



GEORGIA SUPREME CRICKET LEAGUE (GASCL)

30 OVERS PLAYING CONDITIONS – FULL VERSION (2026)

Official Governing Document

Preamble — The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents. Respect is central to the Spirit of Cricket. Respect your captain, team-mates, opponents and the authority of the umpires. Play hard and play fair. Accept the umpire's decision. Create a positive atmosphere by your own conduct and encourage others to do likewise. Show self-discipline, even when things go against you. Congratulate the opposition on their successes and enjoy those of your own team. Thank the officials and your opposition at the end of the match, whatever the result. Cricket is an exciting game that encourages leadership, friendship and teamwork which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

GSCL Tournament Structure

- Seven (7) Teams will play in the Tournament.
- Each team plays each other.
- Top Four teams will advance to the Semi-Final.
- TM 1 vs TM 4; TM 2 vs TM 3

- Two Semi-Final winners play in the Grand Final.

Clothing & Persons

- All players must wear team uniform.
- Batter and Wicket Keeper Pads shall be other than white in color.

Specific Points — General Clarifications

- One (1) new white ball will be used per innings.
- If the striker is dismissed Caught, runs completed by the batters before the completion of the catch shall not be scored, but any runs for penalties awarded to either side shall stand. The non-striker shall return to his/her original end.
- Decision Review System (DRS) shall not be applicable.
- A team is allowed one (1) Impact Player per match if that team has a minimum of twelve (12) players present and ready for play at the time of the toss. The Impact Player shall be announced after the toss.
- The Laws/rules as stated in this document (GSCL Playing Conditions) shall govern situations not specifically covered herein. Where the GSCL Playing Conditions are silent, the following apply in order: (i) ICC Standard Playing Conditions for One Day Internationals; (ii) MCC Laws of Cricket.

Protective Equipment

- A striker under the age of eighteen (18) shall not be permitted to take strike against any bowler unless wearing a protective helmet meeting British Standard BS7928:2013.
- A striker aged eighteen (18) or older shall not be permitted to take strike against any fast or medium pace bowler unless wearing a protective helmet meeting British Standard BS7928:2013.
- The Wicket Keeper must wear a helmet when standing up to the stumps.
- Use of saliva shall NOT be allowed to polish or apply on the ball. If saliva is used, 5 runs penalty shall be awarded to the batting side.

Any situation where there is a perceived ambiguity in these rules, the Umpires will make a decision on the field of play and that decision shall be final.

1 THE PLAYERS

1.1 Number of Players

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.

1.2 Nomination of Players

1.2.1 Each captain shall nominate 11 players in writing (full name) to the umpires before the toss.

No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain, except for the Impact Player as provided for in these Playing Conditions.

Teams can identify an "Impact Player" from their list of identified substitute players (other than the 11 nominated players) provided all 11 nominated players and the identified Impact Player are present and ready to play at the time of the toss. The Impact Player shall be identified following the toss.

The Impact Player can Bat and/or Bowl provided:

- He is present in the team's area/dug-out at all times for the duration of the match.
- Only 11 players shall Bat. However all 12 can Bowl.
- Only for the first time, when the "Impact Player" option is executed, he can bat or bowl immediately. However, if the Impact Player subsequently is absent from the field due to injury or illness, Law 24 (Fielder's Absence; Substitutes) shall apply.
- The player who is replaced by executing the Impact Player option cannot participate in the rest of the match. Per GSCL directive, the replaced player is allowed to provide water/drinks etc. if no other player is available to do so.
- Captains shall inform umpires immediately after the captain decides to execute their Impact Player option.
- For more details, please refer to "Impact Player Regulations" at the end of this document.

1.3 Default

Any team which is not ready to start play at least 30 minutes after the scheduled or rescheduled time to start or restart the match on any day shall be considered to have defaulted the match.

On any day of the match, the fielding team shall NOT enter the field of play with fewer than eight (8) nominated players.

1.4 Captain

If at any time the captain is not available, a deputy shall act for him. After the nomination, the deputy must be one of the nominated members of the playing eleven. The captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within these Playing Conditions.

2 THE UMPIRES

2.1 Appointment and Attendance

The appointment committee of GCUA shall appoint both on-field umpires and, where applicable, a third umpire who shall act as the emergency umpire. Neither team shall have the right to object to an umpire's appointment or replacement. The umpires shall control the game as required by the Laws (as read with these Playing Conditions), with absolute impartiality, and shall be present at the ground at least one hour before the scheduled start of play.

2.2 Fitness for Play

The umpires shall be the final judges of the fitness of the ground, weather and light for play.

3 THE SCORERS

Shall apply.

4 THE BALL

4.1.1

Each team shall provide white balls of an approved standard by the GSCL, namely 4-piece balls.

4.1.4

In the event of a ball during play being lost or, in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

4.1.6

If the ball is to be replaced, the umpire shall inform the batsmen and the fielding captain. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5 THE BAT

Shall apply.

6 THE PITCH

Shall apply. (Refer to Appendix A for pitch and crease dimensions.)

7 THE CREASES

7.1 Additional Crease Markings

As a guideline to the umpires for the calling of Wides on the offside, additional crease markings shall be marked in white or any other color at each end of the pitch. (Refer to Appendix A — crease diagram.)

8 THE WICKETS

Shall apply.

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Shall apply where or as applicable.

10 COVERING THE PITCH

Shall apply where applicable.

11 INTERVALS

11.1 Interval Between Innings

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or rescheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran.

The minimum time for the interval will be 10 minutes.

11.2 Drinks Intervals

Drinks intervals shall be permitted after 15 overs have been bowled. Umpires shall use their discretion in excessive heat conditions.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, if no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

Any person coming onto the field to give assistance to player(s) shall be dressed in proper cricketing or coaching attire (e.g. no slippers).

12 START OF PLAY; CESSATION OF PLAY

12.1 Hours of Play

There shall be 2 sessions of 2 hours 30 minutes each, separated by a 30-minute interval between innings.

Match Schedule:

- 1st Session: 12:00 pm – 2:30 pm
- Interval: 2:30 pm – 3:00 pm
- 2nd Session: 3:00 pm – 5:30 pm

12.2 Minimum Over Rates

12.2.1 In calculating the actual over rate for the match, allowances shall be given as follows:

- 12.2.1.1 The time lost as a result of treatment given to a player by authorized medical personnel on the field of play;
- 12.2.1.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;
- 12.2.1.3 The time taken for all umpire consultations;
- 12.2.1.4 The time lost as a result of time wasting by the batting side; and
- 12.2.1.5 The time lost due to all other circumstances that are beyond the control of the fielding side.

13 INNINGS

13.1 Number of Innings

13.1.1 A match shall consist of one innings for each side.

13.2 Alternate Innings

Each side shall take their innings alternately.

13.3 Completed Innings

A side's innings is to be considered as completed if any of the following applies:

- 13.3.1 The side is all out.
- 13.3.2 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.
- 13.3.3 The prescribed number of overs have been bowled to the batting side.

13.4 The Toss

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the umpires, not earlier than 30 minutes nor later than 15 minutes before the scheduled or any rescheduled time for the start of play.

13.4.1 If at 10 minutes before the scheduled or rescheduled start of the match a team is not ready to play, that team loses the toss. For the avoidance of doubt, the toss must be completed no later than 15 minutes before the scheduled start. If a team fails to present for the toss, the opposing captain shall be deemed to have won the toss.

13.5 Decision to be Notified

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed.

13.6 Duration of Match

13.6.1 All matches will consist of one innings per side, each innings being limited to a maximum of 30 overs. All matches shall be of one day's scheduled duration.

13.7 Length of Innings

13.7.1 Uninterrupted Matches

13.7.1.1 Each team shall bat for 30 overs unless all out earlier.

13.7.1.2 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 not be extended, and the second session shall commence at the scheduled time. The team batting second shall receive its full quota of 30 overs irrespective of the number of overs bowled in the scheduled time for the cessation of the first innings.

13.7.1.3 If the team batting first is dismissed in less than 30 overs, the team batting second shall be entitled to bat for 30 overs.

13.7.1.4 If the team fielding second fails to bowl 30 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.

13.7.2 Delayed or Interrupted Matches

13.7.2.1 Delay or Interruption to the Innings of the Team Batting First — See Appendix B.

13.7.2.1.1 When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of 12 overs per hour in the total remaining time available for play.

13.7.2.1.2 The revision of overs should ensure, whenever 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 10 overs must be bowled to the side batting second, subject to a result not being achieved earlier.

13.7.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 5.00, then the first innings is terminated and the provisions of 13.7.2.2 below take effect.

13.7.2.1.4 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 12 overs per hour. When calculating the length of playing time available, the timing and duration of all relevant delays, extensions, interruptions and intervals will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day. If required, the original time shall be extended to allow for one extra over for each team.

13.7.2.1.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

13.7.2.2 Delay or Interruption to the Innings of the Team Batting Second — See Appendix B.

13.7.2.2.1 When playing time has been lost and, as a result, it is not possible for the team batting second to receive its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 12 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over, the fraction shall be ignored.

13.7.2.2.2 Should the innings of the team batting first have been completed prior to the scheduled or rescheduled time for the commencement of the interval, 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.

13.7.2.2.3 To constitute a match, a minimum of 10 overs must be bowled to the team batting second, subject to a result not being achieved earlier.

13.7.2.2.4 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.

13.7.2.2.5 A fixed time will be specified for the close of play by applying a rate of 12 overs per hour. The timing and duration of all relevant delays, extensions and interruptions will be taken into consideration.

13.7.2.2.6 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 is achieved.

13.8 Extra Time

Up to thirty (30) minutes of extra time can be added when the start of play has been delayed or play has been interrupted for ground, weather, light or exceptional circumstances.

13.9 Number of Overs per Bowler

13.9.1 No bowler shall bowl more than 6 overs in an innings.

13.9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second:

13.9.2.1 For an innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

13.9.3 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 in so far as each bowler's limit is concerned.

14 THE FOLLOW-ON

Shall not apply.

15 DECLARATION AND FORFEITURE

Shall not apply.

16 THE RESULT

16.1 A Win

16.1.1 The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See clause 13.3 (Completed innings). Note also clause 16.4 (Winning hit or extras).

16.1.2 A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. This clause does not apply in circumstances where a match is awarded under clause 16.2.

16.1.3 All matches in which both teams have not had an opportunity of batting for a minimum of 10 overs shall be declared a No Result, save where a match is awarded under clause 16.2.

16.2 Umpires Awarding a Match

16.2.1 A match shall be lost by a side which either:

- 16.2.1.1 concedes defeat; or
- 16.2.1.2 in the opinion of the umpires refuses to play, in which case the umpires shall award the match to the other side.

16.3 Prematurely Terminated Matches — Calculation of Target Score

16.3.1 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 10 overs), a revised target score (to win) shall 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 Duckworth/Lewis/Stern (DLS). See Appendix C.

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

16.3.3 If the innings of the side batting second is suspended (with at least 10 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. 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. For the avoidance of doubt, any part over is to be considered as a whole over.

16.4 Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal. If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets that have fallen.

16.5 Points

The following points system shall apply for all league matches:

Result	Points
Win	10
Tie	5
No Result	5
Abandoned	5
Loss	0

16.6 Semi-Final Qualification — Tiebreaker

In the event of teams finishing on equal points, the right to qualify for the Semi-Final shall be determined by the following criteria in order:

- a. Highest Net Run Rate (NRR)
- b. Head-to-head result between the tied teams
- c. Most number of wins
- d. Highest win percentage

In a match declared as a No Result, run rate is not applicable.

16.7 Semi-Final and Final — Special Provisions

Semi-Final: If either semi-final is abandoned or ends in a No Result, the right to play in the Final shall be awarded to the team that finished higher in the round-robin stage.

Final: If there is no result in the Final, both teams will be declared joint winners.

17 THE OVER

Shall apply.

18 SCORING RUNS

Shall apply.

19 BOUNDARIES

Shall apply subject to the following:

19.5 Fielder Grounded Beyond the Boundary

19.5.1 A fielder is grounded beyond the boundary if some part of his person is in contact with any of the following:

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is in contact with the ground beyond the boundary;
- another fielder who is grounded beyond the boundary.

20 DEAD BALL

Shall apply.

21 NO BALL

Shall apply subject to the following:

21.1 Free Hit

21.1.1 In addition to the above, the delivery following a No Ball called (all modes of No Ball) shall be a Free Hit for whichever batsman is facing it. If the delivery for the Free Hit is not a

legitimate delivery (any kind of No Ball or a Wide), then the next delivery will become a Free Hit for whichever batsman is facing it.

21.1.2 For any Free Hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the Free Hit is called Wide.

21.1.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for Free Hit deliveries unless: (a) there is a change of striker (the provisions of clause 41.2 shall apply); or (b) the No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

21.1.4 The bowler may change his mode of delivery for the Free Hit delivery.

21.1.5 The umpires will signal a Free Hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

22 WIDE BALL

22.1 Judging a Wide

22.1.1 If the bowler bowls a ball, not being a No Ball, the umpire shall adjudge it a Wide if:

- 22.1.1.1 the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position; or
- 22.1.1.2 the ball passes above head height of the striker standing upright at the popping crease.

22.1.2 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.

22.1.3 Umpires are instructed to apply very strict and consistent interpretation in regard to this clause in order to prevent negative bowling wide of the wicket.

22.2 Delivery Not a Wide

22.2.1 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 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

22.2.2 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.

23 BYE AND LEG BYE

Shall apply.

24 FIELDER'S ABSENCE; SUBSTITUTES

24.1 Substitute Fielders

24.1.1 The umpires shall allow a substitute fielder if they are satisfied that: (a) a fielder has been injured or become ill and that this occurred during the match; or (b) there is any other wholly acceptable reason. In all other circumstances, a substitute is not allowed.

24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires.

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him, subject to clauses 24.2 and 24.3.

24.1.4 Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

24.2 Fielder Absent or Leaving the Field of Play

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play.

24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play: (a) an umpire shall be informed of the reason for the absence; (b) the player shall not thereafter come onto the field during a session of play without the consent of the umpire, which shall be given as soon as practicable.

24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply:

24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, and/or his team has subsequently been batting, for the total length of playing time for which the player was absent (Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 70 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to subsequent innings.

24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired Penalty time remains at the end of that batting innings, it is carried forward to subsequent innings.

24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.

24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 40 minutes.

24.2.6 Playing time shall comprise the time play is in progress excluding intervals between innings. A player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided the fielder either takes the field on resumption or his side is now batting, and has notified an umpire as required.

24.2.8 Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

24.3 Penalty Time Not Incurred

A nominated player's absence will not incur Penalty time if:

- 24.3.1 He has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

- 24.3.2 In the opinion of the umpires, the player has been absent for other wholly acceptable reasons, which shall not include illness or internal injury.
- 24.3.3 The player is absent from the field for a period of 8 minutes or less.

24.4 Player Returning Without Permission

If a player comes onto the field of play in contravention of clause 24.2.2 and comes into contact with the ball while it is in play: the ball shall immediately become dead; 5 Penalty runs shall be awarded to the batting side; runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence; and the ball shall not count as one of the over. The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side.

25 BATSMAN'S INNINGS

25.1 Only a nominated player may bat, and may do so even though a substitute fielder has previously acted for him.

25.2 Runners shall not be permitted.

26 PRACTICE ON THE FIELD

Shall apply.

27 THE WICKET-KEEPER

Shall apply.

28 THE FIELDER

28.1 Protective Equipment

No fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

28.2 Fielding the Ball

28.2.1 A fielder may field the ball with any part of his person. However, he will be deemed to have fielded the ball illegally if, while the ball is in play, he wilfully: (a) uses anything other than part of his person to field the ball; (b) extends his clothing with his hands and uses this to field the ball; or (c) discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.

28.2.2 It is not illegal fielding if the ball in play makes contact with a piece of clothing, equipment or any other object which has accidentally fallen from the fielder's person.

28.2.3 If a fielder illegally fields the ball, the ball shall immediately become dead; the penalty for a No Ball or a Wide shall stand; any runs completed by the batsmen shall be credited to the batting side, together with the run in progress if the batsmen had already crossed at the instant

of the offence; the ball shall not count as one of the over; and 5 Penalty runs shall be awarded to the batting side.

28.3 Protective Helmets Belonging to the Fielding Side

28.3.1 Protective helmets, when not in use by fielders, may not be placed on the ground above the surface except behind the wicket-keeper and in line with both sets of stumps.

28.3.2 If the ball while in play strikes a helmet placed as described in clause 28.3.1: (a) the ball shall become dead; (b) 5 Penalty runs shall be awarded to the batting side; (c) any runs completed by the batsmen before the ball strikes the helmet shall be scored, together with the run in progress if the batsmen had already crossed at that instant.

28.3.3 If the ball strikes a helmet as described in clause 28.3.1 (and clause 34 — Hit the Ball Twice — does not apply), the umpire shall: permit the batsmen's runs per clause 28.3.2(c) to be scored; signal No Ball or Wide to scorers if applicable; award 5 Penalty runs; and award any other Penalty runs due to the batting side.

28.3.4 If the ball strikes a helmet as described in clause 28.3.1 and clause 34 (Hit the Ball Twice) applies, the umpire shall: disallow all runs to the batting side; return any not-out batsman to his original end; signal No Ball or Wide to scorers if applicable; and award any 5-run Penalty that is applicable (except Penalty runs under clause 28.3.2).

28.4 Limitation of On Side Fielders

28.4.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.

28.4.2 At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person, whether grounded or in the air, is in front of this line.

28.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No Ball.

28.5 Fielders Not to Encroach on Pitch

While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder (other than the bowler) may have any part of his person grounded on or extended over the pitch. In the event of infringement, the bowler's end umpire shall call and signal No Ball as soon as possible after delivery of the ball.

28.6 Movement by Fielders

28.6.1 Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for: (a) minor adjustments to stance or position in relation to the striker's wicket; (b) movement by any fielder (other than a close fielder) towards the striker or striker's wicket that does not significantly alter the fielder's position; or (c) movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

28.6.2 In all circumstances clause 28.4 (Limitation of on side fielders) shall apply.

28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead Ball.

28.7 Restrictions on Placement of Fielders — Powerplays

GEORGIA SUPREME CRICKET LEAGUE

28.7.1 In addition to the restrictions in clause 28.4, further fielding restrictions shall apply to certain overs in each innings as set out below.

28.7.2 These additional fielding restrictions shall apply to Powerplay 1, Powerplay 2 and Powerplay 3 of each innings.

28.7.3 Two semi-circles shall be drawn on the field of play. Each semi-circle shall have as its centre the middle stump at either end of the pitch. The radius of each semi-circle shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines. These fielding restriction areas shall be marked by continuous painted white lines or dots at 5-yard (4.57-metre) intervals, each dot to be covered by a white plastic or rubber (not metal) disc measuring 7 inches (18 cm) in diameter.

28.7.4 During Powerplay 1, only two (2) fielders shall be permitted outside the fielding restriction area at the instant of delivery.

28.7.5 During Powerplay 2, no more than four (4) fielders shall be permitted outside the fielding restriction area.

28.7.6 During Powerplay 3, no more than five (5) fielders shall be permitted outside the fielding restriction area.

28.7.7 In circumstances where the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the following table. This table applies to both the 1st and 2nd innings.

Overs Per Innings	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2
11	2	7	2
12	2	8	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	3	10	4
18	4	10	4
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5

29	6	17	6
30	6	18	6

28.7.8 If an innings is interrupted during an over and, on resumption, due to the reduced number of overs the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to fielding restrictions.

28.7.9 In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.

29 THE WICKET IS DOWN

Shall apply.

30 BATSMAN OUT OF HIS GROUND

Shall apply.

31 APPEALS

Shall apply.

32 BOWLED

Shall apply.

33 CAUGHT

Shall apply.

34 HIT THE BALL TWICE

Shall apply.

35 HIT WICKET

Shall apply.

36 LEG BEFORE WICKET

Shall apply.

37 OBSTRUCTING THE FIELD

Shall apply.

38 RUN OUT

Shall apply.

39 STUMPED

Shall apply.

40 TIMED OUT

40.1 Out Timed Out

40.1.1 After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless Time has been called, be in position to take guard or for the other batsman (non-striker) to be ready to receive the next ball within 2 minutes of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed Out.

40.1.2 The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls. Dugouts shall be provided.

40.1.3 In the event of an extended delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of clause 16.2 (Umpires awarding a match). For the purposes of that clause, the start of the action shall be taken as the expiry of 3 minutes.

40.2 Bowler Credit

The bowler does not get credit for the wicket.

41 UNFAIR PLAY

41.1 Responsibility of Captains

The captains are responsible for ensuring that play is conducted within the Spirit of Cricket as well as within these Playing Conditions.

41.2 Responsibility of Umpires

41.2.1 The umpires shall be the sole judges of fair and unfair play. If either umpire considers that any action by a player, not covered by these Playing Conditions, is unfair, he/she shall call and signal Dead Ball (if appropriate) and report the matter to the other umpire.

41.2.1.1 First offence: The bowler's end umpire shall summon the offending player's captain, issue a first and final warning (which shall apply to all members of the team for the remainder of the match), and warn that any further such offence by any member of his team shall result in 5 Penalty runs being awarded to the opposing team.

41.2.1.2 Second or subsequent offence: The bowler's end umpire shall summon the offending player's captain, inform him of the further offence, and award 5 Penalty runs to the opposing side.

41.2.1.3 The umpires may then report the matter to the GSCL, who shall take such action as is considered appropriate against the player concerned.

41.3 The Match Ball — Changing Its Condition

41.3.1 The umpires shall make frequent and irregular inspections of the ball and shall immediately inspect the ball if they suspect anyone of attempting to change its condition, except as permitted in clause 41.3.2.

41.3.2 It is an offence for any player to take any action which changes the condition of the ball, except that a fielder may: (a) polish the ball on his clothing, provided no artificial substance is used and no time is wasted; (b) remove mud from the ball under the supervision of an umpire; or (c) dry a wet ball on a piece of cloth approved by the umpires.

41.3.3–41.3.6 If the condition of the ball has been unfairly changed, the umpires shall change the ball, award 5 Penalty runs to the opposing side, and report the matter to the GSCL. If the responsible player(s) cannot be identified, the captain shall be issued a first and final warning and advised that further instances will result in the full penalty.

41.4–41.5 Deliberate Distraction, Deception or Obstruction

It is unfair for any fielder to deliberately attempt to distract, deceive or obstruct either batsman. The umpire shall call Dead Ball and award 5 Penalty runs to the batting side. Neither batsman shall be dismissed from that delivery and the ball shall not count as one of the over. The umpires may report the matter to the GSCL.

41.6 Dangerous and Unfair Short Pitched Deliveries

41.6.1 A bowler shall be limited to two (2) fast short-pitched deliveries per over. A fast short-pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

41.6.1.1–41.6.1.3 Graduated warnings apply: first offence — caution; second offence — final warning; third offence — suspension from bowling for that innings.

41.6.1.5 A ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it by means of a normal cricket stroke shall be called a Wide. Such a delivery also counts as one of the allowable short-pitched deliveries in that over.

41.6.1.8 If a bowler bowls more than two fast short-pitched deliveries in an over, the umpire shall call and signal No Ball, using the differential signal (No Ball signal followed by tapping the head with the other hand).

41.7 Dangerous and Unfair Non-Pitching Deliveries

Any delivery which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease is unfair. The umpire shall immediately call and signal No Ball. If considered dangerous, a first and final warning shall be issued. Any further dangerous non-pitching delivery by the same bowler in that innings shall result in immediate suspension from bowling.

41.8 Deliberate Front-Foot No Ball

If the umpire considers that the bowler has deliberately bowled a front-foot No Ball, the umpire shall call and signal No Ball and direct the captain to suspend the bowler immediately from bowling. The bowler shall not bowl again in that innings. The umpires shall report the matter to the GSCL.

41.9 Time Wasting by the Fielding Side

It is unfair for any fielder to waste time. A first and final warning shall be issued for a first instance. Any further waste of time shall result in 5 Penalty runs being awarded to the batting side. Deliberate or repetitive time wasting may be reported under the GSCL Code of Conduct.

41.10 Batsman Wasting Time

It is unfair for a batsman to waste time. A first and final warning applies to all batsmen throughout the innings. Any further time wasting shall result in 5 Penalty runs awarded to the fielding side. Deliberate or repetitive time wasting may be reported under the GSCL Code of Conduct.

41.11 The Protected Area

The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines 1 ft/30.48 cm either side of the imaginary line joining the centres of the two middle stumps.

41.12–41.15 Pitch Damage

It is unfair to cause deliberate or avoidable damage to the pitch. Graduated penalties apply for fielders (41.12), bowlers running on the protected area (41.13), batsmen (41.14), and the striker in the protected area (41.15). First instance: caution/warning. Second instance: 5 Penalty runs. The umpires shall report serious cases to the GSCL.

41.16 Non-Striker Leaving His Ground Early

If the non-striker is out of his ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether or not the attempt is successful, the ball shall not count as one of the over. If the attempt fails, the umpire shall call and signal Dead Ball.

41.17 Batsmen Stealing a Run

It is unfair for the batsmen to attempt to steal a run during the bowler's run-up. The umpire shall call Dead Ball, return the batsmen to their original ends, and award 5 Penalty runs to the fielding side. The umpires may report the matter to the GSCL.

41.18 Penalty Runs

41.18.1 When Penalty runs are awarded to either side, the umpire shall signal the Penalty runs to the scorers when the ball is dead.

41.18.2 Penalty runs shall be awarded in each case where these Playing Conditions require the award, even if a result has already been achieved.

41.18.3 When 5 Penalty runs are awarded to the batting side under any of clauses 24.4, 28.2, 28.3, 41.3, 41.4, 41.5, 41.9 or 41.12, they shall be scored as Penalty extras, in addition to any other penalties. They are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding or immediately following delivery. The batsmen shall not change ends solely by reason of the 5-run Penalty.

41.18.4 When 5 Penalty runs are awarded to the fielding side under clauses 41.10, 41.14, 41.15 or 41.17, they shall be added as Penalty extras to that side's total of runs in its most

recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

42 PLAYERS' CONDUCT

Law 42 shall apply.

Impact Player Regulations

Impact Player Regulations are adopted and implemented to add a new tactical and strategic dimension to the game.

Overview

- One substitute player per team may take a more active part in a GSCL T30 match.
- This will add a new tactical/strategic dimension to the game and give one additional player an opportunity to play.

Impact Player Rules

- Each team shall nominate eleven (11) players and a maximum of four (4) substitutes at the toss. Only one (1) player from the four (4) nominated substitutes can be used as an Impact Player.
- Each team may use one (1) Impact Player per match. It is at the team's discretion whether to use the Impact Player or not.
- Note: Only one (1) of the substitutes present at the time of the toss can be used as an Impact Player.

Introduction of the Impact Player

The Captain nominates the Impact Player to the umpire, who signals the introduction. An Impact Player can be introduced:

- Before the start of an innings; or
- After the completion of an over; or
- Batting Team: At the fall of a wicket or the batter retiring at any time during an over; or
- Fielding Team: At the fall of a wicket mid-over. However, the Impact Player will NOT be permitted to bowl the remaining balls of that over.

Replaced Player

- Cannot take part in the remainder of the match.
- Is not permitted to return as a substitute fielder.
- Per GSCL directive, the replaced player is allowed to provide water/drinks if no other player is available to do so.

Batting Team

- The Impact Player can be introduced at the fall of a wicket or the batter retiring at any time during an over, or at the innings break.
- Only the Batting captain can notify an on-field umpire about the introduction of an Impact Player.
- After an Impact Player is introduced, he can bat and may bowl a full quota of overs in an uninterrupted innings.
- Only eleven (11) players can bat in any circumstances.

Retired Batter:

- (a) When a batter retires and is replaced by an Impact Player: if the retired player is nominated as the Replaced Player, then a wicket is deemed to have fallen and the retired player no longer takes further part in the match. If another player is nominated as the Replaced Player, then the retired player can come back and take further part in the match.

Fielding Team

- Impact Player can be introduced in the manner above. If introduced at the fall of a wicket mid-over, the Impact Player will NOT be permitted to bowl the remaining balls of that over.
- Only the Fielding captain can notify an on-field umpire before the start of the next over about the introduction of an Impact Player.
- An Impact Player may bowl a full quota of overs in an uninterrupted innings, irrespective of the number of overs previously bowled by the player he is replacing.
- If a bowler is injured or suspended during an over, the Impact Player can be introduced immediately and can complete a full quota of overs in an uninterrupted innings, provided he does not bowl the remaining balls of that over and does not bowl two (2) overs consecutively.

Sanctions and Penalty

The Impact Player shall NOT inherit any unserved Penalty time, warnings, suspensions and/or sanctions which may have been applicable to the Replaced Player.