



CENTRAL GAUTENG LIONS

PLAYING CONDITIONS: 2025/2026

50 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.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
Scheduled start of match.	09:15
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)	09:00
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	10:00
Awarding of the match to the non-defaulting team.	10:00
Reporting of the matter to CGL	10:00

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 50 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

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.

Example:

1st Innings ends at 12h00, thus 45 minutes before the scheduled close of the innings. Should there be an interruption in play later in the match, the first 45 minutes of play that is lost will not result in a reduction of allocated overs of the team batting second.

2.3. Length of Innings

2.3.1. Uninterrupted matches

Each team shall bat for 50 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 interval shall be reduced to enable the second innings to commence at the original time, subject to there being a minimum interval of 20 minutes.

The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

If the team fielding second fails to bowl 50 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 20 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 15 overs per hour, which is exclusive of the provision for the drinks interval(s), in the total remaining time available for play.

The revision of the number of overs should ensure, where possible, that both 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 20 overs has to be allocated to the team batting second.



As soon as the total minutes of playing time remaining is less than the completed overs faced by team 1 multiplied by 4, then the first innings is terminated and the provisions of 6.3.4 below take effect.

A fixed time will be specified for the commencement of the interval and also the close of play for the match, by applying a rate of 15 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, including those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play.

Penalties shall apply for slow over rates. 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 in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour, which is exclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations 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 20 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. With the inclusion of drinks intervals, the 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, or captains of the two teams in the absence of official umpires, shall calculate the run rate per over achieved by the team batting first.

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.

Example 1:

Team batting first scored 251 runs in 50 overs: Run rate achieved is 5.02 runs per over. Match reduced to 35 overs during the second innings:

5.02 runs per over x 35 overs = 175.7 runs

There is no par score in this instance.

175.7 rounded up = 176 runs (target score)

Statement of Result:

If the team batting second

- Score 176 or more runs they will win by the number of wickets remaining in their innings while also indicating that it is a calculated target. i.e. Team B wins by 3 wickets (calculated result)
- Score 175 or less runs the team batting first will win by calculated result.

Example 2:

Team batting first scored 250 runs in 50 overs: Run rate achieved is 5 runs per over. Match reduced to 35 overs during the second innings:

5 runs per over x 35 overs = 175 runs (par score)

175 runs + 1 run = 176 runs (target score)

Statement of Result:

If the team batting second

- Score 176 or more runs they will win by the number of wickets remaining in their innings while also indicating that it is a calculated target. i.e. Team B wins by 3 wickets (calculated result)
- Score 175 runs the result will be a Tie.
- Score 174 or less runs the team batting first will win by calculated result.



2.3.5.3. Prematurely Terminated Matches – Average Run Rate

If the innings of the side batting second is suspended (with at least 20 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 20 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 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 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS ‘Par Score’ determined at the instant of the suspension by the Duckworth / Lewis / Stern 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 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.

2.4. Length of Innings – Rescheduled Lunch Interval

If the first innings runs into the scheduled time for lunch, the lunch break shall be shortened to allow the second innings to commence as scheduled, provided that the lunch break is not less than 20 minutes.



2.5. Number of Overs per Bowler

No bowler shall bowl more than 10 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 available.

Where the total overs are not divisible by 5, one additional over shall be available to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls 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 overs to be bowled for the required over rate to be achieved by the fielding team shall be 15 overs per hour. This is exclusive of drinks breaks.

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 number of overs bowled in each innings shall be noted by the umpires at the end of the match. If the over rates are less than the required hourly rate, the following shall apply:

2.6.2.1. As soon as is 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 2.6.3 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 as they deem appropriate.

2.6.2.3. In the event of any time allowances being granted to the fielding team under 16.2 of the General Playing Conditions (Time Wasting by Batter), 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 team for failing to maintain an average over rate of 15 overs per hour during an innings:

Overs per Hour	Time Taken (Excl. Drinks)	Deduction
14.29 to 14.93	201 min – 210 min	1 point
13.95 to 14.22	211 min – 215 min	2 points
Less than 13.90	More than 215 min	3 points

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

2.7. Hours of Play and Intervals

There will be two sessions of 3 hours and 30 minutes, separated by a 30 minute interval between innings. The hours of play shall be:

Play	09:15	10:25	Play	13:15	14:25
Drinks	10:25	10:30	Drinks	14:25	14:30
Play	10:30	11:40	Play	14:30	15:40
Drinks	11:40	11:45	Drinks	15:40	15:45
Play	11:45	12:45	Play	15:45	16:45
Interval	12:45	13:15	Close		16:45

2.8. Luncheon Interval

The luncheon interval shall be taken between innings and shall be of the agreed duration.

Innings Change - Interval

In the event of the innings of the team batting first finishing 30 minutes or earlier than the scheduled time for the interval (lunch), the second innings shall commence after a 10 minute change of innings, with the interval (lunch) being taken at the scheduled time.

In the event of the innings of the team batting first finishing within 30 minutes of the scheduled time for the interval (lunch), the interval (lunch) will be taken immediately and will be of the duration as determined by 2.7 above. The second innings shall then commence correspondingly early after the conclusion of the lunch interval.

If no play is possible from the scheduled start of play until 12:00, the interval (lunch), subject to availability, may be taken from 12:00 onwards if the consent of both captains and umpires is obtained. If not, then it shall be taken at 12:30.

2.9. Drinks Breaks

- 2.9.1. Two drinks breaks per session, where the session is 39 or more overs (minimum of 153 min), shall be permitted, evenly spread during the session.
- 2.9.2. One drinks break shall be permitted where the session is between 26 and 38 overs (101 min to 152 min), taken in the middle of such session.
- 2.9.3. NO drinks break shall be permitted where the session is 25 or less overs (maximum of 100 min).
- 2.9.4. Under conditions of extreme heat the umpires may permit extra intervals for drinks.



2.9.5. 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.

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

2.9.7. An allowance will be made in respect of drinks breaks for calculating the over rate of an innings.

2.10. Additional Time to Obtain a Result

The umpires may decide to play 30 minutes (a minimum of eight overs) extra time at the scheduled luncheon interval if:

- either captain requests such; and/or
- in the umpires' opinion, it would bring about a result in that session;

If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has elapsed.

3. **FIELDERS ABSENCE; SUBSTITUTES**

Penalty time for a player returning to the field of play shall not exceed **90 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. 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 50-Over match:

POWERPLAY	OVERS	RESTRICTIONS
1	1 to 10	Maximum 2 fielders allowed outside the inner circle
2	11 to 40	Maximum 4 fielders allowed outside the inner circle
3	41 to 50	Maximum 5 fielders allowed outside the inner circle



4.3. In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below.

The table shall apply to both innings of the match.

Innings duration	Power play 1	Power play 2	Power play 3	Innings duration	Power play 1	Power play 2	Power play 3
20	4	12	4	35	7	21	7
21	4	13	4	36	7	22	7
22	5	13	4	37	8	22	7
23	5	14	4	38	8	23	7
24	5	14	5	39	8	23	8
25	5	15	5	40	8	24	8
26	5	16	5	41	8	25	8
27	6	16	5	42	9	25	8
28	6	17	5	43	9	26	8
29	6	17	6	44	9	26	9
30	6	18	6	45	9	27	9
31	6	19	6	46	9	28	9
32	7	19	6	47	10	28	9
33	7	20	6	48	10	29	9
34	7	20	7	49	10	29	10

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

Illustrations of 4.3

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs.

The new phases are 7+19+6.

The middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs.

The new phases are 5+13+4.

When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

4.4. At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

4.5. In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal no ball.

4.6. When there is no demarcation of the restricted areas mentioned above, the umpires shall be the sole judges of these imaginary areas.

5. LAW 41: UNFAIR PLAY

A Bowler shall be limited to **Two** 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	5
Win	4
Tie	3
No Result	2
Loss (without conceding a Bonus Point)	0
Loss (with conceding a Bonus Point)	0

