

CENTRAL GAUTENG LIONS

PLAYING CONDITIONS: 2025/2026

TIME CRICKET COMPETITION

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) 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

1.1. In the event of overs being lost at the beginning of the match due to the late arrival of a team the following penalty shall apply.

- For a late start, the offending team(s) will be penalised 1 point. Repeated offences may incur an additional penalty which shall be applied at the discretion of the Board.
- The overs for the day shall be reduced at the rate of 16 overs per hour, and the first innings maximum overs will be reduced proportionally, whichever team is batting.

1.2. 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)	09h00
After forfeiting the toss the defaulting team has a maximum of 60 minutes to have at least 9 players present at for the match to commence	10h00
Awarding of the match to the non-defaulting team.	10h00
Reporting of the matter to CGL	10h00

2. INNINGS

Law 13 shall apply, subject to the following:

2.1. Number of Innings

A match shall consist of two innings for each team with the following restrictions:

- 2.1.1. In the event of a team winning the toss and electing to bat the first innings of the match will be limited to a maximum of 65 overs.
- 2.1.2. In the event of a team winning the toss and electing to field the first innings of the match will be limited to a maximum of 75 overs.
- 2.1.3. There is no restriction on the number of overs in any of the **other** innings of the match.



2.2. Alternate innings

The teams shall take their innings alternately except where an innings is forfeited or a follow-on is enforced.

2.3. Completed innings

A team's innings is deemed to be complete if any of the following applies:

- 2.3.1. the team is all out. (Please note 2.5)
 - 2.3.2. at the fall of a wicket or the retirement of a batsman, further balls remain to be bowled but no further batsman is available to come in.
 - 2.3.3. the captain declares the innings closed.
 - 2.3.4. the captain forfeits the innings.
- 2.4. A **minimum** of 120 overs per match must be accounted for.
- 2.5. In the event of either team batting in its second innings on the day and are five wickets down, they shall be deemed to be all out.
- 2.6. In the event of a match starting late or time being lost due to the conditions of ground, weather or light, the maximum overs for the first innings of the match will be reduced proportionally at the rate of 16 overs per hour.

(All part overs are to be ignored – i.e. only full overs to be reduced in all calculations)

(i) Example 1:

A match starts 90 minutes late due to a wet outfield, therefore 24 overs were lost.

- In the event of the team winning the toss and electing to bat the first innings of the match shall be limited to a maximum of 52 overs.

Proportional overs lost: $24 \text{ total over lost} \times 65 \div 120 = 13$

Maximum overs available in 1st Innings: $65 - 13 = 52$

- In the event of a team winning the toss and electing to field the first innings of the match shall be limited to a maximum of 60 overs.

Proportional overs lost: $24 \text{ total over lost} \times 75 \div 120 = 15$

Maximum overs available in 1st Innings: $75 - 15 = 60$

(ii) Example 2:

A match starts on time, but gets influenced by rain and 1 hour and 55 minutes were lost, after the team batting first completed 32 overs of their innings.

1 hours and 55 minutes lost equates to 30.66 overs lost.

Rounded down to 30 overs.

- In the event of the team winning the toss and electing to bat the first innings of the match shall be limited to a maximum of 49 overs.

Proportional overs lost: $30 \text{ total over lost} \times 65 \div 120 = 16.25 \rightarrow 16$

Maximum overs available in 1st Innings: $65 - 16 = 49$

- In the event of the team winning the toss and electing to field the first innings of the match shall be limited to a maximum of 57 overs.

Proportional overs lost: $30 \text{ total over lost} \times 75 \div 120 = 18.75 \rightarrow 18$

Maximum overs available in 1st Innings: $75 - 18 = 57$



2.7. Extra Time

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

2.8. Number of Overs per Bowler

There is no limitation to the number of overs a bowler may bowl in an innings, subject to the bowling directives applicable to underage players.

2.9. Minimum Number of Overs Required to be Bowled

2.9.1. The required over rate to be achieved by the fielding team shall be 16 overs per hour.

2.9.2. Over rates are to be reckoned as exclusive of drinks breaks.

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

2.9.3.1. 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;

2.9.3.2. The actual time taken for a player to leave the field of play in the event of a serious injury;

2.9.3.3. The time lost as a result of time wasting by the batting team; and

2.9.3.4. The actual time lost due to any other circumstances beyond the control of the players.

2.9.4. The over rates achieved will be assessed at the end of the match by the umpires. If the assessed rates are below 16 overs per hour, the following shall apply:

2.9.4.1. 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 6.9.5 shall be applied.

2.9.4.2. 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 assessment as they deem appropriate.

2.9.4.3. In the event of any time allowances being granted to the fielding team for 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.

2.9.5. The Club Administrator shall then apply the appropriate penalty 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 16 overs or more per hour during an innings:

Overs per Hour	Deduction
15.20 to 15.99	1 point
14.80 to 15.19	2 points
Less than 14.80	3 points

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

Note:

Penalties will only apply to innings longer than 2h30 in duration.



3. INTERVALS

3.1. Duration of intervals

3.1.1. An interval for lunch or tea shall be of the duration detailed below, taken from the call of Time before the interval until the call of Play on resumption after the interval.

3.1.1.1. Lunch Interval: 40 minutes

3.1.1.2. Tea Interval: 20 minutes

3.1.2. An interval between innings shall be 10 minutes, commencing from the close of an innings until the call of Play for the start of the next innings.

See, however, 3.2, 3.4 and 3.5.

3.2. Allowance for interval between innings

In addition to the provisions of Law 11.5 and Law 11.6,

3.2.1. if an innings ends when 10 minutes or less remain before the time agreed for close of play, or when there are less than 2 overs remaining to complete the minimum over requirement on the day, whichever is applicable, there shall be no further play on that day.

3.2.2. if a captain declares an innings closed during an interruption in play of more than 10 minutes duration, provided that at least 10 minutes remain of the interruption, no adjustment shall be made to the time for resumption of play on account of the 10 minute interval between innings, which shall be considered as included in the interruption. If less than 10 minutes remain of the interruption when the captain declares the innings closed, or forfeits an innings, the next innings shall commence 10 minutes after the declaration or forfeiture is made.

3.2.3. if a captain declares an innings closed during any interval other than an interval for drinks, provided that at least 10 minutes remain of the interval, the interval shall be of the agreed duration and shall be considered to include the 10 minute interval between innings. If less than 10 minutes remain of the interval when the captain declares the innings closed, or forfeits an innings, the interval shall be extended as necessary and the next innings shall commence 10 minutes after the declaration or forfeiture is made.

3.3. Changing agreed times of intervals

If, at any time during the match, either playing time is lost through

- adverse conditions of ground, weather or light;
- or in exceptional circumstances,
- or the players have occasion to leave the field other than at a scheduled interval,

the time of the lunch interval or of the tea interval may be changed if the two umpires and both captains so agree, provided that the requirements of clauses 3.1 and 3.4, 3.5 and 3.6 are not contravened.

3.4. Changing agreed time for lunch interval

3.4.1. If an innings ends when 10 minutes or less remain before the agreed time for lunch, the interval shall be taken immediately. It shall be of the agreed duration and shall be considered to include the 10 minute interval between innings.



- 3.4.2. If because of adverse conditions of ground, weather or light, or in exceptional circumstances, a stoppage occurs when 10 minutes or less remain before the agreed time for lunch, then, whether or not agreement is reached in the circumstances of clause 3.3, the interval shall be taken immediately. It shall be of the agreed duration. Play shall resume at the end of this interval or as soon after as conditions permit.
- 3.4.3. If the players have occasion to leave the field for any reason when more than 10 minutes remain before the agreed time for lunch then, unless the umpires and captains together agree to alter it, lunch shall be taken at the agreed time.
- 3.5. Changing agreed time for tea interval
- 3.5.1. If an innings ends when 30 minutes or less remain before the agreed time for tea, the interval shall be taken immediately. It shall be of the agreed duration and shall be considered to include the 10 minute interval between innings.
- 3.5.2. If, when 30 minutes remain before the agreed time for tea, an interval between innings is already in progress, play shall resume at the end of the 10 minute interval, if conditions permit.
- 3.5.3. If, because of adverse conditions of ground, weather or light, or in exceptional circumstances, a stoppage occurs when 30 minutes or less remain before the agreed time for tea, then unless there is an agreement to change the time for tea, as permitted in clause 3.3, the interval shall be taken immediately. The interval shall be of the agreed duration. Play shall resume at the end of the interval or as soon after as conditions permit.
- 3.5.4. If a stoppage is already in progress when 30 minutes remain before the agreed time for tea, 3.3 shall apply.
- 3.6. Lunch or tea interval – 9 wickets down
- 3.6.1. For the lunch interval and for the tea interval;
- 3.6.1.1. If either, 9 wickets are already down when 3 minutes remain to the scheduled time for the interval,
- 3.6.1.2. or the 9th wicket falls within this 3 minutes, or at any time up to and including the final ball of the over in progress at the scheduled time for the interval, then the provisions of Law 12.5.2 shall not apply and the interval will not be taken until the end of the over that is in progress 30 minutes after the originally agreed time for the interval, unless the players have cause to leave the field of play or the innings is completed earlier.
- 3.6.2. For the purposes of this section of the Playing Conditions, the retirement of a batter is not to be considered equivalent to the fall of a wicket.
- 3.6.3. However, if at the conclusion of this additional 30 minutes, if a smaller number of runs are required to win the match, and both captains wish to continue playing in order to achieve a definite result other than a draw, play will continue until either the match concludes or the players have cause to leave the field for any other reason.



3.7. Drinks Breaks

- 3.7.1. Two drinks breaks per session, where the session is 39 or more overs (143 mins or more), shall be taken, evenly spread during the session.
- 3.7.2. One drinks break shall be taken where the session is between 26 and 38 overs (94 mins to 142 mins), taken in the middle of such session.
- 3.7.3. NO drinks break shall be taken where the session is 25 or less overs (93 mins or less).
- 3.7.4. A drinks interval shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls or a batsman retires within 5 minutes of the agreed time then drinks shall be taken immediately.
- 3.7.5. Intervals for drinks may not be taken during the last hour of the match, as defined in clause 4.2.4 (Last hour of match – number of overs).
- 3.7.6. Under conditions of extreme heat the umpires may permit extra intervals for drinks.
- 3.7.7. 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.
- 3.7.8. The drinks break shall not exceed 5 minutes and must be taken on the field of play.
- 3.7.9. Allowances will be made in respect of drinks breaks for calculating the over rate of an innings.

3.8. Scorers to be informed

The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this clause.

3.9. Additional Time to Obtain a Result

The umpires may decide to play 30 minutes (a minimum of eight overs) extra time at the scheduled lunch or tea 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 expired.

4. START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following:

4.1. Start and Cessation Times

Period	Start Time	Cessation Time
1 st Session	09:15	12:30
Lunch	12:30	13:10
2nd Session	13:10	15:30
Tea	15:30	15:50
3rd Session	15:50	17:00
Last Hour	17:00	18:00



4.2. Minimum Overs in the Day

4.2.1. Subject to clause 4.2.2 and 4.2.3 below:

- (a) Play shall continue until the completion of the minimum of 120 overs or the completion of the total recalculated minimum overs in an interrupted match.
- (b) A minimum of 104 overs (or 16 overs less than the total recalculated minimum overs in an interrupted match) shall be bowled during the playing time other than the last hour of the match.

If any of the minimum overs have not been bowled when one hour of the scheduled playing time remain, the last hour of the match for the purposes of clause 4.2.4 shall be delayed and will only commence immediately following the completion of these minimum overs.

4.2.2. Reduction in minimum overs

Except in the last hour of the match, for which clause 4.2.4 makes provision, if play is suspended due to adverse weather or light or any other reason, the minimum number of overs shall be reduced by 1 over for each full 3.75 minutes of the aggregate playing time lost.

4.2.3. Change of Innings

Where there is a change of innings during a day's play (except where the change of innings occurs at lunch or tea or when play is suspended for any reason) 2 overs will be deducted from the minimum number of overs to be bowled.

The over in progress at the end of an innings is regarded as a completed over for the purposes of determining the minimum number of remaining overs to be bowled in the day, except when the change of innings occurs in the last hour of the match (see clause 4.2.7).

4.2.4. Last Hour

A minimum of 16 overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on 1 over for each full 3.75 minutes.

If both captains and coaches agree that there is no prospect of either team achieving a victory, they may approach the match officials and request that the match be finished at any time after the commencement of the last hour.

4.2.5. Last hour of match – number of overs

The bowler's end umpire shall indicate the commencement of these 16 overs to the players and to the scorers. The period of play thereafter shall be referred to as the last hour, whatever its actual duration.

During an uninterrupted last hour, play will continue until the end of the over in progress when 60 minutes have been played, or until 16 overs have been bowled, whichever is later.



4.2.6. Last hour of match – interruptions of play

If there is an interruption in play during the last hour of the match, the minimum number of overs to be bowled shall be reduced from 16 as follows:

- The time lost for an interruption is counted from the call of Time until the time for resumption as decided by the umpires.
- One over shall be deducted for every complete 3.75 minutes of time lost.
- In the case of more than one such interruption, the minutes lost shall not be aggregated; the calculation shall be made for each interruption separately.
- If an interruption is already in progress when one hour of playing time remains, only the time lost after this moment shall be counted in the calculation.
- The over in progress at the start of the interruption shall be completed on resumption and shall count as one of the minimum number of overs to be bowled.
- If, after the start of the last hour, an interruption occurs during an over, the over shall be completed on resumption of play. The two part-overs shall between them count as one over of the minimum number to be bowled.

4.2.7. Last hour of match – intervals between innings

- 4.2.7.1. If an innings ends so that a new innings is to be started during the last hour of the match, the interval starts with the end of the innings and is to end 10 minutes later.
- 4.2.7.2. If this interval is already in progress at the start of the last hour then, to determine the number of overs to be bowled in the new innings, calculations are to be made as set out in clause 4.2.7.5.
- 4.2.7.3. If the innings ends after the last hour has started, two calculations are to be made, as set out in clause 4.2.7.4 and clause 4.2.7.5.

The greater of the numbers yielded by these two calculations is to be the minimum number of overs to be bowled in the new innings.

4.2.7.4. Calculation based on overs remaining:

- At the conclusion of the innings, the number of overs that remain to be bowled, of the minimum in the last hour, to be noted.
- If this is not a whole number it is to be rounded up to the next whole number.
- Two overs, for the interval, to be deducted from the resulting number to determine the number of overs still to be bowled.

4.2.7.5. Calculation based on time remaining:

- At the conclusion of the innings, the time remaining until the agreed time for close of play to be noted.
- 10 minutes, for the interval, to be deducted from this time to determine the playing time remaining. If an interval is in progress at the agreed time for the start of the last hour, then the overs remaining of the interval after the agreed time shall be deducted from the overs required to be bowled in the last hour.



- A calculation to be made of one over for every complete 3.75 minutes of the playing time remaining, adding one over if a further part of 3.75 minutes remains. If the interval is in progress at the agreed time for the start of the last hour, then the overs in the last hour shall be reduced by one for each period of 3.75 minutes remaining of the interval after the agreed time.

4.3. Completion of last over of match

The over in progress at the close of play shall be completed unless either a result has been reached or the players have occasion to leave the field.

4.4. Bowler unable to complete an over during last hour of match

If, for any reason, a bowler is unable to complete an over during the last hour, i.e. he is incapacitated while running up to deliver the first ball of an over, or is incapacitated or suspended during an over, the umpire shall call and signal Dead ball.

Another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

The separate parts of such an over shall count as one over of the minimum to be bowled.

5. THE FOLLOW-ON

5.1. Lead on first innings

In a two-innings match of 1 day's duration, the team which bats first and leads by at least 75 runs shall have the option of requiring the other team to follow their innings.

5.2. Notification

A captain shall notify the opposing captain and the umpires of his intention to take up this option. Once notified, the decision cannot be changed.

6. DECLARATION AND FORFEITURE

6.1. Time of declaration

The captain of the team batting may declare an innings closed, when the ball is dead, at any time during the innings.

6.2. Forfeiture of an innings

A captain may forfeit either of his team's innings at any time before the commencement of that innings. A forfeited innings shall be considered to be complete.

6.3. Notification

A captain shall notify the opposing captain and the umpires of any decision to declare or to forfeit an innings. Once notified, the decision cannot be changed.

7. THE RESULT

7.1. A Win – two-innings match

The team which has scored a total of runs in excess of that scored in the two completed innings of the opposing team shall win the match.



7.2. All other matches – A Tie or Draw

7.2.1. Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal.

7.2.2. Draw

The result of a match shall be a Draw when it is not determined in any of the ways stated in clauses 7.1, 7.2.1 or 7.3 or 7.4.4.

7.3. Winning hit or extras

7.3.1. As soon as a result is reached as defined in clauses 7.1, 7.2.1 or 7.3 or 7.4.4, the match is at an end. Nothing that happens thereafter shall be regarded as part of it.

7.3.2. If a boundary is scored before the batters have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the team's total and, in the case of a hit by the bat, to the striker's score.

7.4. Statement of result

7.4.1. If the team batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall.

7.4.2. If, without having scored a total of runs in excess of the total scored by the opposing team, the innings of the team batting last has been completed, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that team by Penalty runs.

7.4.3. If the team fielding last wins the match, the result shall be stated as a win by runs.

7.4.4. If the match is decided by one team conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.

7.5. Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires.

7.6. Mistakes in scoring

If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to 7.7, they shall adopt the following procedure.

7.6.1. If, when the players leave the field, the team batting last has not completed its innings and

either the number of overs to be bowled in the last hour has not been completed
or the agreed time for close of play has not been reached

then, unless one team concedes defeat, the umpires shall order play to resume.

Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed or time for close of play has been reached, whichever is later.

The number of overs and time remaining shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.



7.6.2. If, at this call of Time, the overs have been completed and no playing time remains, or if the team batting last has completed its innings, the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

7.7. Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match the result cannot thereafter be changed.

8. NO BALL

Refer Law 21.

Please note: **Free hits do NOT apply.**

9. WIDE DELIVERIES

Law 22 shall apply subject to the following:

9.1. Judging a Wide

9.1.1. If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 9.1.2

9.1.1.1. the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery and which also would have passed wide of the striker standing in a normal batting position.

9.1.1.2. the ball passes above the head height of the striker standing upright at the popping crease.

9.1.2. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.

9.1.3. For bowlers attempting to utilise the rough outside a batsman's leg stump, not necessarily as a negative tactic, the strict limited over wide interpretation shall be applied.

9.1.4. For bowlers who umpires consider to be bowling down the leg side as a negative tactic, the strict limited over wide interpretation shall be applied.

9.2. Delivery not a Wide

9.2.1. The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving,
either causes the ball to pass wide of him, as defined in clause 9.1.2.
or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

9.2.2. The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

9.3. A penalty of one run for a wide shall be scored. The penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no ball shall be scored as wide balls.

9.4. A short pitched delivery which passes above the head of the striker standing in an upright position at the popping crease shall be called wide. However, the procedure as set out for short pitched deliveries shall apply, i.e. warning related to short pitched deliveries.



10. FIELDERS ABSENCE; SUBSTITUTES

Penalty time for a player returning to the field of play shall not exceed **120 minutes**.

11. LAW 41: UNFAIR PLAY

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

12. POINTS / SCORING

12.1. The following match points shall be awarded

Result	Points
Outright Win	13
Outright Win after trailing on first innings	7
Outright Win after tie on first innings	10
Outright loss after leading on first innings	6
Outright loss	0
Outright loss after tie on first innings	3
Outright tie after leading on first innings	9
Outright tie after trailing on first innings	5
Outright tie after tie on first innings	8
First innings Win in a match	6
First innings tie in a match	3
First innings loss in a match	0
First innings draw in a match or a match is washed-out where there is no play.	3
Non defaulting team in a match not played	13
Defaulting team in a match not played	-13

12.2. The following bonus points shall be awarded

Batting

1st Innings Total	Bonus Points
0 - 99	0
100 - 129	1
130 - 159	2
160 - 189	3
190 - 219	4
220 - 249	5
250 - ∞	6

Bowling

Wickets taken in 1st Innings	Bonus Points
0	0
1 or 2	1
3 or 4	2
5 or 6	3
7 or 8	4
9	5
10	6

