowl a maximum of, One Fifth, of the total number of overs, as applicable, in any one inning.



P10.2 In the event of a bowler being unable to complete his over for any reason, another bowler shall bowl the remaining balls. Such part of an over shall count against both bowlers as far as, "overs per bowler" restriction is concerned.

P11 RESTRICTION OF PLACEMENT OF FIELDSMAN

P11.1 At the instant of delivery there shall not be more than (5) five fieldsmen on the LEG side.

P11.2 Two-semi circle shall be drawn on the field of play. The semi-circles have as their Centre the middle stump at either end of the pitch. The radius of each semi-circle is 30 yard. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by continuous white lines, or dots.

P11.3 During the non powerplay overs, no more than five (5) fieldsmen shall be permitted outside 30yards (refer power play clauses)

POWERPLAY BLOCKS (FOR 50 Overs Match)

In circumstances when the number of overs of the batting team is reduced, the number of power play 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	Power Play 1	Power Play 2	Power Play 3
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



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40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10
50	10	30	10

Each block of Power play Overs must commence at the start of an over.

At the instant of delivery:

- Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
- Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

NOTE: In case, lesser number of players playing than standard 11 players in a particular match, the allowed fielders outside 30 yards for that particular power play and the minimum six players to stay inside rule will not be applicable.

POWERPLAY BLOCKS (FOR 40 Overs Match)

In circumstances when the number of overs of the batting team is reduced, the number of power play 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	MANDATORY POWERPLAY	BATTING POWERPLAY	POWERPLAY TOTAL
15 – 17	4	2	6
18 – 20	5	2	7
21 – 24	5	3	8
25 – 27	6	3	9
28 – 30	7	3	10
31 – 34	7	4	11
35 – 37	8	4	12
38 - 40	9	4	13



Each block of Power play Overs must commence at the start of an over.

- A First 9 overs of an innings are mandatory power play overs
- B From the 10th to the 30th Over a maximum of 4 fielders shall be allowed outside the 30 yards circle
- C From the 31st to the 40th Over a maximum of 5 fielders shall be allowed outside the 30 yards

NOTE: In case, lesser number of players playing than standard 11 players in a particular match, the allowed fielders outside 30 yards for that particular power play and the minimum six players to stay inside rule will not be applicable.

POWER PLAY OVERS FOR 30 OVERS MATCH

In circumstances when the number of overs of the batting team is reduced, the number of power play 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.

POWERPLAY BLOCKS (FOR 30 Overs Match)

No of Overs Per innings	Total Power Play Overs
10 – 13	3
14– 16	4
19– 19	5
20–24	6
25– 28	7
29 -30	8

Each block of Power play Overs must commence at the start of an over.

- A There will be only one Mandatory Power Play for first 8 overs.
- B In Power Play maximum of 2 fielders will be allowed outside 30 yards and stationary fielders are not mandatory.
- C From the 09th to the 20th Over a maximum of 4 fielders shall be allowed outside the 30 yards circle
- D From the 21st to the 30th Over a maximum of 5 fielders shall be allowed outside the 30 yards

NOTE: In case, lesser number of players playing than standard 11 players in a particular match, the allowed fielders outside 30 yards in the mandatory power play and the minimum six players to stay inside rule will not be applicable.



POWER PLAY OVERS FOR 20 OVERS MATCH (T20)

In circumstances when the number of overs of the batting team is reduced, the number of power play 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.

POWERPLAY BLOCKS (FOR 20 Overs Match)

No of Overs Per innings	Total Power Play Overs
05 – 08	2
09 - 11	3
12 - 14	4
15 - 18	5
19 - 20	6

Each block of Power play Overs must commence at the start of an over.

- A There will be only one Mandatory Power Play for first six overs.
- B In Power Play maximum of 2 fielders will be allowed outside 30 yards.
- C From the 07th to the 20th Over a maximum of 5 fielders shall be allowed outside the 30 yards circle

NOTE: In case, lesser number of players playing than standard 11 players in a particular match, the allowed fielders outside 30 yards in the mandatory power play and the minimum six players to stay inside rule will not be applicable.

P12 FIELDSMAN LEAVING DUE TO INJURY

- P12.1 No man shall leave the field or return during a session of play without the consent of the Umpire at the bowler's end
- P12.2 The Umpire's consent is also necessary if a substitute is required for a fieldsman at the start of play or when his side returns to the field after an interval.
- P12.3 If a member of the fielding side does not take the field at the start of play, leaves the field or fails to return after an interval and is absent from the field longer than 8 minutes:



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P12.4 The player shall not be permitted to bat unless or until, in aggregate, he has returned to the field and \ or his side's innings has been in progress for at least that length for playing time for which he has been absent or, if earlier, when his side has lost 5 wickets.

P12.5 The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least of playing time for which he was absent.

P12.6 The restrictions 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 subsequently been forced to leave the field. Nor shall it apply if the player has been absent for exceptional and wholly acceptable reason (other than injury or illness) The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.

NOTE

In the event of a man already being off the field at the commencement of an interruption in play through ground, weather or light conditions, 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.

If a player wishes to change his shirt, boots etc. he may leave the field to do so (no changing on the field) but no substitute shall be allowed.

A runner for a batsman when batting is not permitted.

P13 WIDE BOWLING – JUDGING A WIDE

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.

Any offside or on side (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. As a guide, on the on-side a ball landing clearly outside the leg stump going further away shall be called a wide.

A wide ball shall attract One Run for the Delivery, and additional runs for any runs scored of that delivery.

EXAMPLE

The wicket keeper misses a wide ball that has been delivered and the ball runs down to the boundary. In this case FIVE RUNS shall be added to the total tally (One Run for the Wide Ball Delivered and Four Runs for the Boundary). All runs shall be accounted for in the extras under the wide ball section.

P14 NO BALL



A penalty of ONE RUN shall be scored for the NO BALL, plus any other run scored. The NO BALL penalty is one run, which shall be scored in the normal manner. Other runs scored are either added to extras, or to the batsman's tally, if the runs are scored off his bat.

EXAMPLE ONE

Four runs are scored off a NO BALL, which the Batsman has hit for THREE RUNS. The Batsman is credited with the runs hit (Three Runs). The No Ball is added to the extras as a No Ball. A No ball hit for SIX is SEVEN RUNS to the Total Score – SIX RUNS to the Batsman's Tally and ONE RUN to the Extras Tally.

EXAMPLE TWO

Three runs are scored off a NO BALL, which TWO RUNS are scored off a LEG BYE. The No Ball (One Run) is added to the No Ball Tally whilst the other two are added to the Leg Byes Tally. Other extras plus the No Ball are scored accordingly.

P14.1 DANGEROUS AND UNFAIR BOWLING

A bowler shall be limited to ONE Short pitched delivery per over.

- P14.1.1 A Fast Short Pitched delivery is defined as a ball which passes or would have passed between the Shoulder heights of the striker standing upright at the crease.
- P14.1.2 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- P14.1.3 In addition, for the purpose of this regulation and subject to the clause below, a ball that passes above the 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.
- P14.1.4 For the avoidance of doubt any first short pitched delivery that is called a wide under this playing conditions shall also count as the allowable short pitched delivery in that over.
- P14.1.5 In the event of a bowler bowling more than one fast short pitch ball. The umpire shall call and signal NO BALL and then tap the head with the other hand.
- P14.1.6 If a bowler delivers a second fast short pitched delivery 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 batsman at the wicket of what has occurred. This caution shall apply throughout the innings.
- P14.1.7 If there is a second instance of the bowler being NO BALLED in the innings for bowling more than one short pitched delivery in an over, the shall advise the bowler that this is his final warning for the innings.
- P14.1.8 Should be there any further instance by the same bowler in that inning, the umpire shall call and signal a NO BALL and 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 therefore, not to be allowed to bowl the next over or part thereof.
- P14.1.9 The bowler thus taken off shall not be allowed to bowl again in that innings.



- P14.1.10 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.
- P14.1.11 Any delivery which passes or would have passed on the full above the waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- P14.1.12 In the event of a bowler bowling a full pitched ball as defined above, the umpire at the bowlers end shall, in its first instance shall, call and signal a 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.
- P14.1.13 Should there be further instance by the same bowler in the same innings, the umpire shall call and signal NO BALL and when the ball is dead direct the captain to take off the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part therefore, not to be allowed to bowl the next over or part thereof.
- P14.1.14 The bowler thus taken off shall not be allowed to bowl again in that innings.
- P14.1.15 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.

P14.2 FREE HIT FOR NO BALL

Any NO BALL CALLS will be a legitimate 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.

Fielding change will not be permitted for a free hit delivery unless there is change in the striker.

or

The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

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

P15 BOUNDARIES

If an unauthorized person enters the playing arena and handles the ball, the Umpire at the bowlers end shall be the sole judge of whether the boundary allowance should be scored, or the ball be treated as still in play, or called dead ball if a batsman is liable to be out, as a result of the unauthorized person handling the ball.

P16 RESULTS

A match shall be declared **NO RESULT** if it is not possible for each side to bat a minimum of 20, 15, 10 and 5 overs (unless bowled out for less) in 50, 40, 30 and in 20 Overs match respectively.



Where the match is reduced to 20, 15, 10 and 5 overs (In 50, 40, 30 and 20 Over Match) and should there be further stoppage due to light, weather or ground conditions during the 1st innings warranting further deductions of overs, the match shall be declared NO RESULT.

If the game is completed then Both team captain has to drop off the score sheet (Signed by Umpires & Both Captains) and Captain's Report on umpires to the Fixtures Secretary Office Opposite Quality Sports House on the following **Tuesday before 10.00AM** or Scan the original score sheet and email it to ccakenya@gmail.com. 1 point shall be deducted from the teams aggregate points if the team does not submit the score Sheet &/or Captain's Report on Umpire by the following Tuesday 10:00AM

In Case of a tie The Super Over Rule will be applicable and this rule will be applicable in only knockout, Semifinals and Final Matches only. In the league stages if there is tie the winning points will be shared equally.

Procedure for the One Over Per Side Eliminator

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

- 1 In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 3 The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires.
- 4 The umpires shall stand at the same end as that in which they finished the match.
- 5 The umpires shall choose which end to bowl and both teams will bowl from the same end.
- 6 Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.
- 7 The nominated players are given in writing to the Umpires; The umpires shall not disclose the names of the nominated players to any other person until both teams have submitted their respective nominees.
- 8 Each team's over is played with the same fielding restrictions as apply for the last over in a normal t20 match.
- 9 The team batting second in the match will bat first in the one over eliminator.
- 10 the same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used for the "extra" over.
- 11 the loss of two wickets in the over ends the team's one over innings.
- 12 in the event of the teams having the same score after the one over per side eliminator has been completed, otherwise, the team whose batsmen



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hit the most number of boundaries combined from its two innings in both the main match and the one over per side eliminator shall be the winner.

13 if the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the over per side eliminator) shall be the winner.

14 if still equal, a count-back from the final ball of the one over eliminator shall be conducted. the team with the higher scoring delivery shall be the winner. if a team loses two wickets during its over, then any unbowed deliveries will be counted as dot balls. note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

SCORED FROM :	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

P17 POINTS

Winning Team will be awarded with a 2 points while losing team will not get any point for 50 Over, 40 over, 30 over and 20 over games

In the event of a match being declared abandoned by the match Umpires for reasons stated elsewhere in these rules the teams shall be awarded 1 point each. The same rule shall apply in the event of a tie.

P18 DEFAULT/PENALTIES

P18.1. A match shall be lost by a team which during the match;

- (a) **Refuses to play,**
- (b) **Concedes defeat**
- (c) **The Home Team fails to rectify the faults on the ground, to the satisfaction of the Umpires, for the match not to start at all.**

The umpires shall award the match to the opposing team and shall report the incident to the CCA Executive.



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The opponents shall be awarded 2 points for the match.

The CCA Executive shall, after due consideration, impose disciplinary action on the offending.

P18.2. In the event of the fielding side failing to bowl the requisite number of overs at the end of the stipulated time, the game shall go on to finish and the umpires will report the same to the Association, The association shall deliberate on this report and the team reported may be subject to disciplinary hearing.

1st incidence of slow over rate – Fine of Kshs 5,000/- will be imposed on fielding captain

2nd incidence of slow over rate – Fielding captain (who was warned before) will be banned to play any cricket in CCA league for 2 games and a fine of Kshs 7,500/- will imposed.

The Captain for the Season should be confirmed at the pre season or event Captains' meeting. If the confirmed season Captain is not the Captain on the day of a match but still plays, he will be deemed responsible for over rate breaches should there be a charge.

Should this situation arise, it is only the original Captain who is charged and not the Captain on the day. (Two players are not charged – only one).

The decisions will be taken on based on umpires report.

The penalties will be applicable on the current ongoing season and will not be carried forward to next season.

In case of a team not turning up for a game, **2** points will be deducted from the side not turning up for the game and penalty of 5000/- will be charged to the defaulting team which will be payable before any CCA organize game. If this is repeated in the ongoing league then matter will be handed over to CCA disciplinary committee and that team could be banned for that league.

P19 CAPTAIN

P19.1. The Captain for the Season should be confirmed at the pre season or event Captains' meeting.

P19.2. Ensure that all players including himself are in proper attire at all times

P19.3. Ensure that the team list is prepared using the CCA designated form and all CCA registration nos of players should be indicated.

P19.4. Ensure that his team adheres to the "Spirit of the Game" at all times

P19.5. Ensure that he represents his Club at all Captain's meeting for which prior notice has been provided.

P19.6. Ensure that the Score Card, Captains Report on Umpires and any necessary forms issued by the association is handed over to the fixtures secretary before deadline.



P20 UMPIRES

Should both Umpires fail to appear before the scheduled start off the match, it shall be the duty, of the two captains to appoint the match Umpires to start the match.

- P20.1 If a recognized Umpire arrives, and is willing to Umpire he shall be allowed to officiate the rest of the match. Under no circumstances will the match be declared abandoned due to non-appearance of the appointed Umpires.
- P20.2 In the event of only one appointed match Umpires appearing and there is a recognized or acceptable person available, he/she may be recruited to Umpire the game. The captains shall be expected to oblige to this.
- P20.3 In case of the pitch being unfit for play at the scheduled time or any other time during the match only the match Umpires, Captains, and Ground Authority are allowed to inspect the pitch, Home Ground Authority must ensure no members of the public is allowed near the pitch in such circumstances. It will be the responsibility of the Captains to ensure that their teams abide by this rule.
- P20.4 The Association will appoint match referees, as they deem necessary from time to time.
- P20.5 Neither team will have a right of objection to an umpire's appointment.
- P20.6 The umpires shall be present at the ground at least 45 minutes before the scheduled start of play.
- P20.7 CCA shall appoint a 3rd Umpire/Match Referee at discretion of Management Committee if it fills necessary.
- P20.8 Umpires should insure the game played in good sprit and fair to all concern
- P20.9 It's mandatory for both on field umpire to fill Game Report form together and submit to CCA Fixture Secretary before Tuesday 10:00AM failure to do so CCA will take a necessary disciplinary action on both Umpires.
- P20.10 Notwithstanding whether there are Umpires on the day, both Captains shall ensure that the Result Slip is completed, duly signed, and the team lists included, for the submission, by the home team, to the designated place by the designated time, for the attention of the Association.

P21 THE SCORER

- P21.1 **Appointment of scorers** - Each team shall give CCA in writing the names of minimum 3 Scorer before start of the Tournament and same scorer will do a scoring during their games and provide the name of scorer to Fixture secretary before 24 hours of the game. An appointed Scorer to record all runs scored, all wicket taken and, where appropriate, numbers of overs bowled.
- P21.2 **Correctness of scores** - The scorers shall frequently check to ensure that their records agree. They shall agree with the umpires, at least at every interval, other than drink intervals, and at the conclusion of the match, the runs scored, the wickets that have fallen and, where appropriate, the number of over bowled.



P21.3 Acknowledging signals - The scorers shall accept all instructions and signals given to them by umpires. They shall immediately acknowledge each separate signal.

P22 NOMINATIONS OF PLAYERS

SCHEDULED START TIME OF MATCH: shall be taken as the time the match is programmed to start; as advised in fixtures, or as advised by the Association in writing, notwithstanding any natural, cause for delays.

The Captains shall hand over the team list of their 11 players plus a maximum of 4 substitute fielders to the umpires at least 30 minutes before the SCHEDULED START TIME OF MATCH.

P22.1 All nominated players have to be on the ground 30 minutes before the start of the game

P22.2 Any nominated player arriving after the toss will be barred from taking part in the match

P22.3 NO SUBSTITUTE will be allowed to take the position of the latecomer who is nominated in 1st playing eleven at the time of Toss.

P22.4 This rule will apply even if the start of the game is delayed for any reasons.

P22.5 A Team having less than 8 players will be deemed to forfeit the game to the opponents.

P22.6 A Team playing with a Non CCA registered player will forfeit the game.

P22.7 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable CCA/CK/ICC Regulations pertaining to international cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the ICC Code of Conduct), the Anti-Racism Code for Players and Player Support Personnel the Anti-Corruption Code.

P23 CATEGORIES OF PLAYERS.

P23.1 RESIDENT.

- **CITIZEN** - Shall be any player who is a citizen of the Republic of Kenya and who is bona fide resident of the Coast Counties. (Mombasa, Kwale, Kilifi, Taita Taveta & Lamu)
- **NON-CITIZEN** - Shall be any player who is not a citizen of the Republic of Kenya and who is nona fide resident in the Coast Counties. (Mombasa, Kwale, Kilifi, Taita Taveta & Lamu). Any player applying for registration under this category will be required to provide documentary evidence that he is legally present in the country and has been in continuous residence in Kenya for a period of not less than THIRTY DAYS immediately prior to the date of his first qualification to play.



P23.2 NON-RESIDENT.

- **CITIZEN:** Shall be any player who is a citizen of the Republic of Kenya and who is not bona fide resident of the Coast Counties. (Mombasa, Kwale, Kilifi, Taita Taveta & Lamu).
- **NON-CITIZEN:** Shall be any player who is not a citizen of the Republic of Kenya and who is not bona fide resident in the Coast Counties. (Mombasa, Kwale, Kilifi, Taita Taveta & Lamu), but is ordinarily and legally resident in the Republic of Kenya. Any player applying for registration under this category will be required to provide documentary evidence that he is legally present in the country and has been in continuous residence in Kenya for a period of not less than THIRTY DAYS immediately prior to the date of his first qualification to play.

P23.3 NATIONAL CONTRACTED PLAYERS

- Shall be a Player, who is contracted by the National Cricket Board to represent the country in international matches.

P23.4. OVERSEAS PLAYERS.

Shall be any player, who is not bona fide resident of the Republic of Kenya and who has been recruited to play for a Member club of the Association in any Tournament organized by the Association. Any member club applying for registration of a player under this category shall be required to satisfy the following requirement before registration can be considered.

P23.4.1. The application for the registration must be made in writing to the Association.

P23.4.2. The application must contain the following information.

- Player's full name
- Personal address in full
- Address in full of the Playing Club or Institution of the player, in his country of Domicile.
- Address in Kenya
- Date of birth
- Country of birth
- Country of residence
- Citizenship
- Detailed bio-date of the player's cricketing career to date highlighting his international and first class cricket record and details of all coaching activities undertaken by him.
- Confirmation that the player will be made available to assist the Association in any cricket-coaching program organized by them.
- Confirmation that the Association has no financial liability relating to the recruitment of the player.
- Confirmation that all the legal requirement for the player's presence in Kenya has been complied with.

P23.4.3. Registration under this category will be done at least 14 days prior to the player qualifying to play



P23.4.4. The Association shall confirm in writing the approval or otherwise for this application to the applying club.

P24 PLAYER TRANSFERS

- P24.1 Player transferring from one team to another team shall be allowed only during the beginning of the season. Late transfers shall be allowed in between the season if intended player didn't played any game in current season.
- P24.2 The transfer fee at the start of season will be Kshs5,000/- out of which Kshs2,000/- will go the club where the player was originally registered. & 10,000/- after the start of the season (If player didn't play any game in current season) out of which 4000/- will go to club where the player was originally registered.
- P24.3 Player who didn't played a single game during a full season for registered club will be eligible for the open transfer at no fees charged.
- P24.4 A maximum of 4 Players per team may be transferred INTO and OUT OF any one club, in any one season. The Association shall qualify this on FIRST COME FIRST SERVE Basis. Therefore, it shall be the responsibility of the applying Player/Club; to establish the date of submission, of the Application of transfer, to the Association, by having a date marked on the application form, on the date of submission.
- P24.5 Any player played a single game in current season for the registered club is not entitled to transfer to any other club in current season.

P25 PLAYER REGISTRATION & RESTRICTIONS

- P25.1 Player registration will be done in the beginning of the season.
- P25.2 Late player registration can be done any time provided he registered and pays the required registration fee by Thursday 2:00PM prior for him to be eligible to play on Sunday Match.
- P25.3 Only 1 (one) Non Resident or CK contracted Player or Overseas player are eligible to play for each team.

P26 REGISTRATION FEES

- The fees applicable shall be as per attached fees schedule, and may change, at the discretion of the Association, from time to time.

P27 TERMS AND CONDITIONS OF PLAYER REGISTRATION.

Registration of a player by the Association shall constitute acceptance by the player of the following terms and conditions:

- P27.1 That the player agrees to be bound by the Constitution of the Association, any byelaws made there under, the rules and regulations of any tournament organized by the Association.
- P27.2 That the player in any match or tournament organized by the Association or kindred Associations shall not by word or by action conduct himself in a manner that brings



disrepute to the game of cricket. Every player shall sign and abide by the CODE of CONDUCT as produced by the Association as required by the ICC.

P27.3 That the player indemnifies the Association of any liability arising from any injury sustained by the player when playing in any tournament organized by the Association or following riots or public disturbances at any match in any tournament organized by the Association resulting in death of the player or causing him permanent or partial disablement.

P27.4 That the player shall not register for more than one club. Any player found to have registered for more than one club shall be disqualified from participation in any tournament organized by the Association for the period as imposed by the Association.

P27.5 32.5. That the player accepts that in any dispute concerning the interpretation of these rules and regulations the ruling of the Executive Committee of the Association shall be final and binding. All parties shall conduct themselves with the best interest of the game in mind, and with the intention of promoting harmony within the fraternity.

P28 PLAYERS ALLOWED FROM DIVISION TO DIVISION

If a club has two teams in the league playing in same division, only the U20 two players registered in the second team will be allowed to play in the first team and no players from the first team is allowed to play for the second team in the 50, 40, 30 and 20 matches respectively

No Player exchange will be allowed in Knock Out matches. Clubs with more than one team participating in KO Tournament must provide separate registered players' list for each team. No player will be allowed to play in any other team of the club apart from mentioned team.

P29 MISCONDUCT OF PLAYER OR OFFICIAL

P29.1 During a match or within 30 minutes after the end of play on the relevant day a player's conduct can give rise to an official warning by an Umpire, in the event of serious misconduct by that player or official.

P29.2 If one or both the umpires see reason to issue such a warning they must forward the reason for such warning in writing to the Fixtures Secretary of the Association to reach him by 4.00 p.m. on Monday following the issue of the warning. The Umpire(s) must inform the player or the official of their intention to report to CCA the incident/Misconduct.

P29.3 The information so given to the player or official will suffice for the player or official to appear before the Disciplinary Committee of the Association on Thursday at 7.00 p.m. at a place as notified by CCA executive following the day of the information by the Umpire (s).

P29.4 It will be compulsory for the match Umpire(s) to be present at the hearing to answer any supplementary questions that may arise.



P30 FORMAT OF THE TOURNAMENTS

The 50 overs format will be played on a Home and Away basis while the 30 will be played on Knock out Basis and the 20 overs league will be played one way only.

In a Knockout tournament Grounds with Grass Turf will have to toss to determine who plays at home the same goes with grounds with Astro Turf.

However the club with Grass turf will have advantage over the Astro Turf Club and the game will be played on Grass Turf

The qualifiers and the eliminators will be played as presented in the fixtures.

P31 ACCEPTANCE OF DECISIONS

Any action taken by the Executive shall be final and binding except where such action results in the suspension of a Member Club. Only in this event has a Member Club leave to appeal to the Council of the Association.

P32 INTERPRETATION

In the event of any dispute or query under the administrative and playing conditions of these Byelaws the decision of the CCA Executive shall be final.

Fixture Secretary
Coast Cricket Association
Mombasa
August 2016

I, the Captain of _____ (Club Name), state that I have read, understood and will abide by the above playing conditions, of the Coast Cricket Association.

Name of Captain		Sign -	
Name of Club			
Mobile No of Captain			
Email Address of Captain			