**RULES AND REGULATIONS FOR THE SENIOR MENS INTER SERVICES 50 OVER CRICKET TOURNAMENT**

**General**

1. The Inter Services 50 over Cricket Competition is administered by the UKAFCA. The trophies shall be competed for annually between the Royal Navy, the Army and the Royal Air Force.

2. The dates of the IS Festivals are to be agreed and distributed on confirmation of the UKAFCA season.

**Playing Conditions**

3. Except as otherwise stated in these rules, matches shall be conducted in accordance with the MCC Laws of Cricket (2017 Code – 2nd Edn 2019) together with any subsequent amendments.

4. The England and Wales Cricket Board (ECB) Directives for junior players regarding helmets, fielding and fast bowling will apply in all matches. The Captains of each side shall inform the umpires prior to the toss of any player under the age of 19:

a. For the application of the ECB directives on wearing helmets it is the age of the player on the date of the match. For the application of the ECB bowling directives it is the age of the player at Midnight on 31 August 2021.

b. The UKAF Code of Conduct shall apply throughout the duration of the tournament.

5. Team Captain or Manager shall nominate his team in writing on completed team sheet and are handed to the Umpires (or tournament referee) prior to the toss, after which no changes will be allowed without the consent of the opposing Captain. At least one of the umpires and tournament referee MUST be present at the toss.

**Eligibility**

6. The eligibility criteria for Regular and Reserve personnel are contained in AGAI Volume 1 Chapter 5, Sport; AEL 86 – March 2017. Further and to aid clarity the following shall apply:

a. Each squad shall be permitted 14 players (from which para 5 will be selected), 1 coach/manager and 1 physio. Further personnel may be in attendance but shall not be considered for administrative purposes, such as catering. This squad shall be named and submitted to UKAFCA or the Tournament Referee no later than the pre-tournament briefing.

**Duration And Sequencing**

7. All matches shall consist of one innings per side, each innings being limited to a maximum of 50 overs. All matches will be completed in one day. The Captain of the batting side may not declare his innings closed at any time during the course of a match.

8. The sequence of matches will be as follows:

a. Day 1: Previous Year 3rd place v previous year 2nd place

b. Day 2: Day 1 Losing Side v previous year’s 1st place

c. Day 3: Day 1 Winning Side v previous year’s 1st place

Where no play is possible on day 1 then the sequencing shall be:

d. Day 2: Previous year 3rd place v previous year 1st place

e. Day 3: Previous year 2nd place v previous year 1st place

There is no spare day allocated to the tournament and these rules set out how a result shall be obtained on each day.

**Hours of Play And Intervals**

9. Hours of play will be 1100 to 1845 hrs. Each session will be 3 hrs 30 mins and will be separated by an interval of 45 mins. A scheduled cessation of innings time shall be set by the Tournament Referee prior to the start of each innings and this time informed to both captains. Umpires are not empowered to order extra time but play may extend beyond 1845 hrs if the game has overs still to be bowled and playing conditions allow completion of the match.

10. If the innings of a team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. There is no tea interval.

11. Up to two drinks intervals (each deemed to be 5 minutes) per innings are permitted, but no time allowance shall be provided for them. Drinks must be agreed prior to the start of play and the Umpires informed. Additionally, an individual player may be given a drink either on the boundary edge or at a fall of wicket, on the field, provided no playing time is wasted. No other drinks or equipment shall be taken onto the field of play without the permission of the umpires. Any player (it may NOT be the Captain) taking drinks or equipment onto the field shall be dressed in proper cricket attire and be identifiable as a non-playing member (wearing a coloured bib or training jacket, for example).

12. In the event of rain the pitch should be fully covered, and if possible this should also include the bowlers’ run-ups.

**Length of Interval**

13. Where the innings of the side batting first is delayed or interrupted, the Umpires will reduce the length of the interval:

a. In the event of time being lost (due to GWL or other external reason) up to and including 30 minutes in aggregate, the length of the interval shall remain 45 minutes. In the event of more than 30 minutes being lost in aggregate, the duration of the interval shall be reduced by the umpires to a maximum of 30 minutes and a minimum of 10 minutes. This should be calculated in order to achieve a result in the day’s play.

b. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the Umpires shall reduce the length of the interval by the amount that the first innings overran. The minimum time for the interval will be 10 minutes.

14. **Uninterrupted Matches (Neither Delayed or Interrupted)**. Each team shall bat for their allocated overs as specified in para 7 unless all out earlier.

a. 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 28 will apply.

b. If the team batting first is all out in less than their allocated overs as specified in para 7 the team batting second shall be entitled to bat for their full entitlement.

c. If the team fielding second fails to bowl their allocated overs (as specified in para 7) by the scheduled time for the cessation of the second innings (normally that laid out in para 9), 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 28 will apply.

15. **Delayed or Interrupted Matches**. Any revision of the number of overs that may be necessary due to delayed start or one or more interruptions in play as a result of adverse weather, ground or light conditions or any other reason shall be made on the day of the match.

a. **Delay or Interruption to the Innings of the Team Batting First**. When playing time has been lost the revised number of further overs to be bowled in the match shall be based on the rate of **4.2** mins per over (c.14 ov/hr) in the total time remaining for play. When calculating the length of the remaining playing time available for the match the duration of the interval between innings will be taken into account in line with para 13.a.

b. Should calculations regarding the number 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 overs to be bowled in the match will be calculated as if that over was completed. The innings of the team batting first will, however, continue from the point of the interruption.

c. The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. If the number of overs calculation results in an odd number of total overs, then 1 more shall be added and the new total divided in half.

d. 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.

e. To constitute a match, a minimum of 10 overs has to be bowled to the side batting second, subject to the innings not being completed earlier.

f. A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying the rate of **4.2** mins per over in respect of each over already bowled or to be bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play and the duration of the interval will be taken into account.

g. 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 completed and Playing Condition 28 shall apply. In reduced overs matches both teams shall be given one over’s leeway in addition to any time that the umpires might allow for stoppages.

h. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 28 only – they do not influence the recalculated number of overs or the scheduled close of either innings.

i. **Delay or Interruption to the Innings of the Team Batting Second.** 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 allocation or revised allocation of overs in the playing time available, the number of overs shall be reduced at the rate of **4.2** mins per over in respect of the aggregated lost playing time, except that when the innings of the side batting first has been completed prior to the scheduled or re-scheduled time for the interval between innings, the reduction of overs will not commence until, in the case of a delay, an amount of time equivalent to that which the first innings finished early has elapsed, or, in the case of an interruption, an amount of time equivalent to that by which the second innings has started early has elapsed. A re-calculated cessation time should be calculated for the second innings.

j. Should calculations regarding the number 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 overs to be bowled in the match will be calculated as if that over was completed. The innings of the team batting first will, however, continue from the point of the interruption.

k. The re-calculated number of overs will be the minimum number that ensures that the re-scheduled cessation time is no earlier than the original cessation time.

l. 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.

m. To constitute a match, a minimum of 10 overs has to be bowled to the side batting second, subject to the innings not being completed earlier.

n. A fixed time will be specified for the close of play for the match, by applying the rate of **4.2** mins per over in respect of each over already bowled or to be bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play and the duration of the interval will be taken into account.

o. If the team fielding second 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 completed and Playing Condition 28 shall apply. In reduced overs matches both teams shall be given one over’s leeway in addition to any time that the umpires might allow for stoppages and any allowances made prior to the interruption shall be carried forward for the application of Playing Condition 28 only.

The UKAFCA will appoint a Tournament Referee to the Tournament. After any hold up in play, the Umpires will notify the Tournament Referee and Scorers of the number of overs lost and the Tournament Referee will perform the Duckworth/Lewis/Stern calculations required. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Tournament Referee will notify the Captains, Scorers and all others concerned of such decisions. The Tournament Referee must understand the Duckworth/Lewis/Stern method. A computer, with the Duckworth/Lewis/Stern program installed, and a printer must be available to produce D/L/S tables for the Captains and provide D/L/S target scores on the scoreboard (using last man or a suitable briefed section on the scoreboard)

**The Result**

16.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 level after normal play, Playing Condition 16.d will apply.

a. If, due to suspension in 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 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 will be calculated by the Duckworth/Lewis/Stern method (D/L/S). An integral target will be set for the team batting second with one run less than this target resulting in a Tie**.** The revised Target and associated D/L/S paperwork MUST be printed and handed to EACH Captain at the commencement of the innings of the team batting second. If after the restart of play it is discovered that the wrong D/L/S target has been set then the faulty target shall stand.

b. 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 method.

c. In the event of abandonment due to weather or other such cause, or both sides not completing 10 overs each, (unless a result has been obtained), the match shall be declared a “No Result.”

d. **Super Over**. If the scores are level at the end of a match, the teams shall compete in a Super Over to determine the winner. The following procedure shall apply should the provision for a Super Over be adopted in any match:

(1) Subject to weather conditions the Super Over will take place at a time to be determined by the umpires. In normal circumstances it shall commence no later than 10 minutes after the conclusion of the match.

(2) The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the umpires.

(3) The umpires shall stand at the same end as that in which they finished the match.

(4) In both innings of the Super Over, the fielding side shall choose from which end to bowl.

(5) Only nominated players for the main match excluding any player that has been replaced, and including any replacement players may participate in the Super Over. Should any player (including the batter and bowler) be unable to continue to participate in the Super Overdue to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.

(6) Any unserved Penalty time at the end of the main match shall be carried forward to the Super Over.

(7) Each team’s over is played with the same fielding restrictions as apply for Powerplay 3 in a normal match.

(8) The team batting second in the match will bat first in the Super Over.

(9) The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the Super Over. The ball to be used shall not be a new ball and should have the apparent wear characteristics of a ball that has had between 5 and 20 overs of use. For the avoidance of doubt, a ball used in the main match shall not be used in the Super Over. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.

(10) The loss of two wickets in the over ends the team’s one over innings.

(11) In the event of the teams having the same score after the Super Over has been completed, a count-back from the final ball of the Super Over 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 un-bowled 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:

Runs 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

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

e. **Bowl Out**. In the event a Super Over cannot be completed due to Ground, Weather, Light or any other wholly acceptable reason then the Captains may, if circumstances (outdoors or indoors) permit, agree to the following form of ‘bowl-out’ contest to achieve a result (in case of disagreement the Umpires shall invoke sub-para (6), below):

(1) Five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 7). The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries, and so on. The side which bowls down the wicket (as defined in Law 29.1) most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a ‘sudden death’ basis (the order in which the bowlers bowl in the sudden death may differ from the first stage of the bowl out). If circumstances make the bowl out impossible, the match shall be decided by the toss of a coin.

(2) The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires’ approval.

(3) If a bowler bowls a ‘no ball’ it will count as one of his two deliveries but will not count towards the score of the team.

(4) If the original match has started, the five cricketers to take part in the ‘bowl-out’ must be selected from the nominated players for the match excluding any player that has been replaced, and including any replacement players. If there has been no play in the original match (the toss has not taken place), the five cricketers may be selected from the squad of 14.

(5) Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

(6) Should neither a Super Over nor a bowl out be possible, the result of the match should be determined by the toss of a coin.

f. **Points Scoring**. The winning side shall score 2 points. In a tie or “no result” match, each side will score one point.

g. The Inter-Services Trophy shall be presented to the Team with the most points after all games have been, or had the opportunity to be, played. In the event of more than one team having equal points then finishing positions shall be decided by Net Run Rate (NRR).

h. **Net Run Rate (NRR)**. Only those matches where a result is achieved will count for the purpose of NRR calculations. NRR is calculated by deducting from the average runs per over scored by that team the average runs per over scored against that team calculated to 2 decimal places (rounded up). In the event of a team being all out in less than its full quota of overs the NRR shall be based on the full quota of overs to which it was entitled and not the number of overs in which the team was dismissed. Where a match is abandoned but a result is achieved under D/L/S for NRR purposes Team 1 will be accredited with Team 2s score on abandonment of the same number of overs faced by Team 2. Where a match is concluded but with D/L/S being applied at an earlier point in the match team 1 will be accredited with 1 run less than the target score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

**Limitation of Overs by any one Player**

17. No bowler shall bowl more than one fifth of the total number of overs available at the beginning of an innings; in an uninterrupted match this is 10 overs. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the remaining overs – e.g. in a 33 over match (33/5 = 6 + 3 remaining overs), 3 bowlers may bowl a maximum of 7 overs and no other bowler more than 6 overs.

18. Both Umpires and the Scorers from the commencement of an innings shall maintain a record of the number of overs bowled by each individual bowler.

19. **Interruption to Play**. In the event of revised overs due to weather once a match has started; the bowler’s allocation must be adjusted accordingly as agreed by the Umpires and the captain of the fielding side so informed.

**No Ball**

20. Law 21.15 will apply in that the penalty for a No Ball will be 2 run plus any additional runs scored:

a. A bowler shall be limited to two fast short pitched deliveries per over, which is defined as one that, after pitching, passes or would have passed over shoulder height of the striker standing upright at the popping crease. This ruling shall apply even though the striker may have made contact with the ball with their bat, person or equipment.

b. For the avoidance of doubt any short pitched delivery passing over head height is a No Ball and shall be counted toward the limit in para 20.a.

c. The Umpire at the bowler’s end will make it clear to both bowler and batters at the wicket when such delivery within this limit is bowled. It is unfair if this limit is exceeded in the same over and the Umpire shall call and signal No Ball on each such occasion and if appropriate the following delivery will be a free hit.

21. **Free hit after a No Ball**. The delivery following any No Ball (except the ball which, after pitching passes, or would have passed over head height) shall be a free hit for whichever batter is facing it. If the free hit ball is not a legitimate delivery (such as a wide) the free hit shall apply to the next delivery:

a. A batter can only be dismissed on a free hit for circumstances that apply to a No Ball.

b. Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was as a result of a breach of rule 24-27. For the latter, the field may only be changed to remedy that breach (unless there is a change of striker and then the field may be changed).

c. Fielders who are close to the striker before a Free Hit delivery may retreat 15 yds on the same line from the Striker’s wicket for the Free Hit delivery. They are NOT permitted to amend their fielding position laterally.

**Wide Ball**

22. The penalty for a wide will be 1 run plus any additional runs scored.

23. 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. The following criteria will be adopted as a guide to umpires:

a. **Offside**. Any offside delivery which in the opinion of the Umpire does not give the striker a reasonable opportunity to score shall be called and signalled a Wide Ball.

b. **Legside**. Any legside delivery which passes outside the line of the striker and leg stump shall be called and signalled a Wide Ball, despite and irrespective of the striker’s movements.  Any movement by the striker away from the wicket toward the legside that causes the ball to pass in front of the striker but outside the line of leg stump (between striker and wicket) shall not be deemed a Wide Ball.

c. **Extra Crease Markings**. For this competition, 2 extra crease markings will be marked on the pitch at both ends.  These lines will be drawn so that the inner edge of the marking is 17” inside the return crease and will run from the bowling crease to the popping crease and not beyond in either direction.  They will be drawn on both sides of the wicket but will only apply to the striker’s offside.  For any ball that passes outside or crosses the extra crease marking to a striker standing in a normal guard position the umpire shall call and signal Wide Ball.

d. **Offside/Legside Clarification: LBW**. In line with Law 36 (LBW) and specifically Law 36.3, the striker’s Offside will be determined by the stance at the moment the ball becomes live (the bowler starts their run up).

e. **Legside Clarification: Switch Hits**. After the moment the ball has become live, a striker changes their stance to play a different stroke and in doing so changes their off and onside, this change shall not apply in the application of Law 22 and para 23, a to b and the striker will effectively give themselves 2 offsides for the application of this rule. For example; The bowler begins their run up to a right-handed striker and just before delivery the striker switches to a left-handed stance to play the ball but the ball now passes on the striker’s ‘new’ legside. This delivery shall NOT be called and signalled a wide, provided it remains inside the extra crease marking.

**Restrictions on Placement of Fielders**

24. At the instant of delivery there may be no more than 5 fielders on the leg side. In the event of an infringement the umpire at the striker’s end shall call and signal “No Ball”. This restriction shall apply throughout the duration of both innings.

25. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at each end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 Metres). The ends of each semi-circle shall be joined to the other by either a straight line drawn on the field on the same side of the pitch or with the use of “Fielding Discs” or with painted white “dots” at 5 yards (4.57 Metres) intervals. The “Fielding Discs” should be made of white plastic or rubber (NOT metal) and measure 7 inches (18 cms) in diameter.

26. The following other fielding restrictions shall apply during the match at the instant of delivery. Each shall be named a Powerplay. Any infringement of the below fielding restrictions, the striker’s end umpire shall call and signal No Ball. The restrictions pertaining to each Powerplay in an uninterrupted match are:

a. Powerplay 1 Overs 1-10 inclusive: Not more than TWO fielders permitted outside the 30yd circle.

b. Powerplay 2 Overs 11-40 inclusive: Not more than FOUR fielders permitted outside the 30yd circle.

c. Powerplay 3 Overs 41-50 inclusive: Not more than FIVE fielders permitted outside the 30yd circle.

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

**Innings Powerplay 1 Powerplay 2 Powerplay 3**

**Duration**

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

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

***Illustrations of 26.d:***

*A match starts as 50 overs, is interrupted after 8.3 overs and reduced to 32 overs. The new phases are therefore 7+19+6. Therefore, the Powerplay 2 overs start immediately and will last for a further 17.3 overs. Powerplay 3 will commence from the 27th over.*

*A match is reduced from the start to 40 overs per innings (therefore 8+24+8) is interrupted after 18.3 overs and on resumption has been reduced to 25 overs. Powerplay overs overall are 5+15+5. Therefore, on resumption there would be 1.3 overs of Powerplay 2 and then Powerplay 3 commences at over 21.*

27. In the event of the striker’s end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire’s attention. If either Umpire is able to verify the breach the striker’s end umpire shall call and signal No Ball. If either Umpire is unable to verify the breach, then the striker’s end umpire shall confirm that the events of the delivery shall be unchanged.

28. **Over Rate Penalties**. Teams are expected to be in a position to bowl the first ball of the last of their 50 overs within 3 hrs 30 mins of playing time. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction as in para 26. This will apply in both innings and is the only penalty for over rate:

a. The onfield umpires shall inform the fielding captain during their innings of their progress aligned with the allotted time, including any added time due to stoppages, on completion of the 10th, 20th 30th and 40th over. This shall then be relayed to the third umpire when the message has been passed. Play is not to continue until the onfield umpires are satisfied the fielding captain has been made aware but play may continue prior to the third umpire being informed.

b. Umpires are to only provide statement of fact (number of overs bowled against time taken using 4.2 min per over rule) by relaying by which time on the agreed timepiece the final over must commence. They are not to suggest that a fielding side is “too slow” or “has plenty of time.”

c. Any applicable over rate penalties shall be applied at the first instance of the ball becoming dead after the scheduled end of innings time has passed. For example; after 3 Hrs 30 mins (with no allowances for stoppages identified) the team fielding still has 2.3 overs to bowl. As soon as the ball becomes dead after the third delivery in the 48th over, the umpires shall take control of the ball and consult with the Tournament Referee and Third Umpire. If applicable, the umpires shall inform the fielding captain of the penalty being applied and the restriction now in force. All regulations in para 26 shall apply.

d. If the innings is interrupted the penalty will apply to the re-scheduled cessation time. In reduced overs matches the fielding side will be given one over’s leeway. For the avoidance of doubt, 1 over’s leeway means that the fielding side must be in a position to bowl the first ball of the penultimate by the scheduled or rescheduled cut off time.

e. Over rate penalties shall apply only to an innings of 25 overs or more, unless the penalty has been enforced before 25 overs have been bowled.

f. The Umpires after consultation shall have the discretion to extend the allocated time for the innings in the event of an unforeseen delay due to injury or other circumstances.

**Dangerous and Unfair Bowling**

29**.** Law 41 will be strictly applied in accordance with the Laws of Cricket as specified at para 3 except as amended below. At each pre-tournament briefing, the Umpires and Captains will confirm their interpretation of the Law:

a. **Pitching Deliveries.** Any delivery which, after pitching, passes clearly over head height of the striker standing upright at the crease and in the umpire’s opinion so prevents him from beingable to hit it with his bat by means of a normal cricket stroke, although not threatening physical injury, shall be considered as part of the repetition sequence in Law 41.6.2. The umpire shall call and signal No ball for each such delivery. The subsequent delivery will NOT be a Free Hit but will be considered in the application of para 20.a.

b. Any delivery which, after pitching, passes clearly over shoulder height of the striker standing upright at the crease, and in the umpire’s opinion he is able to hit it withhis bat by means of a normal cricket stroke shall, if applicable, be considered part of the repetition sequence in Law 41.6.3 and Law 41.6.4.

c.Any delivery which, after pitching, passes clearly over shoulder height of the striker standing upright at the crease and wide of the striker so that in the umpire’s opinion he is unable to hit it with his bat by means of a normal cricket stroke shall, although not threateningphysical injury, be considered part of the repetition sequence in Law 41.6.3 and Law 41.6.4 and, if not a No Ball, shall be called and signalled Wide. (Refer to Law 22).

d. A bowler shall be limited to a total of two deliveries, as defined in paragraphs (29.a), (29.b) and (29.c) above, per over. The umpire will make it clear to the bowler and the batters at the wicket when a delivery within this limit has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion. In addition, the umpire will adopt the procedures of Law 41.6.3 and 41.6.4 and the following delivery shall be a Free Hit.

e. **Non-Pitching Deliveries**. Any delivery, regardless of speed, which passes, or would have passed, above the waist height of the striker standing upright at the popping crease and within the limits of the Return creases, shall be considered dangerous and unfair and the umpire at the bowler’s end shall call and signal No Ball for each delivery. The process in Law 41.7 shall be applied.

**Match Balls**

30. Match balls, and a suitable selection of spare balls, shall be provided by the UKAFCA. They shall be held and controlled by the tournament referee and umpires.

**Officials**

31. **Tournament Referee**. A Tournament Referee shall be appointed by the UKAFACO for all Inter Services Cricket Competitions

32. **Umpires**. Umpires shall be appointed by the UKAFACO for all Inter Services Cricket Competitions.

33. **Scorers**. Scorers shall be appointed by the UKAFACO for all Inter Services Cricket Competitions.

34. **COVID Specific**. In order to maintain safe play during the tournament, the following shall apply:

a. No umpire shall be permitted to hold any players’ clothing or equipment.

b. Saliva shall NOT be used in the cleaning or polishing of the cricket ball. Where the onfield umpires believe either has been used, the following procedure shall apply:

1. On the first occasion the umpires shall issue a first warning to the fielding captain. The ball shall be sanitised and then play shall resume.
2. On the second occasion the umpires shall issue a second and final warning to the fielding captain and inform her that 5 penalty runs shall be awarded to the batting side for any further instances. The ball shall be sanitised and then play shall resume.
3. On any further occasion, when the ball is dead, the umpires shall award 5 penalty runs to the batting side, the ball sanitised and then play shall resume.
4. Para 34.b shall not be considered any level of offence under ECB or UKAFCA regulations.
5. No time allowance in the match shall be given for this specific regulation.

c. Any sanitiser products or player’s equipment placed at the base of the wickets at either end (such as a cap; sweaters or other clothing should NOT be positioned by the wickets) shall be deemed to be in play. This means any contact with a ball or a player legally holding the ball in order to break the wicket shall be deemed lawful and the ball shall not be dead on contact.