

# CENTRAL GAUTENG LIONS

## PLAYING CONDITIONS: 2025/2026

### 20 OVER COMPETITIONS

*Subject to the provisions of these conditions,*

*The General Playing Conditions for all competitions,  
 the Laws of Cricket Code 2017 Code 3rd Edition - 2022 and  
 the By-laws and General Regulations of the Board shall apply.*

**Please note:**

- 1) All personal pronouns used in this document, whether used in the masculine or feminine gender, shall include all other genders, and the singular shall include the plural and vice versa.
- 2) **Whether or not Average Run Rate or Duckworth / Lewis / Stern (DLS) is applicable to a match is to be advised by the CGL office before the match and must be confirmed with both captains at the toss.**
- 3) The latest Playing Conditions will be available on the Umpires website at <https://www.cglcusa.co.za/playing-conditions>. The latest version numbers will also be on this page – Please ensure that you at all times use the latest version of these playing conditions.

#### **1. FORFEITURE OF TOSS AND MATCH**

Example of when a team will forfeit the toss and / or match:

ACTIVITY	TIME	TIME	TIME	TIME	TIME	TIME
Scheduled start of match	08h30	09h30	11h40	13h00	14h00	14h50
Latest time the toss is to take place with a minimum of Nine (9) players present. (Not later than 15 minutes before the scheduled start of play)	08h15	09h15	11h25	12h45	13h45	14h35
After forfeiting the toss the defaulting team has a maximum of 30 minutes to have at least Nine (9) players present at the venue for play to commence.	08h45	09h45	11h55	13h15	14h15	15h05
Reporting of the matter to CGL	08h45	09h45	11h55	13h15	14h15	15h05

#### **2. INNINGS**

Law 13 shall apply, subject to the following:

##### 2.1. Number of Innings

###### 2.1.1. Law 13.1 shall be replaced by the following:

All matches will consist of one innings per team, each innings being limited to a maximum of 20 overs.



### 2.1.2. Declaration and forfeiture:

A captain may not declare his team's batting innings closed at any stage, nor may he forfeit the batting innings.

### 2.2. Extra Time

Extra time is permitted where the start of play is delayed, or play is suspended due to the conditions of **ground, weather or light** as per the table below:

MATCHES ALLOCATED TO A SPECIFIC VENUE ON A DAY	EXTRA TIME AVAILABLE
ONE (1)	60 Minutes
TWO (2)	30 Minutes per match
THREE (3)	NONE

#### **Example**

1. Where there is only one match scheduled at a venue, no overs will be lost for a delay or interruption of play of up to 60 minutes. Only after 60 minutes are lost will a reduction in overs be made.
2. Where two (2) matches have been scheduled at a venue, 30 minutes extra time will apply to each match, whereby after 30 minutes of playing time has been lost a reduction in the number of overs for a match shall be made.

### 2.3. Length of Innings

#### 2.3.1. Uninterrupted matches

Each team shall bat for 20 overs unless all out earlier.

If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled.

The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the first innings.

If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

Penalties shall apply for slow over rates. Please refer to table 2.6.3.

#### 2.3.2. Delayed or interrupted matches

A minimum of 5 overs per team is required for a result to be achieved, unless an innings is completed earlier.

#### 2.3.3. Delay or interruption to the innings of the team batting first

When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of 14.12 overs per hour, in the total remaining time available for play.



The revision of the number of overs should ensure, where possible, that the teams have the opportunity of batting for the same number of overs.

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.

To constitute a match, a minimum of 5 overs has to be allocated to the team batting second, subject to a result not being achieved earlier.

As soon as the total minutes of playing time remaining is less than the completed overs faced by team 1 multiplied by 4.25, then the first innings is terminated and the provisions of 2.3.4 below take effect.

A fixed time will be specified for the commencement of the interval and for the close of play for the match, by applying a rate of 14.12 overs per hour.

When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play and intervals, will be taken into consideration.

This calculation must not cause the match to finish earlier than the original time for cessation of play.

Penalties for slow over rates shall apply. Please refer to table 2.6.3.

#### 2.3.4. 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 allocated or revised allocation of overs, the number of overs shall be reduced at a rate of 14.12 overs per hour, in respect of the lost playing time. Should the calculation result in a fraction of an over, the fraction shall be ignored.

In addition, should the innings of the team batting first have been completed prior to the scheduled or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

To constitute a match, a minimum of 5 overs has to be allocated to the team batting second subject to a result not being achieved earlier.

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.

A fixed time will be specified for the close of play by applying a rate of 14.12 overs per hour. The inclusion of drinks intervals, timing and duration of all relative delays, extensions in playing hours and interruptions in play will be taken into consideration in specifying this time.

If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

Penalties shall apply for slow over rates. Please refer to table 2.6.3.



### 2.3.5. Calculated Results – Average Run Rate

#### 2.3.5.1. Interruption during innings of team batting first.

If an interruption occurs during the innings of the team batting first the total amount of time available for the match must be revised in such a way that both teams receive the same number of overs.

The total number of runs achieved by the team batting first, plus one run, will be the target score for the team batting second to win.

If the scores are even the result will be a tie.

#### 2.3.5.2. Interruption resulting in the end of the innings of the team batting first or during the innings of team batting second.

At the completion of the innings of the team batting first the umpires (captains of the two teams in the absence of official umpires) shall calculate the average run rate per over achieved.

The winning target score will be determined by multiplying the average run rate achieved by the team batting first by the total number of overs available to the team batting second.

- If this number is not a round number the winning score will be the calculated number rounded up to the next whole number.  
A tie result is not possible in this instance and a score of 1 or more runs less than the winning score will be a losing score.
- If the calculated number is a whole number the winning score will be this calculated number plus one run.  
A score of 1 run less than this winning score will result in a tie in this instance and a score of 2 runs or more less than the winning score will be a losing score.

#### Examples:

- Team batting first scored 99 runs in 20 overs:

Run rate achieved is 4.95 runs per over.

Match reduced to 12 overs during the second innings.

$4.95 \text{ runs per over} \times 12 \text{ overs} = 59.40 \text{ runs rounded up} = 60 \text{ runs (winning score)}$

Please note: 59 or less is a losing score (there is no tie score in this instance)

- Team batting first scored 100 runs in 20 overs:

Run rate achieved is 5 runs per over.

Match reduced to 12 overs during the second innings.

$5 \text{ runs per over} \times 12 \text{ overs} = 60 \text{ runs (par score)}$   $60 \text{ runs} + 1 \text{ run} = 61 \text{ runs (target score)}$

Please note: 60 is a tie score in this instance, and 59 or less will be a losing score.



### 2.3.5.3. Prematurely Terminated Matches – Average Run Rate

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison of the average run rates achieved, the team with the higher average run rate being the winner.

If the average run rates are equal the match will be a tie.

### 2.3.6. Calculated Results – Duckworth / Lewis / Stern (DLS)

#### 2.3.6.1. Interrupted Matches – DLS

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 originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing.

This revised target is to be calculated using the current Duckworth / Lewis / Stern (DLS) method.

The target set will always be a whole number and one run less will constitute a Tie.

#### 2.3.6.2. Prematurely Terminated Matches – DLS

If the innings of the team batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison of the score of the team batting second with the ‘Par Score’ determined at the instant of the suspension by the Duckworth / Lewis / Stern (DLS) method.

If the score is equal to the par score, the match is a Tie.

Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

#### 2.3.6.3. Required DLS information

The following information is to be used in the calculation of the DLS scores and should be sent through to the official scorers during the innings interval as well as before any resumption in play after an interruption during the 2<sup>nd</sup> innings (if applicable):

- The original number of overs available to each team.
- The score, wickets and overs as at every interruption during the match.
- The number of overs remaining per side at every resumption of play.
- If applicable, the final score achieved in the 1<sup>st</sup> innings of the match.

### 2.4. Length of Innings – Rescheduled Interval

If the first innings runs into the scheduled Interval, the Interval shall be shortened to allow the second innings to commence as scheduled, provided that the Interval is not less than 10 minutes.



## 2.5. Number of Overs per Bowler

No bowler shall bowl more than 4 overs in an innings.

In a delayed or interrupted match where the overs are reduced, no bowler may bowl more than one-fifth ( $\frac{1}{5}$ ) of the total overs allowed.

Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number for one or more bowlers, as necessary, to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining deliveries will be bowled by another bowler. Such part of an over will count as a full over only insofar as each bowler's limit is concerned.

## 2.6. Minimum Number of Overs Required to be Bowled

2.6.1. The minimum over rate to be achieved by the fielding team shall be 14.12 overs per hour.

In calculating the minimum number of overs required to be bowled, the following time allowances shall be made:

- 2.6.1.1. The actual time taken where treatment is given by a member of the coaching staff and/or suitably qualified personnel to a player on the field of play;
- 2.6.1.2. The actual time taken for a player to leave the field of play in the event of a serious injury;
- 2.6.1.3. The time lost as a result of time wasting by the batting side;
- 2.6.1.4. The actual time lost due to any other circumstances beyond the control of the players.

2.6.2. The minimum number of overs required to be bowled will be calculated at the end of the match by the umpires. If the overs are calculated as being less than the minimum, the following shall apply:

- 2.6.2.1. As soon as reasonably practicable, the umpires shall inform the team captain and/or team manager of the relevant fielding team that the regulations have been breached and that the prescribed sanction in accordance with clause 6.6.3 shall be applied.
- 2.6.2.2. If the umpires are of the opinion that the minimum number of overs required was not achieved by the fielding team by reason of events beyond its control including (but not limited to) time wasting by the batting team, the umpires shall be entitled to amend the over rate calculation as they deem appropriate.
- 2.6.2.3. In the event of any time allowances being granted to the fielding team under 16.2 (Time Wasting by Batters), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.



2.6.3. The Club Administrator shall then apply the necessary penalties in this regard as stated in the CGL Playing Conditions (as below):

The following penalties will be deducted from the fielding side for failing to maintain an over rate of 14.12 overs per hour during an innings:

Overs per Hour	Time Taken to bowl 20 overs	Deduction
12.77 to 13.95	86 min – 94 min	1 point
12.24 to 12.63	95 min – 98 min	2 point
Less than 12.13	Longer than 98 min	3 point

In addition the captain and/or deputy of the team involved will be charged under the disciplinary code.

## 2.7. Hours of Play and Intervals

The match duration will be 2 Innings of one hour and twenty-five minutes (85 minutes) each separated by a 20 minute interval.

There will be no intervals for drinks.

### Examples of Playing Times

*Standard Matches: 20 min Interval between Innings*

Example A			
Start Time			<b>09h30</b>
Play: 1st Innings	09h30	--	10h55
Interval	10h55	--	11h15
Play: 2nd Innings	11h15	--	12h40
Close of Play	<b>12h40</b>		

Example B			
Start Time			<b>13h00</b>
Play: 1st Innings	13h00	--	14h25
Interval	14h25	--	14h45
Play: 2nd Innings	14h45	--	16h10
Close of Play	<b>16h10</b>		

*2025 / 2026 VETS Matches*

VETS - Afternoon			
Start Time			<b>13h30</b>
Play: 1st Innings	13h30	--	14h55
Interval	14h55	--	15h15
Play: 2nd Innings	15h15	--	16h40
Close of Play	<b>16h40</b>		

VETS - Evenings			
Start Time			<b>18h00</b>
Play: 1st Innings	18h00	--	19h25
Interval	19h25	--	19h45
Play: 2nd Innings	19h45	--	21h10
Close of Play	<b>21h10</b>		



2025/2026 Season: 3 Matches at 1 Venue

Please note that the Intervals between Innings and Matches are only 10 min.

Match 1				Match 2			
Start Time				08h30			
Play: 1st Innings	08h30	--	09h55	Play: 1st Innings	11h40	--	13h05
Interval	09h55	--	10h05	Interval	13h05	--	13h15
Play: 2nd Innings	10h05	--	11h30	Play: 2nd Innings	13h15	--	14h40
Close of Play				11h30			
Match 3				14h40			
Start Time				14h50			
Play: 1st Innings	14h50	--	16h15	Play: 1st Innings	14h50	--	16h15
Interval	16h15	--	16h25	Interval	16h15	--	16h25
Play: 2nd Innings	16h25	--	17h50	Play: 2nd Innings	16h25	--	17h50
Close of Play				17h50			

### 3. FIELDERS ABSENCE; SUBSTITUTES

Penalty time for a player returning to the field of play shall not exceed **40 minutes**.

### 4. THE FIELDER

In addition to Law 28 please note the following:

#### 4.1. Restriction on Placement of Fielders

- 4.1.1. At the instant of delivery, there may not be more than 5 fielders on the leg side.
- 4.1.2. Further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out below:

#### 4.2. Fielding restrictions at the instant of delivery:

POWERPLAY	OVERS	RESTRICTIONS
1	1 to 6	Maximum 2 fielders allowed outside the inner circle
2	7 to 20	Maximum 5 fielders allowed outside the inner circle

- 4.3. In circumstances when the number of overs of an innings is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below, which shall apply to both innings of a match.

Length of Innings	Power play Restriction
5 - 8 Overs	2 Overs
9 – 11 Overs	3 Overs
12 - 14 Overs	4 Overs
15 - 18 Overs	5 Overs
19 - 20 Overs	6 Overs

If play is interrupted during an innings and the table in 4.3 applies, the Power play will take immediate effect. This applies even if the interruption has occurred mid-over.



## 5. **LAW 41: UNFAIR PLAY**

A Bowler shall be limited to **one** fast short pitched delivery per over.

## 6. **SCORING SYSTEM**

Below is the table for points to be awarded.

Result	Points
Win with a Bonus Point	6
Win	5
Tie	3
No Result	2
Loss (without conceding a Bonus Point)	1
Loss (with conceding a Bonus Point)	0

