

CENTRAL GAUTENG LIONS

PLAYING CONDITIONS: 2025/2026

35-OVER COMPETITIONS

MEN'S AND LADIES

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 Average Run Rate 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.cglusa.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
Scheduled start of match.	09h15	13h00
Latest time the toss is to take place with minimum of nine (9) players present. (Not later than 15 minutes before the scheduled start of play)	09h00	12h45
After forfeiting the toss the defaulting team has a maximum of 60 minutes to have at least 9 players present at the venue for the match to commence.	10h00	13h45
Reporting of the matter to CGL	10h00	13h45

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 35 overs which are to be bowled by the fielding team in not more than 140 minutes. (This INCLUDES drink breaks).

2.1.2. Declaration and Forfeiture:

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



2.2. Extra Time

No extra time is permitted where the start of play is delayed or play is suspended at any stage during the match.

However, should the first innings be completed before its agreed cessation time, the amount of time remaining up to the agreed closure of the first innings will first be utilized in the calculation of the remaining playing time before any overs are deducted, should there be any subsequent interruptions in play.

2.3. LENGTH OF INNINGS

2.3.1. Uninterrupted Matches

2.3.1.1. Each team shall bat for 35 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, the over in progress shall be completed and this shall end the innings. In these circumstances, the team batting second shall be entitled to bat for the full 35 overs.

For every over of the 35 or re-calculated number of overs (in an interrupted match) not bowled by the fielding team in the allowed time (refer Table 6.4) Penalty Runs shall be added.

An over in progress when time is reached at the end of an innings shall be completed and no penalty runs shall apply to that over.

The amount of **Penalty Runs** to be added shall be the **greater of**

- 10 runs times the number of overs not bowled, and
- The average run rate achieved (rounded down to a whole number) times the number of overs not bowled.

Examples of Penalty Runs

(a) Example 1

1) The 32nd over of the 1st Innings of an uninterrupted match finishes at 15:20 with the score at

- (a) 252 / 6
- (b) 388 / 3

No further bowling is allowed and the fielding team will be conceding penalty runs to the batting side.

35 overs – 32 overs = 3 overs not bowled.

Penalty Runs to be added to the total score of the team batting first:

(a) The greater of

$$10 \times 3 = 30 \text{ and}$$

$$252 \div 32 = 7.875 \rightarrow 7 \times 3 = 21$$

Therefore: 30 penalty runs to be added.

Final score: 252 + 30 = 282



(b) The greater of

$$10 \times 3 = 30 \text{ and}$$

$$388 \div 32 = 12.125 \rightarrow 12 \times 3 = 36$$

Therefore: 36 penalty runs to be added.

Final score: $388 + 36 = 424$

2) The 33rd over of the 2nd Innings in the same match finishes at 18:01 with the score 392 / 9.

No further bowling is allowed and the fielding team will concede penalty runs to the batting side.

$35 \text{ overs} - 33 \text{ overs} = 2 \text{ overs not bowled.}$

Penalty Runs to be added to the total score of the team batting second:

(a) The greater of

$$10 \times 2 = 20 \text{ and}$$

$$392 \div 33 = 11.88 \rightarrow 11 \times 2 = 22$$

Therefore: 22 penalty runs to be added.

Final score: $392 + 22 = 414$

(b) Example 2

The 35th over of the 1st Innings of an uninterrupted match starts at 15:18 and at 15:20 only 4 balls have been bowled. The over ends at 15:23.

The over will be allowed to be finished and NO PENALTY RUNS will be imposed.

2.3.1.2. Start of Innings of Team Batting Second

The start of the innings of the team batting second may not be delayed beyond 15:40, unless the number of overs for the second innings has had to be reduced due to previous interruptions.

2.3.1.3. Close of Innings of Team Batting Second

Play shall not continue after the scheduled or re-scheduled closing time except for the sole purpose of completing an over in progress.

2.3.2. Delayed or Interrupted Matches

2.3.2.1. A minimum of **15 overs** per side is required for a result to be achieved, unless an innings is completed earlier.

2.3.2.2. Number of Overs – Interruption of Team Batting First

In matches where the start is delayed for any reason, or play is suspended because of ground, weather or light conditions, the object shall always be to re-arrange the number of overs so that the teams shall have the opportunity to bat for the same number of overs and time.

The calculation of the number of overs to be bowled in the time remaining before the close of play at 18:00 (recalculated number of overs) shall be done with reference to the table in 2.4.



In such an instance, the length of each innings shall be adjusted by the same number of minutes to allow each team to have an equal number of overs and time, and to allow for the rescheduled interval between innings.

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

The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its innings in less than its allocated overs.

A fixed time will be specified for the commencement of the interval and the close of play for the match, by applying a rate of 15 overs per hour.

To constitute a match, a minimum of 15 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 the team batting first multiplied by 4, then the first innings is terminated and the provisions of 2.3.2.3 below take effect.

Penalty Runs for slow over rates shall apply. Please refer to 2.3.1.1.

2.3.2.3. Number of Overs – Interruption of 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 in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour, in respect of the lost playing time.

Should the calculations result in a fraction of an over, the fraction shall be ignored.

To constitute a match, a minimum of 15 overs has to be bowled 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 15 overs per hour.

Penalty Runs for slow over rates shall apply. Please refer to 2.3.1.1.

2.3.2.4. Start of Innings of Team Batting Second

The start of the innings of the team batting second will be adjusted to a time that allows the recalculated number of overs to be bowled by the recalculated cessation time.

2.3.2.5. Close of Innings of Team Batting Second

Play shall continue after 18:00 if the recalculated cessation time is after 18:00, but will not continue after this recalculated cessation time except for the sole purpose of completing an over in progress.



Example relating to 2.3.2.4 and 2.3.2.5

A Saturday match starts 10 minutes late due a wet patch on the pitch.

10 minutes lost will constitute a loss of 2 overs, 1 over per side.

The revised playing times for the match will be:

Innings 1: 13:10 to 15:26 (34 Overs x 4 min = 136 min)

Interval: 15:26 to 15:46

Innings 2: 15:46 to 18:02 (136 min)

Please note:

- If an over in Innings 1 starts before 15:26 it will be completed.
- If the final over in Innings 1 starts at 15:24 and is only completed by 15:29 the 3 minutes lost will come out of the interval between innings and this interval will now only be 17 minutes. This will allow Innings 2 to start at 15:46.
- If the final over in Innings 2 starts at 18:01 it will be played. This over will be completed even if this happens after the recalculated cessation time of 18:02.

2.3.3. Calculated Results – Average Run Rate

2.3.3.1. Interruption during innings of team batting first and with both sides still to receive the same number of overs.

If an interruption occurs during the innings of the team batting first the total amount of time and overs available per side is to be calculated as noted in 2.3.2.2.

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.

If the team batting second does not achieve the score of the team batting first they will lose.

2.3.3.2. Interruption resulting in the end of the innings of the team batting first or during the innings of team batting second resulting in the team batting second receiving less overs than the team batting first.

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

The time and overs allocated to the team batting second will be calculated as noted in 2.3.2.3.

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 199 runs in 35 overs:
Run rate achieved is 5.69 runs per over.
Match is reduced to 22 overs during the second innings.
 $5.69 \text{ runs per over} \times 22 \text{ overs} = 125.09 \text{ runs rounded up} = 126 \text{ runs (winning score)}$
Please note: 125 or less is a losing score (there is no tie score in this instance)
- Team batting first scored 175 runs in 35 overs:
Run rate achieved is 5.00 runs per over.
Match reduced to 22 overs during the second innings.
 $5.00 \text{ runs per over} \times 22 \text{ overs} = 110 \text{ runs (par score)}$
 $110 \text{ runs} + 1 \text{ run} = 111 \text{ runs (target score)}$
Please note: 110 is a tie score in this instance, and 109 or less will be a losing score.

2.3.3.3. Prematurely Terminated Matches – Average Run Rate

If the innings of the team batting second is suspended (with at least 15 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 with the team with the higher average run rate being the winner.

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

Penalties Runs for slow over rates shall apply. Please refer to 2.3.1.1.

2.3.4. Calculated Results – Duckworth / Lewis / Stern (DLS)

2.3.4.1. 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 15 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.

Penalties Runs for slow over rates shall apply. Please refer to 2.3.1.1.

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.

2.3.4.2. Prematurely Terminated Matches – DLS

If the innings of the team batting second is suspended (with at least 15 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.

Penalties Runs for slow over rates shall apply. Please refer to 2.3.1.1.

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.



2.3.4.3. 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 2nd 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 1st innings of the match.

2.3.5. Examples of Calculating Time of each Innings and the Number of Overs to be Bowled

(a) Example 1 (Delayed Start)

The start of play is delayed by 36 minutes due to a wet patch on the pitch.

36 minutes are lost, and from the table in 2.4 this is equivalent to 9 overs.

Either team would lose 4 ½ overs, rounded down to 4.

Each team shall therefore receive 31 Overs.

To be bowled in $31 \times 4 = 124$ min.

The new playing times are:

1st Innings: 13:36 – 15:40

Interval: 15:40 – 16:00

2nd Innings 16:00 – 18:04

(b) Example 2 (Delayed Start and Further Interruption)

(i) The start of play for a Saturday match is delayed by 57 minutes.

From the table 2.4, 14 full overs are lost, i.e. 7 overs from each innings.

Now each team shall bat for $35 - 7 = 28$ overs, which are to be bowled in 112 minutes.

The new playing times are:

1st Innings: 13:57 – 15:49

Interval: 15:49 – 16:09

2nd Innings 16:09 – 18:01

(ii) Conditions as in (i), but a further 50 minutes are lost during the innings of the team batting first after batting for 3 overs which took 13 minutes.

From the table 2.4 an additional 12 overs are lost, i.e. 6 overs from each innings.

Each team shall now bat for $28 - 6 = 22$ overs, to be bowled in 88 minutes.

The new playing times are:

1st Innings: 13:57 – 14:10 (13 min)

Interruption: 14:10 – 15:00

1st Innings (Cont): 15:00 – 16:15 (75 min = 88 min – 13 min)

Interval: 16:15 – 16:35

2nd Innings 16:35 – 18:03 (88 min)



(iii) Conditions as in example (ii) but during the innings of the team batting second, 12 minutes are lost after they batted for 2 overs which took 10 minutes.

From the table 2.4, this is equivalent to 3 overs.

The team batting second shall now bat for $22 - 3 = 19$ overs to be bowled in 76 minutes.

The new playing times are:

1st Innings:	13:57 – 14:10 (13 min)
Interruption:	14:10 – 15:00
1st Innings (Cont):	15:00 – 16:15 (75 min = 88 min – 13 min)
Interval:	16:15 – 16:35
2nd Innings	16:35 – 16:45 (10 min)
Interruption:	16:45 – 16:57
2nd Innings (Cont):	16:57 – 18:03 (66 min = 76 min – 10min)

(iv) Conditions as in (ii), but instead of 12 minutes, 36 minutes are lost during the innings of the team batting second.

From the table 2.4, this is equivalent to 9 overs. The team batting second can only receive $22 - 9 = 13$ overs only.

The match is a draw because the innings is now reduced to fewer than 15 overs.

(c) Example 3 (Interruption in 2nd Innings)

No time is lost during the innings of the team batting first (Innings finishing at 15:22), but 48 minutes are lost through rain in the innings of the team batting second after they have batted for 42 minutes and received 8.2 overs.

From the table 2.4, this is equivalent to 12 overs lost.

The team batting second shall now bat for $35 - 12 = 23$ overs to be bowled in 92 minutes.

The new playing times are:

1st Innings:	13:00 – 15:22
Interval:	15:22 – 15:40
2nd Innings	15:40 – 16:22 (42 min – 8.2 Overs)
Interruption:	16:22 – 17:10
2nd Innings (Cont):	17:10 – 18:00 (50 min = 92 min – 42min)
	14.4 Overs to be bowled (23 – 8.2)

(d) Example 4 (Interruption ends 1st Innings, Reduces 2nd Innings)

The match starts on time and the innings of Team 1, batting first, is interrupted by rain after 100 min. 22.2 overs have been bowled before the interruption with the score being 112 / 6.

The interruption lasts 2 hours.

The remaining time available in the day is 80 minutes.

$$18:00 - (13:00 + 01:40 + 02:00 = 16:40) = 01:20 \text{ i.e. 80 minutes.}$$



The maximum overs available in the day is 20 and because Team 1 already received more than 20 overs their innings will be complete and Team 2 will receive the remaining 20 overs available.

Team 1, who batted for a 100 min, should have received 25 overs in that time. Team 2 are therefore 2.4 overs short of the minimum required.

Penalty runs at 10 runs (or the run rate achieved during the innings if this is more than 10 runs per over) per full uncompleted over will be added to Team 1's innings, i.e. $2 \times 10 = 20$ penalty runs. (Assuming the run rate achieved is less than 10 runs per over)

The average run rate of team 1's innings will be calculated by Team 1's actual score + the calculated penalty runs divided by the total overs received + overs for which penalty runs were awarded.

Score: $112 + 20 = 132$

Overs: $22.2 + 2$ penalty overs = 24.2

Average Run Rate = 132 runs \div 24.2 overs = 5.42

Target Score = 20 Overs \times 5.42 Runs / Over = 108.4

(Rounded up) = 109 runs to win on the Average Run Rate method.

Team 1 will have to bowl the 20 overs in 80 minutes and any overs not completed in this time will be subject to Penalty Runs.

If the Duckworth / Lewis / Stern method is to be used in this example (as in the case of Ladies Premier League matches) the following information needs to be provided to the scorers in order to determine the Par score.

<u>Team 1</u>	<u>Team 2</u>
Score: 132	Overs: 20
Wickets 6	
Overs 24.2	
Total overs originally: 35	

(e) Example 5 (Interruptions with slow over-rates)

The match starts on time and the innings of Team 1, batting first, is interrupted by rain after 40 min. 7.2 overs have been bowled before the interruption with the score being 42 / 3.

The interruption lasts 1½ hours.

The remaining time available in the day is 150 minutes.

$18:00 - (13:00 + 00:40 + 01:30 + 00:20 = 15:30) = 02:30$ i.e. 150 minutes.

Total overs available for the day are as follows:

Playing time completed:	40 min =	10 Overs (Should have been bowled)
Playing time remaining:	150 min =	37.5 Overs (Rounded up to 38)
Total Overs		10 + 38 = 48
Total Overs per side		= 24 to be bowled in 96 minutes



The new playing times are:

1st Innings:	13:00 – 13:40 (40 min : 7.2 Overs bowled)
Interruption:	13:40 – 15:10
1st Innings (Cont):	15:10 – 16:06 (56 min = 96 min – 40 min) 24 – 7.2 = 16.4 Overs to be bowled
Interval:	16:06 – 16:26
2nd Innings:	16:26 – 18:02 (96 min : 24 Overs to be bowled)

Penalty Runs shall apply in either innings if the recalculated overs aren't bowled in the revised allowable time, i.e. 24 overs in 96 minutes.

Please refer to 2.3.1.1.

Because both teams will be receiving the same number of overs the Target score for team 2 will be 1 run more than the Score achieved by Team 1 if the Average Run Rate method is used.

However, If the Duckworth / Lewis / Stern method is to be used the Par score will be used and the following information will need to be provided to the scorers in order to determine it.

<u>Team 1 – Score before interruption</u>	<u>Team 1 – Final Score</u>	<u>Team 2</u>
Score:	42	Total Score 150
Wickets	3	Wickets 8
Overs	7.2	Overs 24
Total overs originally:	35	

2.4. Table of Time and Overs

Overs shall be bowled, in both innings, at the rate of 35 overs in 140 minutes according to the following table.

4 mins: 1 over	52 mins: 13 overs	100 mins: 25 overs
8 mins: 2 overs	56 mins: 14 overs	104 mins: 26 overs
12 mins: 3 overs	60 mins: 15 overs	108 mins: 27 overs
16 mins: 4 overs	64 mins: 16 overs	112 mins: 28 overs
20 mins: 5 overs	68 mins: 17 overs	116 mins: 29 overs
24 mins: 6 overs	72 mins: 18 overs	120 mins: 30 overs
28 mins: 7 overs	76 mins: 19 overs	124 mins: 31 overs
32 mins: 8 overs	80 mins: 20 overs	128 mins: 32 overs
36 mins: 9 overs	84 mins: 21 overs	132 mins: 33 overs
40 mins: 10 overs	88 mins: 22 overs	136 mins: 34 overs
44 mins: 11 overs	92 mins: 23 overs	140 mins: 35 overs
48 mins: 12 overs	96 mins: 24 overs	



2.5. Number of Overs Per Bowler

- 2.5.1. No bowler shall bowl more than 7 overs in an innings.
- 2.5.2. Should the number of overs be reduced because of a delayed start or a suspension in play, the calculation of overs per bowler will be done according to the following formula:
Total Number of overs in Innings ÷ 5.

Example:

Match reduced to 22 overs per side, $22 \div 5 = 4.4$

Ignore the fraction: 5 Bowlers x 4 Overs each = 20 Overs.

22 Total Overs – 20 Overs = 2 Overs short, which will result in 2 bowlers being able to bowl 1 over more than the original 4 overs.

Therefore:

2 bowlers can bowl a maximum of 5 Overs each (10 overs) and 3 bowlers can bowl a maximum of 4 overs each (12 overs).

- 2.5.3. If a bowler breaks down and is unable to complete an over for any reason, the remaining balls shall be bowled by another bowler, provided that the bowler who completes the over shall not be the bowler who:
 - bowled the previous over;
 - bowl the following over;
 - has already completed their maximum quota;
 - or be a bowler under suspension.

The over so completed shall count as one of the overs of the bowler who completes it.

2.6. Hours of Play and Intervals

There will be two sessions of 2 hours and 20 minutes, each separated by a 20 minute interval between innings. The hours of play shall be:

Saturday 1 to 5

1st Innings	13h00	15h20
Interval	15h20	15h40
2nd Innings	15h40	18h00
Close	18h00	

Other 35 Over League matches

1st Innings	09h15	11h35
Interval	11h35	11h55
2nd Innings	11h55	14h15
Close	14h15	



2.7. Interval Between Innings

2.7.1. The Interval Between Innings shall be of the agreed duration of 20 minutes, less any time lost where the final over bowled finished after the original cessation time for the first innings.

Example:

The team bowling first ended the 35th over which started before 15:20 at 15:23.

3 minutes lost.

The change of innings interval will be reduced to 17 minutes instead of the 20 minutes allowed and the second innings will start at 15:40.

2.7.2. Should the innings of the team batting first end before the scheduled close for that innings, the Interval Between Innings shall be taken immediately and shall be of the agreed duration of 20 minutes.

Example:

Team Red bats first and is bowled out in 26.5 overs at 14h45.

The interval between innings shall be taken immediately, from 14h45 to 15h05.

The innings of the team batting second shall commence at 15h05.

The adjusted close of play will be 17h25.

2.7.3. The scheduled close for the second innings shall be adjusted according to ensure the team batting second does not bat for longer than the scheduled 140 minutes (2 hours and 20 minutes), except for the sole purpose of completing the over in progress at that time.

2.8. Drinks Breaks

2.8.1. One drinks break per session shall be permitted, half-way through the innings where the session is 26 or more overs (more than a 100 min).

2.8.2. If the total overs in an innings are an uneven number the fraction will be ignored when deciding when to take the drinks break. Eg. If the innings is 35 overs in duration, drinks will be taken after 17 overs.

2.8.3. In the event of a reduced innings, or part of a reduced innings where 25 or less overs (100 min or less) is to be played NO drinks break will be taken during that session.

2.8.4. The drinks break shall not exceed 5 minutes and must be taken on the field of play.

2.8.5. An individual player may be given a drink either at the boundary or, at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

2.8.6. NO allowances will be made in respect of the drinks break for calculating the over rate of an innings.

3. FIELDERS ABSENCE; SUBSTITUTES

Penalty time for a player returning to the field of play shall not exceed **60 minutes**.



4. THE FIELDER – MEN'S AND LADIES CRICKET

In addition to Law 28 please note the following for BOTH Men's and Ladies 35-Over Competition:

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. In addition to the restriction contained in clause 4.1.1 above; 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 in a 35-Over match:

POWERPLAY	OVERS	RESTRICTIONS
1	1 to 10	Maximum 2 fielders allowed outside the inner circle
2	11 to 35	Maximum 5 fielders allowed outside the inner circle

4.3. In the circumstances where the number of overs of the batting team is reduced, the number of overs with regard to the Power play overs restrictions shall be reduced in accordance with the table below.

Length of Innings	Restriction
15 - 18 Overs	5 Overs
19 - 21 Overs	6 Overs
22 - 24 Overs	7 Overs
25 – 28 Overs	8 Overs
29 – 31 Overs	9 Overs
32 – 35 Overs	10 Overs

If play is interrupted during an innings and the table in 4.3 applies, the Power Play takes 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

