

OVER
5  **s**
CRICKET WORLD CUP



CAPE TOWN | 6-20 MARCH 2023

**OFFICIAL TOURNAMENT PLAYING CONDITIONS
INTERNATIONAL MASTERS CRICKET
COMPETITIONS**



Updated 04 January 2023

PREFACE

- (1) **INTERNATIONAL MASTERS CRICKET (IMC)** is the governing body of Over 40s, Over 50s and Over 60s International Cricket. The member countries of the **IMC** are listed in Appendix C (i) hereto together with any future countries admitted as members from time to time.
- (2) **IMC** has a **Ruling Committee (IMCC)** which for the welfare and in the best interests of **IMC**, has the power and duty to administer and regulate the activities of the member countries including International Masters Cricket tournaments between the members and World Cricket Cups from time to time around the world.
- (3) If the **IMCC** or any member country desire to organise and conduct an International tournament between members then they are required to first apply in writing and obtain the approval from the **IMCC** which shall grant its approval upon any reasonable conditions it thinks fit to ensure the proper, orderly and equitable conduct of the tournament.
- (4) For the proper, orderly and equitable conduct of all tournaments and for the welfare and in the best interests of **IMC**, the **IMCC** requires all such International games to be played under the playing conditions set out herein. In the event that a member country desires to change, vary, amend or add any tournament playing condition, then in advance of the tournament, it **shall** apply in writing setting out its reasons and obtain written consent from the **IMCC** to the variation. Failure to do so shall mean the variation shall be inoperative for the tournament and these playing conditions shall prevail. These requirements will ensure that all International game results and individual statistics will be granted proper **IMC** comparative status.
- (5) The **IMCC** shall be the final arbiter of any dispute or conflict arising from or relating to any tournament and its decision shall be final with no further avenue of appeal in a Court of Law or otherwise. Provided that in the event of a member's tournament, the Tournament's Committee shall be the first course of appeal of any such dispute or conflict between the participating members who shall be the only parties to such a process.
- (6) Further or in the alternative to clause 5 above, the **IMCC and/or the Tournament Committee** shall have jurisdiction to mediate and/or determine any matter relating to a player and/or a member country arising from a tournament which brings **IMC** into disrepute.
- (7) Upon the conclusion of the tournament and within a reasonable time, the Tournament Committee shall notify the **IMCC** of all the tournament game results, player and match statistics and any other written information or analysis which the **IMCC** requires or directs.

1. COMPETITION / TOURNAMENT ADMINISTRATION

- i. These Playing Conditions are formatted in a generic way such that they can be used for all future Over 40s or Over 50s International Tournaments or World Cups. Where there are Playing Conditions that are specific to one particular event or tournament then these are referenced at Appendix "C" at the rear section of this document with each individual event needing to create its own "Appendix C" clauses which must be submitted in writing for approval to the **IMCC** prior to the event being played (refer clause 4 of the Preface on Page 1).
- ii. Each individual Tournament or World Cup will be managed by a committee of at least three (3) persons. The draws and the ground allocations for each individual tournament shall be managed by this committee.
- iii. The number of countries to participate at each event or tournament shall vary based on the number of countries who are permitted to enter by the appropriate committee. The names of each country for any specific event or tournament shall be viewed at the rear of the Playing Conditions within Appendix "C".
- iv. Each country in each individual tournament shall nominate a squad of no more than 18 players. The full name and date of birth of each selected player within the squad shall be submitted on one document to the host country tournament organising committee, and must be received no later than seven (7) days prior to the opening date of the tournament. Such submission shall be supported by a copy of a valid birth certificate or passport showing the player's name, date of birth and place of birth. In regards to supporting documentation, all other information listed on such documents may be redacted, provided the minimum requirement of name, date of birth and place of birth remains visible. Failure to provide such information in the timeframe set above will see the IMCC take any such action it deems fit as per Clause five (5) in the Preface of this document. Once a squad list has been submitted to the host country organising committee no changes or alterations shall occur without the prior approval of the IMCC.
- v. Each individual event or tournament shall be played in accordance with the most recent version of the Laws of Cricket except that in the event of an inconsistency, the rules herein shall prevail. The most recent version of the Laws of Cricket for any specific event shall be nominated at Appendix "C".
- vi. The Committee for each event or tournament shall determine disputes, complaints or other matters arising out of the running of this tournament. The committee also has absolute authority, if required, to amend the format of the tournament including playing days, hours and venues. Decisions made by the Committee are final. The names of those forming the Committee for any specific event or tournament shall be viewed at Appendix "C".
- vii. The Committee will appoint a Tournament Referee to act on its behalf in respect of any matter it has jurisdiction over. In this regard the decision of the Tournament Referee will be final and not subject to any appeal. The name of the nominated Tournament Referee for any specific event shall be viewed at Appendix "C".

2. RESPONSIBILITIES

- i. The team named first on each match is the nominal "Home" team.
- ii. The Committee is responsible for the provision of tea, dinner and drinks at each match.
- iii. The Committee will arrange the appointment of two official umpires for all matches. The Committee, where applicable, may choose to outsource this role to the local Umpires Association that is based in the city of the tournament. Where the appointed umpire/s attend a match venue but no play occurs on the day, the umpires match payment remains payable. Where a shortage of available umpires exists resulting in only one official umpire being allocated to a fixture then that umpire shall be paid an amount that is one and a half (1.5) times the standard match fee. The amount of the standard Umpire match fee for any specific event or tournament shall be nominated at Appendix "C".
- iv. Each team must provide a scorebook for each match played. Match balls shall be pink in colour and will be provided by the Committee.
- v. Both Captains must agree on the scores at the conclusion of the innings of the team batting first and at the conclusion of the innings of the team batting second. Failing an agreement between the captains within 60 minutes of the conclusion of the game, the match result will be determined as an appeal within the provisions of the Playing Condition Section 4.1
- vi. A photograph of the match scorecard must be emailed to the Tournament Statistician immediately after the match. Teams that do not submit their scorecard to the Tournament Statistician in the prescribed time frame may, at the absolute discretion of the Committee, run the risk of a penalty which may come in the form of having competition points deducted from them. The name and email address of the nominated Tournament Statistician for any specific event shall be viewed at Appendix "C".

3. FITNESS OF GROUND, WEATHER AND LIGHT FOR PLAY

- i. If both captains **agree** over the fitness of the ground, weather or light for play then the officially appointed umpires should allow play to proceed/continue. This shall NOT apply if a decision has to be made to suspend play due to the implementation of the lightning rule in Playing Condition 3.3 - this matter is solely for the umpires to decide upon.
- ii. If both captains **disagree** over the fitness of the ground, weather and light for play the officially appointed umpires shall be the final judge of the fitness of the ground, weather and light for play. However, where there have not been 20 overs completed in the second innings (i.e., a match has not yet been constituted), and where the Captains are in disagreement over the fitness of the ground, weather and light for play, the appointed umpires will not call off the match until at least 5.30pm or until agreement otherwise is reached by the Captains.
- iii. **Lightning** - Play shall cease immediately in the event that a lightning flash is followed by thunder less than 30 seconds later and shall not resume until 30 minutes after the last lightning flash for which thunder follows within 30 seconds. It is required that no person enter the field of play during the period that play is suspended under this rule. In the event that any participants are illegally on the field during the suspended period of play,

the umpire shall report to the organising committee all such breaches as a code of conduct matter.

- iv. **Maximising Play** - At all times all participants will strive to maximise play. This definition is broadly summarised as follows -

(a) All players from both sides will assist in the removal or the laying of covers when directed by the umpire/s.

(b) Where the venue is deemed unfit for play but the game is not yet abandoned, all players will make best effort to attempt to improve the conditions to allow for play to commence or resume.

A refusal by any player to adhere to an instruction of an umpire in regards to any effort to maximise play as described above shall be deemed as dissent. Such dissent, at the discretion of the umpire, may be reported as a code of conduct breach to the Governing Body of the tournament in question.

4. APPEALS

- i. Any appeal in respect of a game may only be made by either of the two sides in that game, not by a third party. Any appeal to the Committee must be made in writing (via email). Any appeal to the Committee must be made by 8pm on the date the match was played or such other time as deemed appropriate by the Committee.
- ii. The Committee's powers include but are not limited to:
 - (a) award a match to one team or to both teams jointly;
 - (b) deduct such competition points from, or/and award such competition points to, either team in a match, as in their absolute discretion deem fit.

5. ELIGIBILITY OF PLAYERS, TEAM LISTS AND THE TOSS

- i) For Over 40s International Matches a player must be at least 40 years of age by the date of each match in question to be deemed a qualified player. For Over 50s International Matches a player must be at least 50 years of age by the date of each match in question to be deemed a qualified player.
- ii) Using the "Qualified Player" guideline above, any team that causes or permits an unqualified player to participate in a game shall lose its match points and the game shall be deemed to have been won by the other side.
- iii) Prior to the toss the captains shall provide a team sheet to the opposing captain and the umpires and no subsequent alteration may be made without the consent of the other captain. The umpires then take possession of both team sheets and hold them until the completion of the tournament. Where a team nominates to play with 12 players the team sheet shall clearly specify which of the 12 players in question will not be batting.
- iv) The pre-match presentations and national anthems shall commence no later than 30 minutes before the start of the game and then the toss shall take place in the presence of the umpires no less than 20 minutes before the start of play.

- v) The captain winning the toss shall immediately notify the opposing captain of his decision to bat or bowl. If a captain is unavailable at the time of the toss, a deputy shall act in his place and also toss for choice of innings. If the toss is late, causing the match to start late, then any time lost will be used against the extra time allowance as described in Playing Condition 6.5. Each captain must advise the umpires at the toss if they are playing with 12 players under the conditions laid out in Playing Condition 6.1
- vi) The refusal by a captain or his deputy to comply with Playing Condition 5.5 above may render the offending team liable to further action being considered by the Committee including the loss of points or a decision that the offending team may be deemed to have forfeited the match. The umpires must report to the Committee any scenario where play started late where the umpires believe the toss was deliberately delayed by either captain.

6. THE CONDUCT OF THE GAME

1. Number of Players Per Match

Teams can play the match under a “Play 12, Bat 11” rule. This is permissible even if one side wants to play with 12 and the other wants to play with 11. Umpires must be informed at the toss of a team's desire to play with 12 players under this Playing Condition.

If a team is playing 12, the following conditions apply –

- a. One of the 12 players is not allowed to bat.
- b. The player not allowed to bat shall also not be allowed to act as a runner for an injured striker.
- c. Any or all of the 12 players are allowed to bowl.
- d. Unless a fielder becomes legitimately ill or injured under the Substitute Fielder Laws of Cricket (Law 24), then an optional fielding rotation amongst the 12 nominated players is permissible at the completion of every 5th over. Provided that no one player amongst the 12 nominated players can be off the field for more than a total of 10 overs which will be reduced pro-rata in a reduced innings. If the umpires find a breach of this rule they shall lodge a Code of Conduct report against the captain of the offending team to the Committee for its determination in relation to the captain and/or the team. Umpires must be notified each time a fielding change takes place. Any player coming on to the field to perform a fielding rotation must be one of the 12 nominated players for that game, and if required, is allowed to bowl immediately.
- e. Players in each squad who are not part of the nominated 12 for each match are not permitted to participate in the match as a substitute fielder provided that in the event that a player from the nominated 12 be injured and not be able to take his place in the field, the replacement fielder must in the first instance be one of the 12 nominated players. A substitute fielder (from outside of the

nominated 12) shall only be allowed to field, if 2 or more of the 12 nominated players become ill or injured and become unable to field. To clarify – the use of a 13th (or subsequent) player as a substitute fielder shall only be allowed if a team has injuries that reduces the originally nominated 12, to less than 11 players.

- f. Further to the above, the umpires have sole discretion to allow a substitute fielder for reasons other than illness or injury, also referred to as "wholly acceptable reasons" as per 24.1 in the Laws of Cricket.

2. Match Times / Scheduling

Play is scheduled from **10:15am to 5:00pm** with an interval break of 45 minutes. Each innings is limited to a maximum of 45 overs per side. When bowling, each team has 180 minutes to complete its quota of overs at the rate of 15 overs per hour (or one over every four minutes). Each team has to have had the opportunity to bat for a minimum of 20 overs to constitute a match.

3. The Change of Innings Interval shall be –

1. 45 minutes duration for any match scheduled for 30 to 45 overs.
2. 30 minutes duration for any match scheduled for 25 to 29 overs.
3. 20 minutes duration for any match scheduled for 20 to 24 overs.

If the first innings of the match goes over the scheduled time for it to be completed (eg, 180 minutes for the full 45 overs – or one over for every four minutes in a reduced over game) then the duration of the break is unaffected and the extra time that it took to complete the innings will be used against the extra time allowance as described in Playing Condition 6.5 below.

If the team batting in the first innings of the match is bowled out in **20 overs OR LESS**, then the scheduled duration of the innings break will not occur - instead, a 15 minute innings break takes place and the game will be played out to its completion with the supplied lunch to be consumed at the end of the match.

4. Drinks Breaks

On days played under normal weather conditions, two drinks breaks will occur which are scheduled at the end of 15 and 30 overs. For matches that are reduced to less than 45 overs a side the scheduling of the drinks breaks must be agreed upon between the umpires and the two captains prior to play. On extremely hot days additional drinks breaks should be scheduled as required (Refer to Extreme Heat Policy located at Playing Condition 10).

5. Extension of Play -

The nominal scheduled finish time of 5:00pm can be extended by up to an additional 90 minutes (to 6:30pm) if time is lost in any these scenarios –

- a. Late starts due to ground, fitness or weather-related issues.

- b. Time lost during the game due to play being suspended for rain, lightning, or the application of the excessive heat policy as detailed in Playing Condition 10.
- c. Time lost due to the first innings of the game going over its allotted time to complete the required number of overs.
- d. Time taken for any third or subsequent scheduled drinks breaks on hot days which are above and beyond the regulated two drinks breaks per session.
- e. Time lost for any other reason where the amount of lost time before play can resume exceeds five (5) minutes - eg; an **extended** delay due to player injury.

6. **Bowling and Batting Restrictions**

- a. **Bowling Restrictions** - In a full 45 over match no player shall bowl more than nine (9) overs. In a reduced over match no player shall bowl more than 20% of the total number of overs in that innings. A person who finishes an over for an injured bowler shall have that part over count as a full over for the purposes of this playing condition.
- b. **Batting Restrictions** - Many mature aged competitions require that a batter retire their innings upon reaching a maximum score. Such restrictions shall **NOT** apply in this tournament.

7. **Fielding Restrictions**

- a. **Definition of Fielding Restriction Area** - Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.5m (30 yards). The ends of each semi-circle shall ideally be joined to the other by a straight line or series of dots.
- b. **Application of Restrictions** - Fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

Subject to there being no interruptions to play, the Powerplay Overs shall be:

- i. **Powerplay 1** - no more than three (3) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 15.
- ii. **Powerplay 2** - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 16 to 30.
- iii. **Powerplay 3** - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 31 to 45.

- c. **Restriction of Leg Side Fielders** - At the instant of delivery no more than five (5) players shall be fielding on the leg side of the wicket.
- d. **Powerplay Infringement** - In the event of an infringement of the above Playing Condition 6.7b or 6.7c, either umpire shall call and signal 'No ball' at the instant of delivery.
- e. **Powerplays in Reduced Over Games** - In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with Appendix "B" at the rear of this document. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

8. Loss of Scheduled Playing Time

- a. **Summary** - If for any reason there has been a loss of scheduled playing time, the quota of overs is UNAFFECTED for the first 90 minutes of playing time lost. **Furthermore**, if the first innings of the match finishes ahead of schedule all unused time in that innings must be used on top of the 90 minutes before overs are reduced after loss of playing time.

Example - In a regular uninterrupted 45 over game the scheduled time for the first innings is 10:15am to 1:15pm - If the first innings concludes at 12:45pm then the "unused" 30 minutes must be added on to the 90 minutes of make-up time as described above in the event of an interruption to the game after the team batting first has concluded its innings. The goal of re-scheduling a match after any interruption shall be to schedule the right number of overs at the rate of one over for every four (4) minutes that remain so that the game's rescheduled finish time is 6:30pm (where all make up time is being utilised).

- b. Once all available "**make-up**" time as described above has been exhausted, overs to be bowled are calculated as follows -

NOTE: Calculations required in (ii) and (iii) below that result in a part over shall see the number of overs remaining rounded up.

- i. **Lost Time Pre Match** - For matches that do not commence on time the number of overs per side and the match day scheduling is determined by the late start table which is located at Appendix "A" within these Playing Conditions.
- ii. **Lost Time During First Innings** - For any time lost during the innings of the team batting first, overs are reduced at the rate of one (1) over for each team for each whole eight (8) minute time period of scheduled playing time LOST, provided that a MINIMUM of twenty (20) overs is achievable for each side.
- iii. **Lost Time After First Innings** - Where time is lost after the end of the first innings, the number of overs remaining in the match shall be calculated based on the amount of available playing time (in minutes)

that remain up to the re-scheduled finish time and then dividing by four with any fraction of an over to be rounded up, provided always that a MINIMUM of twenty (20) overs can be achieved in the time remaining by the team batting second.

- iv. **Umpires to recalculate overs** – In all the scenarios where time is lost the umpires need to re-calculate the number of overs and communicate these changes to both team captains.
- v. If less than twenty (20) overs are completed by any team, then the match shall be declared a draw provided that a result has not already been achieved. To clarify - if the team batting second uses less than twenty (20) overs to pass the target score (or a revised target score) where they had the opportunity to bat at least twenty (20) overs, then this shall constitute a match.
- vi. Should the game not be able to commence by **3:30pm** then the match shall be abandoned as a DRAW.
- vii. If the team batting second cannot commence its innings by **5:10pm** then the match shall be abandoned as a DRAW.

c. **DUCKWORTH-LEWIS-STERN METHOD**

In all matches, the team scoring the higher number of runs is the winner except where the maximum number of overs to be faced by either team is reduced after a match has commenced. In such a match, the “Duckworth-Lewis-Stern” Method of Re-calculating the Target Score in an Interrupted Match shall be applied. The application of the “Duckworth-Lewis” Method requires the following -

(i) Each team is to have available at each match a laptop with the official ICC “Duckworth-Lewis” software loaded on it. The software once loaded on a laptop or compatible device does not require further internet connectivity to operate it. Duckworth Lewis smart phone apps are NOT ICC approved and are not to be used in this tournament.

(ii) The software can be downloaded from the “Resources” section of the NSW (Australia) Premier Cricket website located at this link –

www.premier.nsw.cricket.com.au

(iii) A Duckworth Lewis calculation must be determined in the following two circumstances –

1. At the change of innings of every match, even if there have been no interruptions. This calculation shall allow each team to determine a winner if the second innings is cut short due to weather related matters.
2. Once a match has already commenced, and where an interruption causes a reduction in the number of overs for either innings. If there are multiple interruptions to play causing multiple over reductions a fresh Duckworth Lewis re-calculation is required upon the resumption of play on each occasion.

(iv) On each occasion where a Duckworth Lewis target score table is produced it should be printed with a copy provided to each captain.

(v) In the absence of a printer being available at the ground, and when a Duckworth Lewis calculation is required, a representative from each team (preferably the captain), in the presence of the umpires, will take a photo of the Duckworth Lewis target score table on a smart phone. The act of taking a photo on a smart phone acts as a replacement for a printed copy. Each team will therefore have a record of the Duckworth Lewis par score as the game proceeds.

9. Substitute Fielders and Runners

- a. Once play has commenced, if at any time the fielding side is reduced to less than eleven (11) players due to a fielder having to leave the ground ill or injured, a substitute fielder shall be allowed. If the fielding team does not have a substitute fielder, the opposition team are encouraged to invoke “best practise” and offer a substitute fielder from within their own ranks. If necessary, the appointed umpires should remind the opposing captain of this playing condition
- b. **Runners** - The restriction that currently exists at other varying levels of cricket that sees an injured player unable to bat with a runner does NOT apply in this tournament. Where a runner is used, that person can only be part of the nominated 12, cannot be the player in the 12 that will not bat, and must be somebody that has already been dismissed. In the event of an opening batter needing a runner from the start of the innings the runner must be somebody who will bat lower than number seven in the order, and the runner must be immediately replaced by the first dismissed batter if the first wicket to fall is the non-injured batter.
- c. **Non-Appointed (Player) Umpires Standing at Square Leg (striker’s end)** - If there is only one official umpire available at any time then the role of striker’s end umpire will be filled by a player from the batting side. If in the opinion of the officially appointed umpire, a decision is made by the striker’s end umpire (who was not appointed to the match) is so undeniably incorrect, then the officially appointed umpire will call and signal “Dead Ball”. The two umpires will then consult with each other. The appointed umpire shall supply additional feedback in relation to his observation of the issue at hand, and will also supply relevant feedback in relation to certain Laws of the Game or Playing Conditions that the striker’s end umpire may not have known about. The overall goal of the consultation is to ensure that the correct decision is then finally arrived at. If after consultation the striker’s end umpire does not wish to change the decision, then that decision shall stand. The appointed umpire is encouraged to request an immediate replacement (player) striker’s end umpire if the continuing presence of that player has potential to cause conflict or ill feeling between the two sides. In the event of a player having to perform the role of striker’s end umpire, such a person shall not be allowed to call or signal No Ball for high full tosses or short pitched deliveries. This remains solely within the jurisdiction of the umpire at the non-striker’s end.

10. Completion of a Match

A team batting second shall not bat on, after it has passed the total of the team batting first.

11. Code of Conduct

- a. Players will conduct themselves in a manner that upholds the values of the game as per the "Spirit of Cricket" guidelines contained within the Laws of the Game. Umpires will report to the Committee any breaches of these values and any such reported player will be dealt with at the discretion of the Committee which may contain any form of penalty that the Committee may deem appropriate. There is no right of appeal to any penalty imposed on a player by the Committee.
- b. In the 2017 code of the Laws of Cricket, Law 42 gives umpires the power to "sin bin" or send a player off for serious misconduct issues. This Law shall not apply in this tournament.

7. WIDES AND NO BALLS

(1) WIDES

Wides shall be called in the same way as limited-over matches in international cricket.

- a) A delivery passing the striker on the off side, outside the Off Side Wide Guideline (75cm from the outside of off stump) shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of the Law.
- b) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.
- c) A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:
 - i) the ball passes between the striker and the stumps.
 - ii) the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
 - iii) the striker is attempting to play or has aborted an attempted switch hit or reverse sweep. In this scenario, a delivery passing the striker outside the Off Side Wide Guideline on the leg side shall be considered a wide.

(2) NO BALLS

The Laws of Cricket shall apply except for the following circumstances –

- a) **High Bouncers (1)** - A bowler may deliver no more than one bouncer per over. This is defined as a delivery which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the popping crease. Once a bowler delivers their one allowable bouncer per over the umpire at the non-striker's

end shall inform the bowler and the batter on strike that the limit has been reached. Any further bouncers in the same over shall be called “No Ball” and the bowler issued with a first warning which carries through for the rest of the innings. A second such breach will be called “No Ball” and a second and final warning issued to the bowler. Any further such breach will be called “No Ball” and the bowler shall be removed from the attack for the rest of the innings.

b) High Bouncers (2) - Any bouncer that passes clearly over the head of the striker standing upright at the popping crease shall in the first instance be called a Wide. It shall count as the first and only allowable bouncer in the over. Further bouncers over the head in the same over shall be called “No Ball” and be dealt with in the same way as a second and subsequent bouncer in an over as per protocol in Playing Condition 7.2(a) above.

c) High Full Tosses (1) - Any delivery, of any speed, that is full pitch above the waist of the striker standing upright at the popping crease shall be called “No Ball” by the non-striker's end umpire only.

d) High Full Tosses (2) - A warning process is in place that is only applicable to a waist high full pitch delivery that in the opinion of the umpire was **dangerous** and had potential to cause injury to the striker. Where the umpire believes that such a high pitch delivery was dangerous and could cause injury, an official warning will be issued after the call of “No Ball”. If another such delivery is bowled in the innings by the same bowler, the umpire will issue a second and final warning after the ball is called “No Ball”. Another breach in the innings by the same bowler will be called and signalled “No Ball” and then when the ball is dead the bowler will be removed from the attack for the rest of the innings.

As a guide, an official warning should only be given against a bowler if the umpire answers YES to each of these questions -

- Was the delivery full pitch above the waist of the striker standing upright at the popping crease.
- Was the delivery directed at the body of the striker.
- Whether or not the ball is struck by the striker, if the delivery had hit the striker in the body would it have potentially caused significant injury.

When assessing the above criteria umpires are required to take into the account the speed at which the ball was delivered.

e) Leg Side Restrictions - Refer to Playing Condition 6.7c and 6.7d which will see a “No Ball” called by either umpire if more than five (5) players are fielding on the leg side of the wicket at the moment of delivery.

f) Free Hit Following a No Ball – After any form of No Ball delivery the free hit protocol shall take place for the next delivery. Each subsequent delivery will also be a free hit if the delivered ball is not fair (i.e. another No Ball or a Wide Ball).

8. PLAYER WELFARE AND SAFETY

1. **Safety Protocols for Batters** – It is not compulsory for batters to wear helmets, although the practice is highly recommended. Batters choosing not to wear a helmet are at an increased risk of injury.
2. **Safety Protocols for Fielders** – All fielders positioned on either side and in front of the wicket, within three (3) metres of the striker must wear a helmet.
3. **Safety Protocols for Wicket-keepers** – Wicket-keepers positioned up at the stumps must wear a helmet.

9. POINT SCORING / LADDER POSITIONS

1. The number of competition points that can be earned are as follows -
 - (a) **Winning Team (including a win by Forfeit)** - 2 points.
 - (b) **Losing Team (including a loss by Forfeit)** - 0 points.
 - (c) **Tied Result** - 1 point each (a tie is defined where the innings totals of each team are equal irrespective of wickets lost by the team batting second).
 - (d) **Draw or No Result** - 1 point each (includes matches where weather or ground fitness either prevented play starting or prevented a result).
 - (e) If the result of any match is awarded to a team by the umpires under the provision of Law 16.3 then the result of this match shall be deemed as a forfeit.
 - (f) If a team is unable to field a side on any scheduled match day due to Covid or a related illness then the result of that match shall be deemed a draw.
2. **Ladder Positions** - Where a finals series is to be conducted after the playing of preliminary rounds, and where two or more teams have finished on an equal number of points, final ladder positions shall be determined using the Net Run Rate (NRR) Method which is measured across all Preliminary Round matches. The formula for the NRR method is -
 - * Total runs scored divided by total overs faced = "A"
 - * Total runs conceded divided by total overs bowled = "B"
 - * **The NRR is "A" minus "B"**

The team that has the highest NRR calculation shall be deemed superior.

Where a team has been bowled out before the completion of its maximum number of overs then for the purposes of NRR that team shall be deemed to have batted its full quota of overs, rather than the number of overs actually batted.

10. SCHEDULED PLAYING DATES/TOURNAMENT FORMAT

(1) Playing Dates Schedule

Refer to Appendix "C"

(2) Tournament Format

Refer to Appendix "C"

(3) Final Series

Following the completion of preliminary round matches where teams progress to a final series the following protocols shall apply.

(a) The winner of a final series match (other than the Grand Final) shall progress to the next round of the final series. If due to a washout or for any other reason no result is obtained, the team that progresses to the next final series match is the team that was ranked from the preliminary rounds in the highest ladder position.

(b) The winner of a Grand Final is deemed to have won the Tournament. If due to a washout or for any other reason no result is obtained, Joint Winners shall be declared.

(4) Tied Result in a Final Series Match

If any final series match ends with the scores tied (including a Duckworth Lewis Tied result) a winner will be determined by the "super over" method. The application of this process shall be:

(a) Subject to the fitness of ground, weather, and light, the Super Over shall commence five (5) minutes after the conclusion of the match, at the same ground and using the same pitch.

(b) The umpires shall stand at the same end as they stood during the match.

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

(d) Only players who were on the nominated team sheet for the main match may participate in the Super Over.

(e) Each team's over is played with the same fielding restrictions as apply for the last over in the match.

(f) The team batting second in the match shall bat first in the Super Over.

(g) The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over. At the end of the first innings of the main match, the umpires will take possession of the match ball in case a Super Over needs to occur after the completion of the second innings.

(h) Each team shall bat for one over unless all out earlier. The number of players allowed to bat in the super over is limited to four. The Super Over ends if three wickets are lost in that over.

(i) In the event of both teams having the same score in the Super Over, the above process shall be repeated for as many Super Overs are required to establish a winner.

(j) If a Super Over is interrupted by rain or for any other issue, the umpires shall wait until a point in time where they jointly agree that no further play is possible. The winner is then determined as per clause (k) below.

(k) In the event that a Super Over is unable to be completed due to the fitness of ground, weather and light or for any other reason, the result shall be determined by a count back system as follows:

Count Back Item 1-

If during the tournament the two competing teams had previously played each other in the Preliminary Rounds, the winner of that preliminary match shall be declared the winner of the knock-out match. A Tie or a No Result in the preliminary match will require the application of Count Back item 2 below.

Count Back Item 2-

The scores in each innings of the match proper shall be compared. The team that had the higher score at the end of 20 overs (being the minimum number of overs to constitute a match) shall be declared the winner. If equal at the 20 over mark, a comparison shall then be made at the end of 19 overs. If still equal, a further comparison shall occur for the scores at the end of 18 overs, and then going back one over at a time until a winner can be determined. The tournament committee will ensure all stakeholders are reminded of the importance of recording the score in the appropriate section of the scorebook at the end of each over in all final series matches.

11. EXCESSIVE HEAT POLICY

(1) PREAMBLE - The Competition Committee has a responsibility to all participants (both players and match officials) to ensure that play is conducted in safe conditions that do not place the health and well-being of participants at risk. Mature aged players and umpires are much more at risk to heat illness or heat stroke in temperatures that are considered extreme. The competition via this Playing Condition addresses such issues by not allowing play to be conducted where risk to players and match officials is foreseeable.

(2) TEMPERATURE THRESHOLD - Air Temperature is the measurement that shall be used to apply this policy.

(3) NOMINATED SMARTPHONE APP - The official smart phone app to be used to regulate this policy shall be determined by the Committee that is hosting each individual event or tournament. The name of the nominated smart phone app for each event or tournament shall be advised within Appendix "C".

(4) ADDITIONAL DRINKS - The umpires shall schedule three drinks breaks per innings instead of two for any days play where the weather is forecasting a temperature of 32 degrees or more.

(5) CESSATION OF PLAY - Play shall cease immediately in the event that the nominated smart phone app listed in Appendix "C" at the location of the match, exceeds 36 degrees Celsius. Play shall resume if the temperature at that location drops to 36 degrees or less. Where play is suspended due to this policy the match shall not be abandoned until such a time where it becomes impossible for both teams to be able to receive the minimum 20 overs each to constitute a match.

(6) LOSS OF PLAYING TIME DUE TO EXCESSIVE HEAT - Playing Condition 6.5 "Extension of Play" applies to any situation where play is suspended under this heat policy. To clarify, only 90 minutes of extra time can be added onto a game where play is suspended due to any adverse weather conditions including excessive heat. Once 90 minutes of lost time has occurred under this policy then overs will start to be deducted from the game in the event that play can resume. The 90-minute threshold can be extended where additional time is recouped with the first innings of the match finishing ahead of schedule - Refer Playing Condition 6.8(a).

(7) ADVANCE CANCELLATION OF AN ENTIRE DAY'S PLAY - The Competition Committee may in its absolute discretion determine to cancel a day's play in the event that the forecast temperature, at 4:00pm on the day before scheduled play, is more than 36 degrees at a majority of all scheduled venues. Additionally, the Committee in its absolute discretion will then determine which of the following options to adopt -

- (a) Deem any abandoned day of play to be lost to the Tournament, or
- (b) To reschedule that lost days play to a future day if an appropriate opportunity exists, or
- (c) Come to any other decision deemed appropriate by the Committee.

12. COVID PROTOCOLS

With Covid restrictions eased in recent times, a number of protocols shall remain - these being,

(1) THE BALL - The Laws of Cricket have been updated to now officially ban the use of saliva on the ball (Refer Law 41.3). This provision shall be adhered to in all matches conducted under these Playing Conditions. As a result, (for clarity) the use of sweat on the ball is now deemed permissible.

(2) THE UMPIRES - The previous tradition where umpires would hold the cap, clothing or equipment of the bowler or any other player shall not return to the game. Umpires shall not handle players clothing or equipment at any time.

(3) SOCIAL DISTANCING - With Covid-19 still existing in the community it is a personal choice for each individual involved in the game as to whether they wish to continue practising the protocols surrounding social distancing. Where a player or umpire chooses not to shake hands because of social distancing issues then this decision shall be understood and respected by all.

IMCC reserves the right to introduce other protocols at any time in the best interest of players, officials and volunteers.

Appendix A, B and C follow.....

APPENDIX A - Late Start Table

The below table should be used in the event of a match starting late.

The table is only valid for a late start. Once play commences, if there is a weather-related delay the overs remaining should be manually recalculated as per Playing Condition 6.8.2(b) and 6.8.2(c)

Over Reductions for Late Starts

Scheduled 10:15am Start in Daylight Saving Hours

Batting 1st Times	Interval Duration	Batting 2nd Times	Innings Time (Minutes)	Overs Each	Minutes Lost
10.15 - 1.15	45	2.00 - 5.00	180	45	0
10.30 - 1.30	45	2.15 - 5.15	180	45	0
10.45 - 1.45	45	2.30 - 5.30	180	45	0
11.00 - 2.00	45	2.45 - 5.45	180	45	0
11.15 - 2.15	45	3.00 - 6.00	180	45	0
11.30 - 2.30	45	3.15 - 6.15	180	45	0
11.45 - 2.45	45	3.30 - 6.30	180	45	0
12.00 - 2.52	45	3.37 - 6.30	172.5	44	15
12.15 - 3.00	45	3.45 - 6.30	165	42	30
12.25 - 3.05	45	3.50 - 6.30	160	40	40
12.35 - 3.10	45	3.55 - 6.30	155	39	50
12.45 - 3.15	45	4.00 - 6.30	150	38	60
12.55 - 3.20	45	4.05 - 6.30	145	37	70
1.05 - 3.25	45	4.10 - 6.30	140	35	80
1.15 - 3.30	45	4.15 - 6.30	135	34	90
1.25 - 3.35	45	4.20 - 6.30	130	33	100
1.35 - 3.40	45	4.25 - 6.30	125	32	110
1.45 - 3.45	45	4.30 - 6.30	120	30	120
2.00 - 4.00	30	4.30 - 6.30	120	30	120
2.10 - 4.05	30	4.35 - 6.30	115	29	130
2.20 - 4.10	30	4.40 - 6.30	110	28	140
2.30 - 4.15	30	4.45 - 6.30	105	27	150
2.40 - 4.20	30	4.50 - 6.30	100	25	160
2.50 - 4.30	20	4.50 - 6.30	100	25	160
3.00 - 4.35	20	4.55 - 6.30	95	24	170
3.10 - 4.40	20	5.00 - 6.30	90	23	180
3.20 - 4.45	20	5.05 - 6.30	85	22	190
3.30 - 4.50	20	5.10 - 6.30	80	20	200
3.31pm --->	NO PLAY TO TAKE PLACE & MATCH TO BE ABANDONED AS A DRAW				
					Updated 1/5/18

APPENDIX B - Power Plays

The below table should be used in the event of a match being reduced to less than 45 overs

* Powerplay 1 requires no more than 3 players outside the fielding circle

* Powerplay 2 requires no more than 4 players outside the fielding circle

* Powerplay 3 requires no more than 5 players outside the fielding circle

Number of Overs	Powerplay 1	Powerplay 2	Powerplay 3
20	7	6	7
21	7	7	7
22	8	7	7
23	8	7	8
24	8	8	8
25	9	8	8
26	9	8	9
27	9	9	9
28	10	9	9
29	10	9	10
30	10	10	10
31	11	10	10
32	11	10	11
33	11	11	11
34	12	11	11
35	12	11	12
36	12	12	12
37	13	12	12
38	13	12	13
39	13	13	13
40	14	13	13
41	14	13	14
42	14	14	14
43	15	14	14
44	15	14	15
45	15	15	15

APPENDIX C - Tournament Specifics

Items listed in Appendix "C" are specific to one particular tournament and are cross referenced within the generic playing conditions listed above.

Each individual tournament is required to draft its own items in this section. Questions needing to be answered are listed in regular black font below and the answer to each tournament specific question shall be listed in red font below.

Appendix "C" requirements for each individual event or Tournament must be submitted for approval to the IMC Committee before they are circulated to stakeholders (refer clause 4 of this document's Preface located on page 1).

Tournament Name and Host City/Country

The Over 50s Cricket World Cup, Cape Town, South Africa

Dates (to and from) that the Tournament is being held

06-20 March 2023

Any Team Selections / Squad Numbers Restrictions (if none, "N/A" should be listed here)

A maximum of 18 players are allowed in a squad

List the names of all teams/countries who are participating in this tournament

Australia, England, Canada, New Zealand, Pakistan, Sri Lanka, Wales, Zimbabwe, West Indies, Namibia, India, UAE, USA and South Africa

List which version of the Laws of Cricket the tournament will be played under

2017 Code - 3rd Edition 2022

The names of the Tournament Committee are -

Stirling Hamman, Jim Morrison, Dr Parag Pandya and Tournament Director, Roger Moulton

The name of the Tournament Referee is -

Peter Tate (Australia)

The name and email address of the Tournament Statistician is -

TBA

The playing dates scheduling for this Tournament shall be –

Match venues for all fixtures will be allocated by the Tournament Committee and advised separately from this document.

Tournament Format –

Fifty six 45 over matches with seven group matches and seven Semi-Final and play-off matches, 6 Finals and one Cup Final.

The smart phone app approved for use in this Tournament to assess the application of the Extreme Heat Policy shall be -

TBA