

**SAAS Twenty20****SAAS Cricket Competition Rule:**

- Schools entering the SAAS Division 1 Saturday Cricket Competition (conducted in Terms 1 and 4) are automatically entered into both the Division 1 Saturday Cricket format and the Division 1 T-20 format (Term 4). Participation in both formats is mandatory for Division 1 entries.
- Division 1 schools may nominate more than one team for the Division 1 T-20 competition. This is subject to approval through the SAAS office.

The SAAS Division 2 and 3 competitions are open to all SAAS member schools. Schools are permitted to enter multiple teams in the Division 2-3 competitions if the competition format permits.

The Competition

Matches are played between First XI teams in Division One or Division Two or Division Three.

In each match, each team can bat for twenty overs unless all out, unless the match is reduced due to ground, weather, or light conditions or unless a result is achieved.

All match results need to be entered into PlayHQ by 5 p.m. the following Tuesday.

Match points are allocated based on:

- Win - 15 Points
- Draw (e.g., a washout) 7.5 points
- Loss 0 Points

In both Division One and Division Two and Division 3, on completion of the minor round, the winner of each pool or Top 2 teams will progress to the Grand Final.

The team which finished the minor round with the most points will host the Grand Final. If teams are equal on points, then hosting rights will be determined by percentage.

Percentage is determined using a team's Net Run Rate (NRR) for the competition, calculated cumulatively over all fixtures completed (i.e. disregarding any drawn/no result matches). This is calculated using the formula:

Quick Reference Guide

Point System	• Win 15 Points • Tie 7.5 Points • Washout 7.5 points • Loss 0 Points
Hours of Play	4: 00 p.m. to 5: 20 p.m. First Session 5: 20 p.m. to 5: 35 p.m (15-minute change over)

	5: 35 p.m. to 6: 55 p.m. Second Session *Schools can negotiate to start earlier
Overs	20 overs per innings / 15 overs per hour min
Tie	Super Over – 1 over to bat for each side
Drinks	No Drinks Break
Ball	Div 1-2 156 Gram Kookaburra White Regulation Div 3 156 Gram Kookaburra White Senator Middle A1 - Two-piece Kookaburra 156-gram Practice or Tuff Pitch or Kooka Crown
Bowling Overs	4 over Maximum per bowler
Fielding Restrictions	Powerplay 1 - 1 to 6 = 2 Fielders permitted out of the ring Powerplay 2 - 7 to 20 = 5 Fielders permitted out of the ring
No Ball	Free Hit after any No-ball

Net Run Rate = (Run Rate For) – (Run Rate Against) where,

- (Run Rate For) = (Runs Scored by Team) / (Number of Overs Faced)
- (Run Rate Against) = (Runs Scored by Opponent Team) / (Number of Overs Bowled)

Note: If a team bowls the other team out inside 20 overs, then the Run Rate Against will be determined by using 20 as the number of overs in that completed innings. Example: if the batting team is dismissed for 100 in 15 overs; the bowling team has a Run Rate Against for that innings of $100/20 = 5$.

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

In the event of a team being all out in less than its' full quota of overs, the calculation of its' net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations.

Let's take, as an example, South Africa's net run-rate in the 1999 World Cup. South Africa's listing in the Group A points table published in the group stages was as follows:

	P	W	L	T	Net RR	For	Agst
South Africa	3	3	0	0	+1.495	678/147.2	466/150.0

The columns we are looking at here are the last three: Net RR, For and "Agst. The figure in the "Net RR" column is achieved by subtracting the answer of the division in the "Agst" column from the answer to the division in the "For" column.

*To use this example
FOR*

*South Africa had scored in the tournament:
Against India, 254 runs (for 6 wkts) from 47.2 overs
Against Sri Lanka, 199 runs (for 9 wkts) from 50 overs
Against England, 225 runs (for 7 wkts) from 50 overs*

Across the three games, South Africa scored 678 runs in a total of 147 overs and 2 balls (actually 147.333 overs), a rate of $678/147.333$ or 4.602 rpo.

AGAINST

*Teams opposing South Africa scored:
India, 253 (for 5 wkts) from 50 overs.
Sri Lanka, 110 all out from 35.2 overs.
England, 103 all out from 41 overs.
In the case of Sri Lanka and England, because they were all out before their allotted 50 overs expired, the run rate is calculated as if they had scored their runs over the full 50 overs.*

Therefore, the run-rate scored against South Africa across the first three games is calculated based on 466 runs in a total of $50 + 50 + 50 = 150$ overs, a rate of $466/150$ or 3.107 rpo.

NET RUN RATE

The net run-rate is, therefore,

*4.602 Run-rate for
3.107 Run-rate against
=====*
+ 1.495 TOTAL
=====

If a team is unable to play in the Grand Final, then the next team in that pool with the highest points, or if equal with another team, the highest percentage, will have the opportunity to progress to the Grand Final.

All ladder catch-up and rescheduled games must be completed by the Tuesday of the week leading into the Grand Final.

The Grand Final will be officiated by neutral SACA Umpires booked through the SAAS Office.

Weather Impacted Games

If the Twenty20 Division One or Two or Three host school cannot host a game due to weather, pitch, or ground issues, but an opposition school can host the match, then the fixture can be reversed to allow the game to proceed.

Abandoned Games

Twenty20 Division One or Two or Three games are abandoned due to weather or any another reasons, the match will not be replayed. Both teams will receive shared points (7.5)

Game Playing Fixtures Moved

Any negotiation between schools to move a Twenty20 Division One or Two or Three game to another day must be confirmed by the SAAS office.

Weather Impacted Grand Final

If the Twenty20 Division One or Two or Three Grand Finals are impacted by weather (Rain/Heat) and the games are unable to be played as scheduled, they will be rescheduled through negotiations with the SAAS office.

T20 Playing Conditions

These Playing Conditions need to be read in conjunction with the Laws of Cricket. Where not specified in these Playing Conditions the Laws of Cricket as written apply.

Law 1 - The Players

A team may consist of eleven (11) or (twelve) 12 named players. Eleven (11) fielders only may be on the field of play at anyone (1) time. Interchange of fielders without restriction is permitted (provided no time is wasted) and there shall be no requirement for a bowler to be on the field for a certain length of time following an absence.

Only eleven (11) players shall be permitted to bat in any innings. The captain is not required to nominate the player who will not bat in advance and may make such decision at any time.

Dress

Coloured clothing is expected.

Teams need to be mindful of a clash between their colours and the colour of the ball i.e., red, pink, white. Coloured uniforms need to be approved by the SAAS office to ensure that there are no clashes. Thus, for example, white batting pads would be inappropriate.

Law 4 – The Ball

In Twenty20 matches a new four-piece Kookaburra Regulation White 156-gram ball shall be used in all games.

4.5 Ball Lost or Becoming Unfit for Play

The following shall apply in addition to Law 4.5:

In the event of a ball becoming wet and soggy because of play continuing in inclement weather or it being affected by dew, and in the opinion of the umpires being unfit for play, the ball may be replaced

by a ball that has had a similar amount of wear. Either bowler or batters may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

Law 10 – Covering the Pitch

It is expected that all schools use pitch covers where possible. Schools with multiple venues/divisions may struggle, this is when a reverse of the fixture to the opposition school can be explored.

Where covers are used, they should cover the whole square, not just the pitch itself.

In Finals, a host school shall use their own or source Full Pitch Square covers to ensure every opportunity for play to occur.

Law 11 - Intervals

The following shall apply in addition to Law 11

If the innings of the team batting first are 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.

Drinks

No drinks intervals are permitted.

In hot weather, it shall be permissible with the approval of the umpires for drinks to be taken once in each session after ten (10) overs. In addition, any player(s) whom an umpire considers is indisposed or unduly affected by the heat shall be permitted to receive a drink between overs or at any other break in play, provided the time taken is minimised, and that the umpires are entirely satisfied that no time is deliberately wasted.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

Law 12 – Start of Play: Cessation of Play

Note: Every endeavor should be made to commence matches promptly at the scheduled time. Umpires shall advise the captains five (5) minutes before the scheduled commencement of play that they are about to take up their positions on the field.

Scheduled Playing Hours, Intervals and Required Overs Shall Be:

4: 00 p.m. to 5: 20 p.m. First Session

5: 20 p.m. to 5: 35 p.m. Tea (nominal time)

5: 35 p.m. to 6: 55 p.m. Second Session

Start times may vary provided both teams agree.

Note: If pitch conditions at the scheduled start of play are unsuitable but may improve with a delayed start, then the start may be delayed up to thirty-five (35) minutes before time/overs are taken out of the game.

Law 13 – Innings

- (a) Each team shall bat for twenty (20) overs unless all batters are out earlier. A team shall not be permitted to declare its innings closed.
- (b) 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 team batting second shall receive its full quota of twenty (20) overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- (c) If the team batting first is dismissed in less than twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs or until a result is achieved.
- (d) If the team fielding second fails to bowl twenty (20) 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.

Delayed or Interrupted Matches Delay or Interruption to the Innings of the Team Batting First

Note: As stated above, time lost from the match does not cause overs to be reduced until 35 minutes of playing time are lost – the nominal finish time is pushed back until 7.30 p.m. to accommodate this.

- (e) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of four (4) minutes per over in the total remaining time available for play.
- (f) The revision of the number 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.
- (g) To constitute a match, a minimum of five (5) overs (ten (10) overs in Finals) must be bowled to the side batting second, subject to the innings not being completed earlier.
- (h) A fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of four (4) minutes per over. When calculating the length of playing time available for the match, or the length of either inning, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals.
- (i) 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 has been bowled or the innings is completed.

Example 1: Play is delayed and starts at 5 p.m. The rescheduled finish time is 7.30 p.m.

Therefore, playing time left is 150 minutes – 15 minutes (the interval) = 135 minutes

Divide 135 minutes by 4 minutes per over = 33.75 overs left in the day

Both teams can bat for 17 overs.

Limits on the bowlers are two bowlers can bowl a maximum of 4 overs, three bowlers can bowl a maximum of 3 overs.

Example 2: Play is delayed and starts at 4.20. The rescheduled finish time is 7.15 p.m.

Therefore, playing time left is 175 minutes – 15 minutes (the interval) = 160 minutes

Divide 160 minutes by 4 minutes per over = 40 overs left in the day

Each team can bat for 20 overs. There is no reduction of overs needed.

Example 3: Play begins on time and the batting team faces 9 overs. Rain delays play at 4.35 p.m.

Play begins again at 5.20 pm.

The rescheduled finish time is 7.30 p.m.

Therefore, playing time left is 130 minutes – 15 minutes (the interval) = 115 minutes

Divide 115 minutes by 4 minutes per over = 28.75 overs left in the day.

Add the 9 overs already bowled. Match will be $28.75 + 9 = 38$ overs

Both teams can bat for 19 overs.

The batting team can bat for 10 more overs.

Delay or Interruption to the Innings of the Team Batting Second

(k) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of four (4) minutes per over in respect of the lost playing time.

(l) In addition, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

(m) To constitute a match, a minimum of five (5) overs, (ten (10), in Finals), have to be bowled to the team batting second subject to the innings not being completed earlier.

(n) 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.

(o) A fixed time will be specified for the close of play by applying a rate of four (4) minutes per over. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.

(p) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

13.4 The Toss

(q) The captains shall toss a coin for the choice of innings, on the field of play and in the presence of one or both of the umpires, a minimum of fifteen (15) minutes before the scheduled or any rescheduled time for the start of play.

Law 16 – The Result

The following shall apply in addition to Law 16.

(a) A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs, (ten (10) overs in Finals), unless one (1) team has been all out in less than five (5) overs (ten (10) in Finals) or unless the team batting second scores enough runs to win in less than five (5) overs (ten (10) in Finals).

(b) All matches in which both teams have not had an opportunity of batting for a minimum of five (5) overs, shall be declared a draw.

Interruption or Prematurely Terminated Matches – Calculation of Target Score

(c) Should the team batting first receive its full quota of overs and due to interruptions, the innings of the second team is reduced (but still at least 5 overs), the score required to tie the match will be calculated as follows:

(Score of team batting first) X (the quota of overs allotted to the team batting second divided by the quota of overs allotted to the team batting first) = runs required to tie the match. In the event of a fraction, all numbers are rounded up.

Team 1 = 100 runs from 20 overs

Team 2 = 100 runs (5/20) = 25 runs required to TIE the match

26 runs to win

In the event of a fraction, all numbers are rounded up

Tied Match

In all matches in which the scores are equal, the result shall be determined through a tiebreaker “One1 Eliminator” where by each team bats for one further over. The “One1 Eliminator” shall occur as follows:

(a) Subject to weather conditions the One1 Eliminator will take place on the scheduled day of the match at a time to be determined by the Umpires. In normal circumstances it shall commence five (5) minutes after the conclusion of the match.

(b) The One1 Eliminator will take place on the pitch allocated for the match. The team who initially batted first bats first in the One Over1 Eliminator. The umpires stand at the same ends as they did during the match and shall not change ends during the One1 Eliminator. The fielding side shall choose which end to bowl from. Both teams bowl their over from that end.

- (c) Prior to the commencement of the One1 Eliminator each team shall select three batsmen and one bowler who shall already have played in the match and the selected players are given in writing or clearly nominated to the umpires.
- (d) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal Twenty20 match i.e., up to five (5) fielders outside the circle.
- (e) No Balls and Wide's are called using the same criteria as during the match and attract the same penalties. They need to be rebowled so the over has six legal deliveries.
- (f) The same ball (or a ball of a similar age if the original ball is out of shape) used at the end of the second team's innings shall be used for both teams' "extra" over.
- (g) The loss of two wickets in the over ends the team's one over innings.
- (h) The break between the first and second batting innings shall be five (5) minutes.
- (i) In the event of the teams having the same score after the One1 Eliminator has been completed, the team that hit the greatest number of boundaries (fours and sixes) combined from its two innings in both the main match and the One1 Eliminator shall be the winner.
- (j) If the number of boundaries hit by both teams is equal, the team that hit the greatest number of boundaries (fours and sixes) in the One1 Eliminator will be declared the winner.
- (k) In the event that the result is still a Tie after the One1 Eliminator and clauses (g) and (h) above have been applied, the One1 Eliminator (clauses (a)-(j)) shall be repeated until a winner is obtained.

Law 17 – The Over

No bowler may bowl more than four (4) overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth (1/5) of the total overs allowed (unless such a number has been exceeded before the interruption).

Example: After eight (8) overs, rain interrupts play, and the innings is reduced to twelve (12) overs. Both opening bowlers have bowled four (4) overs. As the innings is now only 12 overs, two bowlers can bowl three (3) overs and three (3) bowlers can bowl two (2). Bowlers 1 and 2 have already exceeded this limit. One bowler, who has not previously bowled, now has a maximum of two (2) overs, while the fourth and fifth bowler have one over each.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he/she will be allowed to finish the uncompleted over.

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.

Bowling Procedure

Overs are to be bowled in five (5) over blocks alternating between ends (i.e., overs 1 to 5 are bowled from one end, then overs 6 to 10 from the other end, 11 to 15 from the original end and so forth). **At the end of each over, only the two batters and the two umpires change ends.** Apart from normal field position changes, the fielders only change after each five (5) over block. At the end of each five (5) over block, the batters and umpires remain at the same end.

Law 21 – No Ball

Free Hit after a No Ball

The delivery following any No Ball (Law 24.5) shall be a free hit for whichever batter 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 batter 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 a 'Wide ball'.

Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.

The bowler's end umpire will clearly signal a free hit by (after the normal No ball signal) attracting the batsman's attention, calling free hit so the fielding team can hear and extending one (1) arm straight upwards and moving it in a circular motion.

Law 22 – Wide Ball

Law 22 shall apply with the following addition to Law 22.1 and 25.4:

(a) Umpires are instructed to apply very strict and consistent interpretation regarding this Law in order to prevent negative bowling wide of the wicket.

(b) Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured seventeen (17) inches (43.18 cm) from the return crease on both sides of the pitch –

- A delivery passing the striker on the offside outside the Offside Wide Line shall be a Wide.

(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:

- The ball passes between the striker and the stumps.
- The striker attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Offside Wide Line on the leg side shall be a Wide. (Note: In this situation the striker essentially creates two offsides. The original offside (before the attempted switch hit or reverse sweep) and a new offside caused by the changed position. For the umpire the original offside and leg side remains throughout in considering LBW).

Law 25 – Batsman's Innings; Runners

Law 25 shall apply subject to the following:

- (a) A batsman shall always wear a helmet when batting against fast or medium-paced bowling.
- (b) The match umpires are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered "fast," "medium-paced" or "slow" within the context of that match.
- (c) The players, captains and umpires shall be responsible for ensuring that a helmet is worn when required by playing condition (a) above.
- (d) The umpires shall not allow the match to continue if they become aware of a batsman failing to wear a helmet when required by this playing condition.

Law 26 – Practice on the Field

The following replaces Law 26.1: There shall be no bowling or batting practice on the pitch, or on the area parallel and immediately adjacent to the pitch, or anywhere on the square, at any time on any day of the match prior to the conclusion of the match.

Law 27 – The Wicketkeeper

Law 27 shall apply subject to the following:

- (a) At all times when wicket-keeping up to the stumps, the wicketkeeper shall wear a helmet.
- (b) The players, captains and umpires shall be responsible for ensuring that a helmet is worn when required by this playing condition.
- (c) The umpires shall not allow the match to continue if they become aware of a wicketkeeper failing to wear a helmet when required by this playing condition.

Law 28 – The Fielder

Field Restrictions and Powerplay Overs

- (a) At the instant of delivery, there may not be more than five (5) fieldsmen on the leg side.
- (b) In addition to the restriction contained in playing condition 27 (a) 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. The following fielding restrictions shall apply:
 - (c) 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 30 yards (27.43 metres). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals.

At the instant of delivery:

(d) **Powerplay 1** - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 1 to 6 inclusive.

(e) **Powerplay 2** - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 7 to 20 inclusive.

(f) In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the tables apply to both teams' innings of the match.

Total Overs in Innings	Number of Overs for which Fielding Restrictions Apply (i.e., Two (2) Outside the Circle)
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

(g) Where, in the event of an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number.

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

(i) In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

Wearing of Helmets – Compulsory for Batsman

At all times when fielding in a position closer than seven (7) metres (ten (10) metres for players under the age of 16) from the batter's position on the popping crease on a middle stump line a player shall wear a helmet. The exception to this is fielding behind square on the offside i.e., slips and gully.

For Batsman - The wearing of helmets in SAAS cricket while batting, fielding in close or wicket-keeping up to the stumps is compulsory.

The wearing of British Standard helmets is mandatory.

Law 40 – Timed Out

Law 40 will apply except that:

The incoming batter is expected to be ready to make his/her way to the wicket immediately a wicket falls. The incoming batter shall be in position to take guard or for his/her partner to be ready to receive the next ball within one (1) minute and thirty (30) seconds of the fall of the previous wicket.

Law 41 Unfair Play

The following shall apply in addition to Law 41:

41.6 Bowling of Dangerous and Unfair Short Pitched Deliveries

- (a) A bowler shall be allowed to bowl one (1) fast short-pitched ball per over.
- (b) A fast short-pitched ball is defined as a ball which, after pitching, passes or would have passed above shoulder height of the batter standing upright in his/her normal guard position at the crease, but not clearly above his/her head.
- (c) The umpire at the bowler's end shall advise the bowler and the batter on strike when a fast short-pitched delivery has been bowled.
- (d) In addition, for the purpose of this clause, a ball that passes clearly above head height of the batter, other than a fast short-pitched ball as defined above, that prevents him/her from being able to hit it with his/her bat by means of a normal cricket stroke shall be called 'Wide ball' and will also count as an allowable ball above shoulder height for that over.
- (e) In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over as defined above, the umpire at the bowler's end shall call and signal 'No ball' on each occasion. A distinguishing signal shall be used to signify a No ball from a fast short-pitched delivery: the umpire shall call and signal a 'No ball' and then tap the head with the other hand.
- (f) If there is a second instance of the bowler being No Balled for bowling more than one (1) fast short, pitched delivery, the umpire shall repeat the procedure above and advise the bowler that this is his/her final warning.
- (g) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal 'No ball' and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
- (h) This regulation is not a substitute for any other Laws of Cricket or Bylaws re Dangerous and Unfair Bowling that umpires may apply at any time.
- (i) For all bowlers the caution, final warning and taking-off of the bowler (under either the short pitched or full-pitched restriction (applicable to both fast/medium and slow bowlers)) shall be applied only when the bowler's end umpire considers the delivery was dangerous to the batter.

41.9 and 41.10 Time Wasting

Umpires shall be vigilant in ensuring that no time wasting occurs during any period of play. This includes time wasted by the batting team. The umpires are expected to regularly inform captains whether they are behind the required rate or not.

The bowling team is required to have finished bowling its twenty (20) overs in the allocated eighty (80) minutes.

After allowing for any interruptions e.g., lost ball, player injury or exceptional circumstances beyond the control of the fielding team, the umpires will determine actual playing time. If necessary, the umpires can penalise teams for a slow over rate through a penalty of 6 runs being deducted from that team's 'runs for' accumulation for every over not bowled in the allocated time, i.e., any penalty impacts on the calculation of percentage, rather than the scores on the day. The umpires are, of course, able to give a 5 (five) run penalty during play against either team for time wasting, which they consider deliberate and unfair, and which persists after an initial warning.

The SAAS office is to be informed of any recommended penalty(ies) when results are sent through.

Penalties shall not apply until the innings has been in progress for a minimum of eighty minutes.