

Svenska Cricketförbundet  
Playing Conditions for One Day, T20 and  
T10 matches (English)

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## Chapter 1 The Laws of Cricket

All SCF matches shall be played in accordance with the Laws of Cricket (2017 Code, 2nd Edition 2019). Additions, alterations and exceptions shall apply as documented in Chapter 2 Additions, alterations and exceptions.

## Chapter 2 Additions, alterations and exceptions

The following additions, alterations and exceptions shall apply:

### 2.1 Bowling

Each bowler shall bowl no more than one fifth of the total overs agreed prior to start of the game. If the maximum numbers of overs per innings is reduced due to stoppage of play during the innings the maximum number of overs per bowler shall be recalculated by the neutral Umpire.

### 2.2 Law 4 - The Ball

Law 4.3 shall be replaced with:

4.3.1 In a 50 over match each fielding team shall have two new balls for its innings, to be used in alternate overs i.e. one from each end.

4.3.2 In all other matches one ball shall be used in each innings.

4.3.3 In a match reduced to 25 overs or less per side before the first innings commences, each team shall have only one new ball for its innings.

4.3.4 The ball must be one approved by SCF.

### 2.3 Law 11 – Intervals

Law 11 shall be replaced by

11.1 There shall be an interval between innings as follows:

11.1.1 In a 50-over match the interval shall be 40 minutes

11.1.2 In a 40-over match the interval shall be 30 minutes

11.1.3 In a 30-over match the interval shall be 20 minutes

11.1.4 In a 20-over match the interval shall be 20 minutes.

11.1.5 In a 10-over match the interval shall be 10 minutes.

11.2 Drinks intervals, lasting 5 minutes, shall be taken as follows

11.2.1 In a 50-over match two drinks intervals shall be taken immediately after the 15<sup>th</sup> and 30<sup>th</sup> overs.

11.2.2 In all other matches the drinks interval shall be taken half-way through the innings.

11.3 If the overs to be played are reduced the Umpire shall inform the Captains and Scorers of the new arrangements.

11.4 The intervals, and their durations are mandatory. The duration or timing of intervals shall not be amended, except in accordance with 11.3 above.

## 2.4 Law 13 - The Innings

Law 13.1 shall be replaced by:

13.1.1 All SCF matches shall consist of one innings per side

13.1.2 The maximum number of overs in each innings shall be:

T10 – 10 overs per side

T20 – 20 overs per side

30 Over – 30 overs per side

40 Over – 40 overs per side

50 Overs – 50 overs per side

Law 13.2 shall not apply.

## 2.5 Law 16 - The Result

### 2.5.1 Refusal to play

If a team or player refuses to play for any reason the procedure in Law 16.3 must be followed. This may result in the match being awarded to the other team and disciplinary action including fines and deduction of points. The Umpire must report the refusal to the SCF Officials Committee.

### 2.5.2 Super over

Provisions for deciding the result of a tied semi-final or final match are detailed in [Chapter 3](#) of this document.

## 2.6 Law 21 - No Ball

In addition to the provisions of Law 24 the following shall apply:

The delivery following a 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 (a no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it. 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 ball. Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of Law 41.2 shall apply). 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.

Note Law 21.10 – The Umpire shall call and signal No Ball<sup>1</sup> for any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease. Repeated bowling of such balls is to be considered dangerous and unfair and dealt with under the provisions of Law 41.6 (Bowling of dangerous and unfair short pitched deliveries). There is no “one per over” etc allowance.

Similarly, the Umpire shall call and signal No Ball for any “beamers” – Law 41.7 applies

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<sup>1</sup> ICC regs have this as a Wide. This is unfair on the batsman as he can be dismissed if he manages to hit the ball. The Laws have this as a No Ball so that the batsman cannot be dismissed from an illegal delivery.

## 2.7 Law 22 – Wide Ball

In addition to the provisions of Law 22 the following will apply:

Umpires are instructed to apply a very strict and consistent interpretation regarding this Law in order to prevent negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a wide. For guidance purposes a legside wide should be called if a ball passes on the legside outside the pads of the batsman standing in a normal guard position.

## 2.8 Law 26 – Practice on the field

Players and Umpires are reminded of the provisions of Law 26.1.1 which states that no practice is permitted on the pitch at any time on the day of the match.

## 2.9 Law 28 - Fielders

In addition to Law 28 the following shall apply

### 28.7 Restrictions on the placement of fieldsmen

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

28.7.2 In addition to the restriction contained in clause 28.7.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

a) These additional fielding restrictions shall apply as per the following table (Fielding Restriction Overs).

<b>Format</b>	<b>First Fielding Restriction Overs</b>	<b>Second Fielding Restriction Overs</b>
50-overs	First 10 overs	Between 11 <sup>th</sup> and 40 <sup>th</sup> overs
40-overs	First 8 overs	Between 9 <sup>th</sup> and 32 <sup>nd</sup> overs
30-overs	First 7 overs	Between 8 <sup>th</sup> and 14 <sup>th</sup> overs
T20	First 6 overs	Does not apply
T10	First 4 overs	Does not apply

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

c) During the first period of Fielding Restriction Overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

d) During the second period of Fielding Restriction Overs only four fieldsmen excluding the bowler and wicket-keeper shall be permitted inside this fielding restriction area at the instant of delivery.

e) During the non-Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 28.7.2 (b) above.

28.7.3 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

28.7.4 In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal 'No Ball'

## 2.10 Law 42 – Players' Conduct

Law 42 gives Umpires extensive powers to deal with misconduct during the match. These powers extend from cautions to removal of players from the match, either temporarily or for the remainder of the match. Umpires must not hesitate to use these powers if deemed necessary.

## Chapter 3 The Super Over

### 3.1 Deciding the result of a tied match

If a match is tied then the following procedure shall be used to determine the result.

### 3.2 Procedure for a Super Over

3.2.1 If the match is tied a Super Over is played. If the Super Over is a tie, then two subsequent Super Overs shall be played until there is a winner (see [2.2](#) below)

3.2.2 The Super Over involves each team facing one over (unless all out earlier), and the winner shall be the team that scores the most runs from its one over innings.

3.2.3 The loss of two wickets in the over ends the team's one over innings.

3.2.4 Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the Neutral umpire. In normal circumstances it shall commence 5 minutes after the conclusion of the match.

3.2.5 The Super Over will be played until completion, but if there are any delays or interruptions during the Super Over, Extra Time (taken from the start of the first Super Over) is allocated to complete the Super Over or any subsequent Super Overs. The amount of extra time allocated to the Super Over is the greater of:

- the gap between the time at which the match ended and the time the original match would have been scheduled to finish had the entire extra time provision been utilized, or
- 20 minutes.

3.2.6 Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the Extra Time allocated, the Super Over(s) shall be abandoned.

3.2.7 The Super Over shall take place on the pitch allocated for the match.

3.2.8 Only nominated players in the match (including activated concussion replacements) may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, a substitute may be used in the Super Over.

3.2.9 Any penalty time being served in the match shall be carried forward to the Super Over.

3.2.10 The umpires shall stand at the same end as that in which they finished the match.

3.2.11 The team batting second in the match shall bat first in the Super Over.

3.2.12 The captain of the fielding team (or his nominee) shall select the ball with which the fielding team shall bowl its over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, the Playing Conditions shall apply.

3.2.13 The fielding side shall choose the end from which it is to bowl its one over.

3.2.14 Each team's over is played with the same fielding restrictions as apply for the last over in a match played under SCF Playing Conditions.

3.2.15 The winners of the Super Over shall be the team which scored the most runs as per normal playing conditions and irrespective of the number of wickets lost.

### 3.3 Tied Super Over

3.3.1 If the Super Over is tied, then two subsequent Super Overs will be played until there is a winner.

3.3.2 In normal circumstances any subsequent Super Over will start 5 minutes after the previous Super Over ends. The interval shall be 5 minutes.

3.3.3 The team batting second in the previous Super Over will bat first in the subsequent Super Over.

3.3.4 The balls selected for use by each team in the previous Super Over shall be used again by the same team in subsequent Super Overs.

3.3.5 The fielding side must bowl its over in a subsequent Super Over from the opposite end to which it bowled from in the previous Super Over.

3.3.6 Any batsman dismissed in any previous Super Over shall be ineligible to bat in the following Super Over.

3.3.7 The bowler who bowled the over in the previous Super Over shall be ineligible to bowl the over in the subsequent Super Over.

3.3.8 All other playing conditions will be the same as for the initial Super Over.

### 3.2 No result after additional Super Overs, or abandoned Super Over

3.2.1 If no result is achieved after two additional Super Overs, or if a Super Over has to be abandoned, the result shall be determined by the toss of a coin. The Captain of the team fielding in the last Super Over shall call.

## Playing Conditions for One Day, T20 and T10 matches (EN)

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