THE HUNDRED TOURNAMENT

**UKAFCA PLAYING CONDITIONS**

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

2. **Law 1 – The Players**. Each Captain shall nominate his/her players in writing to one of the umpires before the toss. No player may be replaced after the nomination of teams and before the Umpire has called Play, other than in the circumstances of 1.3 and 1.4 below, without the consent of the opposing Captain (not to be unreasonably withheld) and ECB Domestic Cricket Operations. No player may be replaced after the Umpire has called Play before the first ball of the match other than in the circumstances of 1.3 and 1.4 below. If after a Captain has nominated his/her players, it is discovered that someone who was not on the list has acted in the match as though a nominated player, then, if consent is not given by the opposing Captain (not to be unreasonably withheld) for the original nomination to be changed, the offender shall take no further part in the match and no replacement, including the original nominated player shall be allowed.

3. **Clothing and Equipment**. In all matches, players shall wear coloured clothing and equipment approved by the UKAFCA. All matches shall be played with a white ball.

4. **Law 2 – The Umpires**. Law 2 shall apply and particularly Law 2.13 (Signals) with the addition of the following:

 a. Bowler to bowl two consecutive overs – by holding a coloured card (such as their overs card) above his/her head.

 b. Strategic Timeout – by the umpire pointing to his/her watch.

5. **Law 7 – The Creases**. Law 7 shall apply with the addition of a guideline to the umpires for the calling of wides on the offside the crease markings detailed in below shall be marked at each end of the pitch:

 a. **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.

6. **Law 11 – Intervals**. There will normally be two sessions of play of 65 minutes each, separated by an interval of 15 minutes. Law 11.9 (Agreement to forgo intervals) shall not apply.

 a. If the innings of the 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. 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 of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

 b. On any occasion where the innings of the side batting first is delayed or interrupted, the Umpires will reduce the length of the interval to 10 minutes.

 c. Intervals for Drinks. No drinks intervals are permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken on to the field of play without the permission of the Umpires. Any person taking drinks onto the field shall be dressed in proper cricket attire and any applicable COVID Personal Protective Equipment.

7. **Law 12 – Start and Cessation of Play**. Start times and extra time allocated to each match shall be determined by ECB. If any Strategic Timeout, for whatever reason, is not taken or available to be taken, the 2 minutes 30 seconds allocated to it shall be added to the extra time allocated to the match:

 a. **Strategic Timeout**. The fielding side’s Captain may apply to the Umpires (not to be unreasonably withheld) to take a Strategic Timeout in accordance with the following:

 (1) A team may only apply for the Strategic Timeout when they are the fielding side and when the ball is dead.

 (2) A Strategic Timeout may be taken mid-over or between overs.

 (3) It is not mandatory to take a Strategic Timeout.

 (4) A Strategic Timeout shall be for 2 minutes 30 seconds duration and shall be deemed to have commenced at the time that it is approved and signalled by the umpires.

 (5) The batters 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.

 (6) A Strategic Timeout may not be taken in the first 25 balls of either innings.

 (7) The side fielding second may take a Strategic Timeout even though the side fielding first did not take one, whether through choice or because the innings was terminated prior to the Strategic Timeout being taken.

 (8) If any Strategic Timeout, for whatever reason, is not taken or available to be taken, the 2 minutes 30 seconds allocated to it shall be added to the extra time allocated to the match.

 b. **Length of innings**. Teams have 1 hr 05 mins to bowl 20 overs (sets of 5). If the team fielding first fails to bowl the required number of overs by the time scheduled for cessation of the first innings play shall continue until the required number of overs have been bowled. If the team fielding second fails to bowl 20 overs by the scheduled cessation of play the match shall be extended until all 20 overs are completed. In each case over rate penalties will apply as given in para 7, d. If the team batting first is dismissed in fewer than 20 overs the team batting second shall be entitled to bat for 20 overs or until the match is decided whichever is the earlier.

 c. **Interrupted matches**. All match timings are based on 1 over allocated 3.25 minutes, the 3.25 rule. When playing time is lost in the first innings then one over shall be deducted from each innings for each complete 6.5 minutes lost. Fractions of overs are to be ignored in deciding the number of overs to be bowled. Each team should have the opportunity to bat the same number of overs, unless:

 (1) If the overall number of overs calculated is an odd number then 1 over is to be added and the new total divided by 2.

 (2) If playing time is lost during the innings of the team batting second then the number of overs shall be reduced at the rate of 1 over for every 3.25 minutes lost unless the first innings finished early/second innings started early in which case no overs are lost until the time gained is subsequently lost. Fractions of overs that result from this calculation are to be ignored.

 (3) After any hold up in play, the Umpires will notify the Tournament Referee (if appointed) and Scorers of the number of overs lost and the Umpires (or Tournament Referee) will perform the Duckworth/Lewis/Stern (DLS) calculations required. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Umpires (or Tournament Referee) will notify the Captains, Scorers and all others concerned of such decisions.

 (4) A computer, with the DLS program installed, and a printer must be available to produce DLS target tables for the Captains and provide DLS target scores on the scoreboard (using last man or a suitable briefed section on the scoreboard). If after the restart of play it is discovered that the wrong DLS target has been set the faulty target shall stand.

 (5) The interrupted innings of the team batting first will continue from the point of the interruption.

 (6) To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, unless a result has been achieved earlier.

 (7) A rescheduled time for the close of play will be fixed by applying a rate of 3.25 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation should not cause the match to finish earlier than the time that was set for the cessation of play at the commencement of the second innings.

 d. **Over Rate Penalties**. All sides are expected to be in position to bowl the first ball of the last of their final over by the scheduled or rescheduled cessation time for the innings. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in para 14 than would normally be the case for the remaining deliveries. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. The full quota of overs will be completed.

 (1) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. In interrupted innings, the fielding side will be given one over’s leeway. For the avoidance of doubt, one overs leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

 (2) This will be the only penalty for a slow over rate and shall not be subject to retrospective negotiation.

8. **Law 13 – Innings**. The match will consist of one innings per side, each being limited to 20 overs and the following playing conditions:

1. **Number of overs per bowler**. No bowler shall bowl more than 4 overs (20 balls) in an innings.

 b. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second

 (1) For innings of rescheduled length of at least 10 overs, no bowler may bowl more than one fifth of the total overs allowed (unless such a number has been exceeded before the interruption). Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

 (2) for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

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

 (4) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler’s limit is concerned.

 (5) The scoreboard shall show the total number of balls bowled and the number of balls bowled by each bowler.

9. **Law 16 – The Result**. When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of the scores being tied, the following shall apply:

 a. No account shall be taken of wickets lost. The teams shall compete in a Super Five to determine the winner. (A Super Five is a sudden death contest comprising one five-ball over per team) as per para 9, c. Should a Super Five, or second Super Five, not be possible due to GWL or any other reason, the result shall be determined by the toss of a coin.

 b. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum 5 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target being calculated by the Duckworth Lewis Stern method. A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then the scores are tied and para 9, a. shall apply. If after the restart of play it is discovered that the wrong Duckworth Lewis Stern target has been set the faulty target shall stand.

 c. **Super Five.** Subject to weather conditions the Super Five will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.

 (1) The Super Five 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.

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

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

 (4) Only nominated players for the main match excluding any player that has been replaced, and including any replacement players may participate in the Super Five. Should any player (including the batters and bowler) be unable to continue to participate in the Super Five due 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 Five.

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

 (6) Each team’s over is played with the same fielding restrictions as apply for a non-powerplay over in a normal Hundred match.

 (7) The team batting second in the match will bat first in the Super Five.

 (8) The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the Super Five. 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 usage. For the avoidance of doubt, a ball used in the main match shall not be used in the Super Five. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.

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

 (10) In the event of the teams having the same score after the Super Five has been completed, another Super Five shall be played in accordance with para 9, c. except where amended by the following:

 (11) The team batting second in the first Super Five will bat first in the second Super Five.

 (12) The balls selected for use by each team in the first Super Five shall be used again by the same team in the second Super Five.

 (13) The fielding side shall bowl its over in the second Super Five from the opposite end from which it bowled in the first Super Five.

 (14) In the event of the second Super Five being tied, the result will be decided as per para 9, a.

10. **Law 17 – The Over**. 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.

 a. **Number of balls**. Two overs of 5 balls each shall be bowled from each end alternately. Batters shall not change ends in between any overs.

 b. **Call of Over**. When 5 valid balls have been bowled and when the ball becomes dead, the umpires shall call “Five” before leaving the wicket.

 c. **Bowler changing ends**. A bowler shall be allowed to change ends as often as desired, provided he/she does not bowl more than two overs consecutively, nor bowl parts of more than two consecutive overs, in the same innings.

11. **Law 18 – Scoring Runs**. Shall apply with the exception that Law 18.11.1 (Batter returning to original end) will have the addition that if the striker is dismissed Caught, the not out batter SHALL return to his/her original end.

12. **Law 21 – No Ball**. The penalty for a No Ball will be 2 runs.

 a. 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 the Umpire’s attention. If either Umpire is able to verify the breach he shall call and signal No Ball. If either Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

 b. **Free Hit after a No Ball**. In addition to 12 above, the delivery following a No Ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit. Note that this applies for ALL modes of No Ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease:

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

 (2) Field changes are not permitted for free hit deliveries unless there is a change of striker or if the No Ball was as a 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.

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

13. **Law 22 – Wide Ball**. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. The following criteria will be adopted as a guide to assist umpires (along with the crease markings at para 5, a:

 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. **Offside/Legside Clarification**. 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).

14. **Law 28 – The Fielder**. Shall apply with the following additions:

 a. At the instant of delivery there shall not be more than five fielders on the leg side.

 b. For the first 5 overs (powerplay overs) only in a 20-over innings, at the instant of delivery no more than two fielders are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards for Men’s Hundred and each with a radius of 25.15 yards (23m) for Women’s Hundred) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle should be marked by painted white ‘dots’ at five-yard intervals, each ‘dot’ to be covered by a white plastic or rubber disc measuring seven inches in diameter.

 c. In circumstances when the number of overs of the batting team is reduced, the powerplay overs in 14, b. 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.

 Total overs in innings No. of powerplay overs.balls for which

 fielding restrictions in 28.2 shall apply

 5 1.1

 6 1.3

 7 1.4

 8 2.0

 9 2.1

 10 2.3

 11 2.4

 12 3.0

 13 3.1

 14 3.3

 15 3.4

 16 4.0

 17 4.1

 18 4.3

 19 4.4

 d. For the remainder of each innings no more than five fielders in Men’s Hundred and no more than four fielders in Women’s Hundred are permitted to be outside the fielding circle at the instant of delivery.

 e. If following an interruption, on resumption the total number of powerplay overs for the innings has already been exceeded, then there will be no further powerplay deliveries bowled in the innings.

 f. In the event of an infringement of any of the above fielding restrictions, the striker’s end Umpire shall call and signal ‘No Ball’.

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

 h. Umpires are not to hold helmets or any fielder’s clothing or equipment.

15. **Law 40 – Timed Out**. Law 40 shall apply except that the incoming batter must be in position to take guard or for his/her partner to be ready to receive the next ball within 60 seconds of the fall of the previous wicket or the retirement of a batter. The incoming batter is expected to be ready to make his/her way to the wicket immediately, and is expected to jog to the wicket. Umpires shall strictly apply Law 41.10 (Batter wasting time).

16. **Law 41 – Unfair Play**. Law 41 shall apply throughout and the match will be played under the UKAF Code of Conduct (and **Law 42**, likewise will be applied in full). Particularly the following applies and will be discussed prior to the match to confirm understanding:

 a. **Short Pitched Deliveries**. Any delivery, regardless of how wide, 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/her from being able to hit it with their 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 Law 41.6.

 b. Any delivery, regardless of how wide, which, after pitching, passes clearly over shoulder height of the striker standing upright at the crease, and in the umpire’s opinion she/he is able to hit it with their 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, regardless of how wide, 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 she/he is unable to hit it with their bat by means of a normal cricket stroke shall, although not threatening physical 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 one delivery, as defined in paragraphs (16.a), (16.b) and (16.c) above, per over. The umpire will make it clear to the bowler and the striker 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.

17. **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 saliva 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 17.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.