



U19 100 Cup 2021 Playing Conditions

Headline conditions

- ! 100 balls per innings**
- ! 5 ball overs**
- ! A change of ends after every ten balls**
- ! Bowlers deliver either five or ten consecutive balls**
- ! Each bowler can deliver a maximum of 20 balls per game**
- ! Each bowling side is allowed one Strategic Timeout of 2½ minutes**
- ! Powerplay - only two fielders outside the circle for the first 25 balls**
- ! Maximum 5 fielders on the leg side**

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

1. Overs
 - a. An over, wherever it is referred to in the Laws and Playing Conditions shall comprise 5 balls. Any reference to 6 balls or 6 valid balls in the Laws shall be replaced by 5 balls and 5 valid balls, respectively.
 - b. Two overs shall be bowled from each end alternately.
 - c. Matches shall consist of one innings per side and each innings shall be a maximum of 20 overs duration. If this cannot be achieved (e.g., because of weather conditions) a minimum of 10 overs per side will constitute a match.
 - d. If either side is unable to receive at least 10 overs, the match is abandoned and must be replayed.
 - e. If the number of overs available to each side is not equal a result will be determined in accordance with Paragraph 11.
 - f. If both teams' run rates are equal, the tie-break provisions in Paragraph 11 shall apply.
2. Match Balls
 - a. Pink balls should be used if possible.
 - b. Except for the finals, when Cricket Wales will provide a new ball for each innings, the Home team must provide two balls in good condition, although not necessarily new ones, and the visiting Captain shall choose which ball his team shall use to bowl. Sufficient spares should also be available and may be red if no pink ones are available.

3. **Bowlers**
 - a. No bowler shall bowl more than 4 overs in a match.
 - b. In matches of fewer than 20 overs per side no bowler may bowl more than one fifth of the total overs allowed (unless such a number has been exceeded before the interruption).
 - c. Where the total overs are not divisible by 5, one additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
 - d. Bowlers may bowl two overs consecutively and may change ends for the purpose. The bowler's end umpire will signal to the scorers that a bowler is bowling a second consecutive over by crossing hands above the head.

4. **Fielding restrictions**
 - a. 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 (27.4 metres). The ends of each semi-circle shall be joined to the other by a straight line on the same side of the pitch. The fielding restriction area shall be marked by white plastic or rubber discs. (N.B. The distance may be amended to an appropriate distance dependent on the size of the boundary. There is no need for absolute precision on the measurements if they are the same on both sides.)
 - b. For the first 5 overs (the Powerplay overs) in a 20 over innings, at the instant of delivery no more than two fielders are permitted outside the fielding restriction area at the instant of delivery.
 - c. For the remainder of each innings a minimum of four fielders must be within the fielding restriction area at the instant of delivery
 - d. Throughout the match there may be no more than five fielders on the leg side.
 - e. In the event of an infringement of any of the fielding restrictions, the umpire at the striker's end shall call and signal No Ball.
 - f. If the length of an innings is reduced by delay or interruption, the number of Powerplay overs will be adjusted in accordance with Table 1 below.
 - g. If following an interruption, on resumption the total number of Powerplay overs for the innings has already been exceeded, there will be no further Powerplay deliveries bowled in the innings.

Table 1	
Total Overs	Powerplay
18-20	5
15-17	4
12-14	3
10-11	2

5. **No Balls**
 - a. The penalty for a No Ball shall be one run.
 - b. The delivery following a No Ball shall be a free hit for whichever batsman is

- c. facing it.
 - c. If the free hit delivery is a No Ball or a Wide, the next delivery shall be a free hit for whichever batsman is facing it.
 - d. 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.
 - e. 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.
6. Wide ball
- a. The penalty for a Wide shall be one run.
 - b. Umpires will deem any ball wide if it passes both outside the batsman and outside the line of the leg-stump.
 - c. If possible, an additional line parallel to the return crease and running between the bowling crease and the popping crease will be marked 17 inches inside the return crease. Such a line should ideally be marked either in a different colour or by a dashed white line. Any ball passing outside the offside wide line not having previously been in contact with the batsman, his bat or his clothing will be deemed a wide ball if in the opinion of the umpire the batsman is unable to play a normal cricket stroke.
 - d. In the absence of additional wide lines as described in the preceding subparagraph, umpires are expected to adopt a strict interpretation when deciding whether a delivery on the offside is a wide.
7. Junior Fielding Restrictions
- a. No player in the U15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except behind the wicket on the offside, until the batsman has played at the ball. A fielder shall be allowed to move into the restricted area to make a catch or field the ball provided the individual was outside the area when the stroke was made.
 - b. For players in the Under 13 age group or younger the distance is 11 yards (10 metres).
 - c. These minimum distances apply even if the player is wearing a helmet. Players should wear appropriate protective equipment whenever they are fielding in a position where they may be at risk.
 - d. The team manager shall be responsible for identifying to the umpires any players who are in either of these age groups.
 - e. In the event of a breach, the umpires must stop play and instruct the fielder(s) to move back as necessary.
8. Unfair and Dangerous Bowling
- a. Law 41.6 (dangerous and unfair short-pitched deliveries) and Law 41.7 (dangerous and unfair non-pitching deliveries or “beamers”), including the warning and suspension provisions are to be strictly applied provided that
 - i. There shall be no more than one delivery per over which after pitching passes or would have passed over shoulder height of the striker standing upright at the popping crease.

- ii. A second such delivery bowled in the same over is unfair and dangerous and shall be called as a No Ball and the procedures in Law 41.6.3 and 41.6.4 must be followed (A first and final warning for the first offence and suspension of the bowler for the second offence).

9. Time

- a. All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 65 minutes playing time. In the event of their failing to do so, one fewer fielder shall be permitted outside the fielding restriction area than would normally be the case for all the remaining deliveries in the innings. This penalty will be imposed immediately the ball first becomes dead after 65 minutes of playing time has elapsed.
- b. The interval between innings shall be 10 minutes.
- c. When computing time for the purpose of this Paragraph, umpires shall make due allowance for injury, frequent movement of sightscreens, Strategic Timeouts, and any other unforeseen circumstances, including time wasting by the batting side or failure to comply with the next sub-paragraph.
- d. The incoming batsman should be in position to take guard or for his partner to be ready to receive the next ball within 60 seconds of the fall of the previous wicket or the retirement of a batsman. The incoming batsman is expected to be ready to make his way to the wicket immediately and should jog to the wicket. Umpires will strictly apply Law 41.10 (Batsman wasting time).
- e. If the overs for either side are reduced, the time allowed for the innings shall be reduced in accordance with Table 2 below:

Table 2	
Overs in innings	Time to start final over
19	63
18	60
17	57
16	54
15	51
14	47
13	44
12	41
11	38
10	35

10. Delays and interruptions

- a. The scheduled finishing time (SFT) for the purpose of this paragraph is 2½ hours after the scheduled start time.
- b. If the start is delayed, compute the time between the revised start time and the SFT and deduct 10 minutes for the interval. The number of overs allocated to each side is as set out in Table 3 below:

Table 3	
Total playing time available (minutes)	Overs per side
130 or more	20
126	19
120	18
114	17
108	16
102	15
94	14
88	13
82	12
76	11
70	10

- c. If the first innings is interrupted,
 - i. Compute the time taken between the start and the interruption.
 - ii. Add the time available between the resumption and the SFT and deduct 10 minutes for the interval. The number of overs allocated to each side is as set out in Table 3 above.
- d. If the start of the second innings is delayed compute the time available between the revised start time of the innings and the SFT. The number of overs in the innings is as set out in Table 4 below:

Table 4	
Total playing time available (minutes)	Overs
65 or more	20
63	19
60	18
57	17
54	16
51	15
47	14
44	13
41	12
38	11
35	10

- e. If the second innings is interrupted,
- i. Compute the time taken between the start of the innings and the interruption.
 - ii. Add the time available between the resumption and the SFT. The number of overs allocated to the innings is as set out in Table 4 above.
11. Target.
- a. Where the number of overs available to both sides remains equal, the team scoring the greater number of runs shall be the winner.
 - b. Subject to Paragraphs 11c and 11d, if the scores are tied the team losing fewer wickets shall be the winner. Should these be equal, then the team with the higher score after 5 overs shall be the winners. If the scores after 5 overs are equal, the team with the higher score after 6 overs shall be the winners. If the scores after 6 overs are equal, the team with the higher score after 7 overs shall be the winners and so on up to the end of the penultimate over.
 - c. If the team batting second has not had the opportunity to receive the same number of overs as the team batting first and has not been dismissed, the following shall apply:
 - i. If, due to delay or interruption, the number of overs in the innings of the team batting second is reduced, their target score shall be calculated by multiplying the reduced number of balls available to them by the average run rate of the side batting first and rounding up to the next whole number. If the calculation involves a fraction of a run, the final scores cannot be equal, and the result cannot be a tie.
 - ii. If the match is abandoned before the Close of Play but after the team batting second has received at least 10 overs, the result shall be decided on higher average run rate throughout the innings.

- d. A team's average run rate is calculated by dividing the number of runs scored in its innings by the number of legitimate balls received during that innings.
 - i. If the team batting first is dismissed in fewer than the number of overs allocated for their innings, the calculation will be based on the number of balls that the team was scheduled to receive and not on the number actually received.
 - ii. If the team batting second is unable to receive all their allocated overs, the calculation of their average run rate will be based on the number of legitimate deliveries actually received by them during their innings.
- e. The average run rate can be calculated to any number of decimal places and a tie can only be achieved if the average run rates are identical.

12. Strategic Timeout

- a. The fielding side's Captain may apply to the Umpires to take a Strategic Timeout.
- b. A Strategic Timeout may not be taken during the Powerplay overs.
- c. Otherwise, a team may apply for the Strategic Timeout when they are the fielding side and when the ball is dead.
 - i. A Strategic Timeout may be taken mid-over or between overs.
 - ii. It is not mandatory to take a Strategic Timeout.
 - iii. A Strategic Timeout shall be of 2 minutes 30 seconds duration and shall be deemed to have commenced at the time that it is approved and signalled by the umpires.
 - iv. The bowler's end umpire will signal a Strategic Timeout by tapping a raised wrist with the other hand.
 - v. The batsmen and the fielding team must be ready for the next ball of the match 2 minutes 30 seconds after the Strategic Timeout has been allowed by the Umpires.
 - vi.