



Playing Conditions Jozi Cup 2026

Subject to the provisions of these conditions, the Central Gauteng Lions 20 Over Competitions playing conditions 2025/26 shall apply as well as the Laws of Cricket Code 2017 Code 3rd Edition - 2022 and the By-laws and General Regulations of the Board.

1. GENERAL TOURNAMENT RULES

- 1.1. The teams may consist of players that are a:
 - 1.1.1. maximum age for age group teams (e.g., turning 11 or younger in the year of the competition to play in the Under 11 division), or a
 - 1.1.2. minimum age of 40 for the Veterans league (i.e., turning at least 40 in the year of the competition), subject the following:
 - 1.1.2.1 In accordance with the Veterans Club Briefing shared at the beginning of the 2025/26 season, Veterans teams are permitted to have a maximum of two (2) players in the playing XI who are thirty-nine (39) years of age.
 - 1.1.2.1.1. These players must have already turned 39 on the day of the match and names of which must be declared when submitting squads to the tournament Co-Ordinator as well as to the umpires at the toss for the associated match.
 - 1.1.2.1.2. Only two 39-year-old players are permitted on the field at any given time during a match.
 - 1.1.2.2 All veteran players need to be registered with the Veterans Association by the First Ball.
 - 1.1.3. No age restrictions are imposed in any of the other open leagues.
- 1.2. In the instance of a player wanting to play for another club other than their domicile club for the duration of Jozi Cup 2026, the domicile club has two avenues to consider:
 - 1.2.1. **Loan agreements:** can be put in place where the player may only play for another club for the period of Jozi Cup 2026, after which they are to return to their domicile club for the upcoming 2026/27 season.
 - 1.2.1.1. Any loan agreements must be in written consent from the domicile club's Chairman. This can be in form of a formal document, email or a WhatsApp message and should be made available should a query on player status arise.
 - 1.2.2. **Transfer system:** transfer card may be issued from the domicile club with the understanding that the player may register at another club for the 2026/27 season.



- 1.2.2.1. Transfer cards must be in written consent from the domicile club's Chairman and should be made available to both the Jozi Cup Co-Ordinator and Lions Club Administrator.
- 1.2.3. Loan agreements/transfers should be made available on request by the Tournament Director only.
 - 1.2.3.1. If a team is found to play a player(s) during any given match without a loan agreement/applicable transfer in place, the player(s) will be considered ineligible to play for the remainder of the tournament and the match will be considered a forfeit (See Rule 4.3.2.5).
- 1.2.4. Issues regarding player eligibility need to be communicated to the CGL Representative at the ground who will raise the issue with the Tournament Director however, the match involving the player in question will continue as normal
- 1.3. Only clothing approved by Jozi Cup organisers may be worn.
- 1.4. Match officials (umpires and scorers) are to be provided by CGL for each match.
- 1.5. All finals will take place at the DP World Wanderers Stadium.
- 1.6. Ball sizes applicable:

Age Group	Size
Under 9 & Under 11	113g
Under 13 Boys & Girls	135g
Under 14	156g
Under 16	156g
Under 18	156g
Men's Open Division	156g
Women's Open Division	142g
Senior Men's Open	156g
Veterans	156g
Premier Yellow	156g
Blind cricket	Specialized ball

**Balls to be supplied by CGL.*

2. THE GROUND

- 2.1. The Pitch length will be the standard 22 yards (20.12 meters) for all matches except for:
 - 2.1.1. Under 9 and 11 divisions where the Pitch length will be 19 yards 12 inches (17.68 meters).
- 2.2. Ground, square and pitch conditions:
 - 2.2.1. Once a ground is handed over to the umpires by facility ground staff it will remain under the umpire's authority until all matches for the day on that field



- are concluded or accounted for.
- 2.2.2. Once a venue is handed over for the day to the umpires, **no match at the venue will be abandoned due to wet conditions without the consent of the Match Referee** responsible for that venue.
- 2.3. Fitness of the ground during Jozi Cup:
- 2.3.1. The Jozi Cup is an innovative and exciting approach to the game, the conditions of fitness of any ground are therefore amended herewith to play as much cricket as possible.
- 2.3.2. The inspection of the ground, square and pitch areas will be done by the umpires and Match Referee as frequently as possible and reasonable, unaccompanied by any players or other officials (Law 2.8.3¹).
- 2.3.3. Umpires are to pay special attention to the bowlers' run-up area and pitch area where the bowlers land and follow through.
- 2.3.4. In the event of the conditions of the field and/or square and/or pitch not being fit for play (Law 2.7.1 to 2.7.4²) the umpires must consider if bowling all the overs of the match from one specific end will address the concerns and allow play. **The Match Referee for that venue will make the final decision** in this regard after consultation with the match umpires and a thorough inspection of the venue. Such a decision will still be based on the principles of dangerous and unreasonable play (Law 2.7 and 2.8).

¹ [Laws of Cricket 2017 Code \(3rd Edition - 2022\), Law 2.8:](#)

2.8 Suspension of play in dangerous or unreasonable circumstances

2.8.1 All references to ground include the pitch. See Law 6.1 (Area of pitch).

2.8.2 The Umpires shall immediately suspend play, or not allow play to start or to recommence, if either umpire considers that the conditions of ground, weather or light, or any other circumstances are either dangerous or unreasonable.

2.8.3 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.

² [Laws of Cricket 2017 Code \(3rd Edition - 2022\), Law 2.7:](#)

2.7 Fitness for play

2.7.1 It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

2.7.2 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

2.7.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

2.7.4 If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets, then these conditions shall

be regarded as so bad that it would be dangerous and unreasonable for play to take place



Version 2026.04 (05/05/2026)

Example:

It would be unreasonable for a bowler to not have an option of bowling over or around the wicket.

- 2.3.5. If 2.3.4 is safely achievable the match will commence as soon as possible. Time lost will be noted and overs allocated to the match will be adjusted accordingly.
- 2.3.6. Once a decision is made in this regard the whole of the match will be played in this manner regardless of any improvement in the condition of the field, square or pitch area.
- 2.3.7. If a match is played in such a manner the following needs to be borne in mind:
- Umpires are to change ends after every over.
 - Batters are to change ends after every over.
- 2.3.8. For each subsequent match(es) at the venue concerned the Match Referee, together with the umpires, will assess the field/square/pitch conditions and decide whether or not play is to commence.
- 2.3.9. In the interest of fairness, when there is a delay of a game that precedes other games and the delay exceeds more than the equivalent of two overs; the lost overs will be shared equally in that game and all subsequent games.

Example 1:

Game 1 is delayed by 23 minutes Ground/Weather/Light. $23 \text{ min} \div 3.75 = 6$ overs lost which will be split between Game 1, Game 2 and Game 3. Each game will be 19 overs per innings.

Example 2:

Game 1 is delayed by 45 minutes due to frost and ice. $45 \text{ min} \div 3.75 = 12$ overs lost which will be split between Game 1, Game 2 and Game 3. Each game will be 18 overs per innings.

- 2.3.9.1. Where overs lost cannot be equally lost between all three games, the overs lost will be rounded down until such can be done. If these overs lost are not divisible across three games, only Game 1 and possibly Game 2 will be affected. Take note of 2.3.11.

Example:

Game 1 is delayed by 15 minutes due to Ground/Weather/Light. $15 \text{ min} \div 3.75 = 4$ overs lost which will be split between Game 1 and Game 2. Game 1 and Game 2 will be 19 overs per innings.

- 2.3.10. Should time be made up during a match allowing remaining matches to start at their scheduled times, then those matches will be played with 20 overs per



innings, unless there are further interruptions.

2.3.10.1. This is valid for all late starts barring a team arriving late.

3. THE PLAYERS

- 3.1. Only registered players are allowed to play in the Jozi Cup.
- 3.2. Player registration is defined by the “Original Squad” names submitted to the tournament co-ordinator prior to the official start date of a respective division.
- 3.3. The official start date refers to the whole division, not a respective team’s official start in the tournament.
- 3.4. Players’ names submitted in the Original Squad will be considered bona fide registered players, making up the squad numbers from the official start date.
- 3.5. Any player included on a match card for any given team, regardless of number of matches played, will be considered as part of the full squad number.
- 3.6. Any specific team’s squad size is limited to the 16 players as provided by a club per 3.2, subject to the following:
 - 3.6.1. Should a specific team register a squad less than 16 prior to the official start of the tournament, additional players to make up 16 may be added. These can be players not registered at the official start date of the tournament granted the player/s do not contravene Rule 1.1 or Rule 3.12 – 3.15.
 - 3.6.2. Allocation of these players must be submitted in writing to the Tournament Director no later than 13h00 on the Friday before the match.
 - 3.6.2.1. Permission to play will be granted unless players in question contravene Rule 1.1, Rule 3.13 and/or Rule 3.14.
- 3.7. A club is entitled to add pipeline players to any team, provided the squad does not exceed the maximum of sixteen (16) players and the pipeline players are already registered for the current year’s tournament and have played in their originally registered team per the submitted squads.
- 3.8. Once a particular squad has reached a maximum of 16 players, either from those that are made up by 3.2 above or from pipeline players as stipulated in 3.7, no additional players may be added. No exceptions for extenuating circumstances will be made.
- 3.9. Any player making up the total squad number as submitted to the Jozi Cup Office must play a minimum of 2 round robin matches for the specific division per the club team he/she has been selected for in order to be eligible to play in any knock-out stages. This refers to all knock-out stages, i.e., quarter-final, semi-final and final matches.
- 3.10. A player may not represent their club in more than one team during the knock-out stages.
 - 3.10.1. Should such a situation arise, the club is to decide in which division the player will participate and inform the Jozi Cup office of their decision.
 - 3.10.2. The player will play all knock-out matches for that chosen division.
 - 3.10.3. Should a player’s team be knocked out of a division in the knock-out stages, the player may not move up or down a division to play in another knock-



- out stage for their club.
- 3.11. A maximum of 14 players per side can participate in a match but only 11 are allowed to bat or bowl respectively.
 - 3.12. Registered players are not allowed to play for more than one club regardless of whether they are playing in different divisions.
 - 3.13. Registered players are allowed to play in more than one division for the same club, provided they are not playing in an age group where they would be over age.
 - 3.14. If a club enters multiple teams in the same division, no player can cross over into another team in the same division.
 - 3.14.1. If a team is found to play a player(s) during any given match that has participated in a match of the same division, the player(s) will be considered ineligible to play for the remainder of the tournament and the match will be considered a forfeit.
 - 3.14.2. Any issues regarding player eligibility need to be communicated to the CGL Representative who will raise the issue with the Tournament Director.
 - 3.15. Three (3) outside players may play for a club per team (i.e., players from unions outside of CGL). Note must be taken of the following:
 - 3.15.1. Players from within CGL, playing for a club different to their summer season club, will not be considered as external players (see Rule 1.2).
 - 3.15.2. Players who attend school outside the CGL area, and who have not previously represented the outside union in any provincial setting will not be considered outside players.
 - 3.15.2.1. Applicable ONLY IF a player is not registered to another club that falls outside CGL demarcation
 - 3.16. Special dispensation to be granted by the Tournament Director to invitational teams should this be received in writing at the point of team entry. Special dispensation will be granted to those clubs/teams provided:
 - 3.16.1. Teams do not form part of an existing CGL-affiliated club.
 - 3.16.2. Teams are not part of a school or academy wanting to enter separately to a CGL affiliated club.
 - 3.16.3. Teams form part of a Jozi Cup partnership agreement.
 - 3.16.3.1. Such teams must abide by rule 3.15
 - 3.17. If a team is found to play more than three (3) external players, the player(s) in question will be considered ineligible to play for the remainder of the tournament and the match will be considered a forfeit (See Rule 4.3.2.5).
 - 3.18. Any issues regarding player eligibility need to be communicated to the CGL Representative who will raise the issue with the Tournament Director.

4. THE TOSS

- 4.1. The toss is to be completed by the Reserve umpire, Match Referee or CGL representative at least 20 minutes before the start of the fixture. The Reserve



Version 2026.04 (05/05/2026)

- umpire, Match Referee or CGL representative can call the teams earlier for the toss pending the situation of the other games being played.
- 4.2. Teams are to provide a team list with correct player names and player shirt numbers to the standing/reserve umpire/CGL representative at the toss.
- 4.3. Punitive measures for teams arriving late:
- 4.3.1. If a team does not have at least nine (9) players present at the match venue at the latest time for the toss to be taken, they will forfeit the toss.
- 4.3.2. If a team arrives late and the start of the match is consequently delayed, their batting innings will be reduced. This will be done by calculating the number of overs lost in accordance with the actual match time that was lost.

Example:

Fifteen (15) minutes are lost:

15 minutes ÷ 3.75 minutes per over = 4 overs lost to the defaulting team in their batting innings.

- 4.3.2.1. In these instances, the number of overs allocated to each bowler of the non-defaulting team remains unchanged. Each bowler is still allowed a maximum of four (4) overs.
- 4.3.2.2. The powerplay overs will be adjusted according to the relevant table in the CGL Playing conditions.
- 4.3.2.3. If a team's innings is reduced due to late arrival, the run rate will be calculated on the allotted overs for a full innings (20 overs).
- 4.3.2.4. If both teams arrive late, they will be penalised by the number of overs they are late in their respective innings.
- 4.3.2.5. If the defaulting team loses more than fifteen (15) overs (56,25 minutes), they will forfeit the match as they will not have sufficient time to bat the minimum number of five (5) overs.
- 4.3.2.5.1. The non-defaulting team will be awarded 7 points (5 points for a win + 2 bonus points).
- 4.3.2.5.2. The defaulting team will be penalised by 5 points.

5. PLAYING TIMES

- 5.1. Matches will start promptly at the times listed below for both Sunday and Night venue fixtures.
- 5.2. Please note 20 overs must be bowled with a maximum of 75 minutes per innings of a match (refer to point 5.8.1 for penalty runs to be awarded).
- 5.3. Timetable of matches where a maximum of 3 matches can be played at one given venue on a Sunday:



Fixture	Innings	Start	End
Game 1	1	08:30	09:45
	2	09:55	11:10
Game 2	1	11:30	12:45
	2	12:55	14:10
Game 3	1	14:25	15:40
	2	15:50	17:05

5.4. Should one or two matches be scheduled at a venue the timetable will be as follows:

Fixture	Innings	Start	End
Game 1	1	09:00	10:15
	2	10:25	11:40
Game 2	1	12:00	13:15
	2	13:25	14:40

5.5. Matches 2 and 3 of a Sunday schedule may start as soon as the previous match has been completed granted this is within 30 minutes of the next start time.

5.5.1. This may only be done if both teams, umpires and scorers are ready to commence.

5.5.2. If not all parties are ready, normal start times apply.

5.6. Timetable where one or two matches are scheduled at a night venue:

Fixture	Innings	Start	End
Game 1	1	16:00	17:15
	2	17:25	18:40
Game 2	1	18:55	20:10
	2	20:20	21:35

5.6.1 Match 2 of a night schedule may start as soon as the previous match has been completed granted this is within 30 minutes of the next start time.

5.6.1.1. This may only be done if both teams, umpires and scorers are ready to commence.

5.6.1.2. If not all parties are ready, normal start times apply.

5.7. The fielding side shall be in position to bowl the first ball of the final over of the innings before the scheduled (75 minutes) or re-scheduled end of the innings. This time will be calculated by the umpires and will take delays or interruptions during the match into account.

5.8. Should the scheduled or rescheduled close of play be reached and there are further overs remaining in the innings, the over in progress will be completed and the innings shall be closed.

5.8.1. Penalty runs shall be awarded to the batting side as follows, the greater of:

- 10 runs per over for each full unbowed over remaining, **OR**



- The actual run rate achieved at that point of the innings per over for each full un-bowled over remaining (rounded down whole numbers apply, no decimals).

Example 1:

At 09h46, there are 2 overs remaining. The batting team has achieved a run rate of 9.2 runs per over. 10 runs shall be awarded for each uncompleted over.

Therefore 2 overs x 10 runs / over = 20 runs shall be added to the score of the batting team.

Example 2:

At 09h46 there are 3 overs remaining. The batting team have achieved a run rate of 11.35 runs per over.

Therefore 3 overs x 11 runs / over = 33 runs shall be added to the score of the batting team.

- 5.9. Losing or time spent retrieving a ball is no reason to interrupt the game. Umpires must be handed used spare balls at the beginning of the match. If a ball is lost it shall be replaced immediately with a used ball.
- 5.10. Spare balls are to be provided by CGL. Umpires must satisfy themselves that the used ball is in a reasonable condition to continue play.
- 5.11. Umpires will carry one spare ball each to avoid unnecessary loss of time during ball recovery.
- 5.12. Time wasting:
 - 5.12.1. The incoming batter must cross over with the outgoing batter on the field of play. The incoming batter must either be ready to face the next delivery or ready to let the other batter face the next delivery within 90 seconds of the wicket falling, failing which, the batter will be dismissed (on appeal) as Timed Out.



- 5.12.2. Laws 41.9³ and 41.10⁴ will be strictly applied should umpires encounter any time wasting on the field by the bowling or batting side. This is also to apply to batters hovering midpitch between overs when the fielding team is ready to play – umpires are to apply the necessary warnings in terms of Law (a lenient approach will be taken with the Under 9, Under 11, U13 Boys and Under 13 Girls divisions in educating these players).
- 5.12.3. The umpires must monitor time closely and inform the fielding captain often (at least every 4 overs) on their over rate.
- 5.12.4. Batters requiring water, gloves, equipment mid-innings MUST ask the umpires for permission to obtain same. If time does not allow, the umpires will refuse such request. Should permission be granted, the batters will only obtain what was asked for and in the quickest time possible.

³Laws of Cricket 2017 Code (3rd Edition - 2022), Law 41.9:

41.9 Time wasting by the fielding side

41.9.1 It is unfair for any fielder to waste time.

41.9.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then

- warn the captain of the fielding side, indicating that this is a first and final warning.
- inform the batters of what has occurred.

41.9.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then

either, if the waste of time is not during an over, award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action

or, if the waste of time is during the course of an over, direct the captain of the fielding side to suspend the bowler immediately from bowling.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally the umpire shall inform the batters and, as soon as is practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

⁴Laws of Cricket 2017 Code (3rd Edition - 2022), Law 41.10:

41.10 Batter wasting time

41.10.1 It is unfair for a batter to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his/her run-up.

41.10.2 Should either batter waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his/her run-up or when the ball becomes dead, as appropriate, the umpire shall

- warn both batters and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batter.

- inform the other umpire of what has occurred.

- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.10.3 If there is any further time wasting by any batter in that innings, the umpire shall, at the appropriate time while the ball is dead

- award 5 Penalty runs to the fielding side.
- inform the other umpire of the reason for this action.
- inform the other batter, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.



6. THE OVER

- 6.1. An over will constitute SIX (6) LEGITIMATE balls, except for u9, u11, u13 boys and u13 girls' divisions where an over will consist of SIX (6) balls (including wides and no-balls), subject to the following:
- 6.1.1. For u9, u11, u13 boys and u13 girls' divisions, if the last delivery of any over is called a "No Ball", the Free Hit must be taken in the same over and be bowled by the same bowler.
- 6.1.1.1. If the subsequent ball is another no-ball, that ball will be re-bowled as well. However, if the subsequent delivery is a wide, the over will end.
- 6.1.1.2. If the 8th ball is a No-Ball or Wide, the Over will end – there will be NO Free Hit.
- 6.1.2. If the last delivery of any over, outside of the PowerPlus (PP) overs or final over of the match, is called a "Wide", the following will apply:
- 6.1.2.1. For the U9, U11, U13 boys and U13 girls' divisions; the ball will **NOT** be re-bowled.
- 6.1.2.2. All other divisions, the ball must be re-bowled until a legitimate ball has been bowled.
- 6.1.2.3. This will apply even if this Wide delivery is bowled after a Free Hit.
- 6.2. In the PowerPlus (PP) overs and the final over of the innings, SIX (6) legitimate deliveries must be bowled in each of these overs.
- 6.3. Should close of play for the innings be reached before the allotted overs have been bowled, the umpires will inform the fielding captain and batters at the wicket that the current over will be enforced as the final over of the innings (this may mean that the enforced final over follows directly after a power play over or even supersedes one).
- 6.4. In the U9, U11, U13 and U13 Girls divisions only; a maximum of eight (8) balls will constitute an over regardless of how many wide or no balls are bowled.

Example 1:

During the PowerPlus overs or the last over of the match, bowler bowls five legal deliveries followed by one "Wide" delivery, as called by the umpire. Ball 7 is also called a "Wide"; if ball 8 is deemed to be a "Wide" delivery too, the over will be considered complete.

Example 2:

Should ball 7 of Example 1 be called a "No Ball" and ball 8 is called a "Wide", Rule 6.1.2 applies.

Example 3:

Should ball 8 of Example 1 be called a "No Ball", the over will be considered complete.

- 6.5. Each bowler will be allowed to bowl a maximum of 4 overs.



6.6. Fielding Restrictions:

- 6.6.1. During the Fielding Restriction Overs (first 6 overs) a maximum of two fielders shall be permitted outside this fielding restriction area (inner circle) at the instant of delivery as per normal CGL 20 Over Competitions playing conditions.
- 6.6.2. During the non-Fielding Restriction Overs, no more than 5 fielders shall be permitted outside the fielding restriction (inner circle) area.
- 6.6.3. Should a team for some reason have less than eleven (11) players on the field while fielding they will still be permitted to have a maximum of five (5) fielders outside the fielding restriction area at the instance of delivery.

Example:

The fielding team only has ten (10) players on the field of play. After subtracting the bowler and wicket keeper they only have eight (8) fielders. As they are allowed to have a maximum of (five) 5 fielders outside the fielding restriction (inner circle) area, they will thus have the balance of three (3) fielders that must field inside the fielding restriction area.

7. WIDES AND NO BALLS

7.1. Runs conceded for Wides and No Balls during any over of the match will be calculated in the following way:

Wide/No Ball	Penalty	How to get to total	Example Total
Any wide/no ball in an over	1 Run	EXTRA + 1 Penalty Run	2 Runs

**Please note that for the purpose of this table, an "EXTRA" only refers to a WIDE or NO BALL.*

- 7.2. The penalty for Wides and No balls will apply to all overs in a match.
- 7.3. All runs scored in this manner will be in addition to all other runs completed by the batters.
- 7.4. The strict leg side wide interpretation is in place, with the following exception:
 - 7.4.1. However, for the U9, U11, U13 boys and U13 Girls divisions, umpires are to apply a more lenient (normal time cricket) approach to the wide interpretation. The Wide Line either side of the outer stump will be used as a guide in calling leg side wides in these divisions.

8. POWERPLUS OVERS

- 8.1. Each team will have two (2) overs, namely **PowerPlus Overs (PP)**, where the following will apply:
 - 8.1.1. Calling of PP:
 - 8.1.1.1. The on-strike batter is responsible for calling the PP.
 - 8.1.1.2. In an U9, U11, U13 Boys and U13 Girls match, a coach may call



- the PP.
- 8.1.2. The bowler's end umpire must be informed of the decision.
- 8.2. The bowling team has the option to change to a preferred bowler upon the call of the PP.
- 8.3. Once the request has been made by the batting team, the request may not be revoked.
- 8.4. Umpires will signal PP overs by blowing a whistle and wearing a coloured bib. The bib will be worn for the duration of the PP.
- 8.5. PowerPlus overs must be taken consecutively.
- 8.6. The PP can be called anytime between overs 1 to 16. However, if not taken, the PP will automatically apply in overs 17 and 18.
- 8.7. In any **shortened innings** the PP cannot be taken in the last two overs.
- 8.8. If the innings is shortened to less than 10 overs per team, only ONE PP over will be taken per innings.
- 8.8.1. In such an instance, the PP over must still be taken before the last two overs of the innings. If not taken, the PP will automatically apply in the third-last over of the innings.
- 8.9. In the interest of fairness, should a team bat first and were not able to take their PP in an innings that is reduced due to any unavoidable reason, the opposition will not be allowed to call the PP in their batting innings.
- 8.9.1. However, should the batting team call their PP and are bowled out or their innings come to an end for any other reason before the completion of the PP, the opposition may take their full PP in their innings in the prescribed manner.
- 8.10. Normal fielding restrictions as per the playing conditions will apply during the PP (i.e., if the PP is taken during overs 1-6, a maximum of 2 fielders are allowed outside of the inner circle, and if taken during overs 7-16 a maximum of 5 fielders will be allowed outside the inner circle).
- 8.11. If the bowling team is penalized for slow over rate and the PP overs were not taken the batting team will be awarded double the penalty runs for the PP overs not taken, per the example below:

Example 1:

At 09h46, there are 4 overs remaining a none of the PP overs have been taken. The batting team has achieved a run rate of 9.2 runs per over.

Penalty runs to be calculated as follows:

<i>2x PP</i>	<i>= 10 runs x 2 x 2 Overs</i>	<i>40</i>
<i>2 overs</i>	<i>= 10 runs x 2 Overs</i>	<i>20</i>
<i>Total runs awarded to batting team</i>		<i>60</i>



Example 2:

At 09h46 there are 3 overs remaining and only 1 of the PP has been taken. The batting team have achieved a run rate of 12.94 runs per over. Penalty runs to be calculated as follows:

1xPP	= 12 runs x 2 x 1 Over	24
2 Overs	= 12 runs x 2 Overs	24
Total runs awarded to batting team		48

8.12. Scoring during this period:

8.12.1. Runs scored OFF THE BAT will be doubled.

8.12.2. Runs scored in the PP period will go to the batter, however, the doubling of the runs will be recorded as team runs (penalty runs).

Example:

The batter hits a boundary four during the PP.

- 4 runs are credited to the batter and debited to the bowler.
- 4 runs are credited to Penalty runs for the batting side and against the bowling side.
- Total runs scored and conceded = 8 runs

8.12.3. Extras will not be doubled during the PP, however, competition rules for Wides and No balls (see Rule 7) will apply.

8.12.4. Loss of a wicket is minus 10 runs to the batting side.

9. TIME ALLOWANCES

9.1. All Time Allowances will be recorded by the on-field and 3rd umpires.

9.2. These will be added to the scheduled cessation time in order for the required overs to be completed so as not to penalize a team for time lost which is out of their control.

9.3. The 3rd Umpire will communicate and advise the Captains, Coaches and Scorers of Time Allowances applicable and the rescheduled close for an affected innings.

9.4. This will take place at the end of the 16th over. In a reduced match, this will take place 3 Overs before the scheduled close of play.

9.5. No discussions will take place with regards to Time Allowances. The Umpires' decision is final in this regard.

9.6. Where no 3rd Umpire is available, the on-field umpires will communicate the necessary information to the Scorers. The Coaches are to receive such information from the Scorers – no discussions will take place in terms of the Time Allowances given by the Umpires.



9.7. Maximum Time Allowances available:

- 9.7.1. Lost Ball - 1 minute
- 9.7.2. Fielder/Batter Injury - 90 seconds
(if the attendance to the injury has reached 1 minute and further assessment/treatment is required, the player must leave the field of play).
- 9.7.3. Per innings, a maximum total of 8 minutes for Time Allowances can be accrued.

10. COMPLETION OF AN INNINGS

- 10.1. Laws 13.3.1. and 13.3.2.⁵ will apply.
- 10.2. Further to the above, in the instance where a team is bowled out for a negative number of runs (e.g. -8), the team batting second will need to score a minimum of 1 run in order to win the match.
- 10.3. This will apply even if the PowerPlus Overs have been called for the first 2 overs.

11. POINTS

- 11.1. Points will be awarded for the following:
- 5 points for a win
 - 3 points for a tie
 - 2 no result due to rain
 - Forfeiture:
 - The non defaulting team will be awarded 7 points (5 points for a win + 2 bonus points).
 - The defaulting team will be penalised by 5 points.
 - 0 points for a loss
 - 1 bonus point for a team scoring 100 runs in their innings.
 - An additional 1 bonus point for a team scoring 200 or more during their innings.
- 11.2. Additional bonus points that can be awarded:
- 11.2.1. Batting bonus points
- 1 point for losing by less than 10 runs.
 - Should a team batting second achieve the winning total in 80% of the overs they will be awarded 1 bonus point.
 - OR should a team batting second achieve the winning total in 50% of the

⁵ Laws of Cricket 2017 Code (3rd Edition - 2022), Law 13.3:

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 batter, further balls remain to be bowled but no further batter is available to come in.



available overs they will be awarded 2 bonus points.

- 11.2.2. Bowling bonus points:
- 1 bonus point for a team achieving 8 wickets.
 - OR 2 bonus points for a team bowling out the opposition.
 - Should a team bowling second restrict the opposition to 80% or less of the required score, 1 bonus point will be awarded.
- 11.3. In the event of rain or an unexpected stoppage (bad light) during a match, the Run Rate per over will be calculated and used by the standing umpires to calculate any revised target scores. No extra time will be allocated.
- 11.4. If a match is rained out a draw will be recorded between the two teams.
- 11.5. In the event of a tie in the round robin stage, the game will be recorded as a draw. However, in the quarter-final, semi-final and final, a tie will be decided by a super over (See Appendix A) to declare the winner of the match. Thirty (30) minutes extra time per match will be applied for all knock-out stage matches.
- 11.5.1. The super over will constitute 6 legitimate balls.
- 11.5.2. Rule 7 (Wides and No Balls) will still apply.
- 11.6. If teams finish on equal points following the round robin stage, promotion to the semi-finals or finals will be determined in the following order of priority:
- The result(s) of the fixture(s) involving the two sides in the round robin stage.
 - Net run rate
- 11.7. Play-off matches and Finals:
- 11.7.1. If there are five (5) teams or less in a division, the top 2 teams will progress straight to the finals.
- 11.7.2. If there is one group in a division and more than 5 teams in said division, the top 4 teams will play the semi-finals, where the team finishing 1st plays 4th, 2nd plays 3rd.
- 11.7.3. If there are 2 groups in a division, the top two (2) teams will play in a semi-final where the winner of the one group plays 2nd in the other group.
- 11.7.4. If there are 3 groups per division a quarterfinal will be scheduled whereby the top 2 teams per group will advance and teams 7 & 8 will be those who finish top two after groups are consolidated into one (based on total points and thereafter Rule 11.6 above).
- 11.7.5. Four groups per division: a quarterfinal will be scheduled whereby the top 2 teams per group will advance to a quarter final and the winners will progress to the semi-finals.

12. OTHER RULES

- 12.1. Teams are to be present at the venue at least thirty (30) minutes before the toss.
- 12.2. If there are any age/DOB queries, they should be raised with CGL representatives at the field who will then refer this to the Tournament Director:
- 12.2.1. The coach/team manager should have copies of birth certificates/ID documents collated printed or digitally for easy reference should a query



Version 2026.04 (05/05/2026)

- arise.
- 12.2.2. If a team plays an over-age player(s), the player(s) in question will be considered ineligible to play for the remainder of the tournament and the match will be considered a forfeit (See Rule 4.3.2.5).
- 12.2.3. Any issues regarding player eligibility need to be communicated to the CGL Representative who will raise the issue with the Tournament Director.
- 12.3. If a team has been found guilty of manipulation of a match card during any given match, the match will be considered a forfeit (See Rule 4.3.2.5).
- 12.3.1. Any such claim and supporting evidence must be submitted via email to the Tournament Director within 24 hours of the accused offense.
- 12.4. In the **Veterans League Only**:
- 12.4.1. The squad size of any veteran's team is limited to 20 players.
- 12.4.2. The use of runners while batting will be acceptable if a player is injured on the day, subject to:
- 12.4.2.1. 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 7 in the order. Once a batter, apart from the injured striker, is dismissed or retires the dismissed or retired batter must become a runner immediately.
- 12.4.3. Rule 12.2.2. applies in the instance of a veteran team playing a player who has not turned the age of 40 in the year of the competition.
- 12.5. There will be 10 penalty runs incurred for any unacceptable behaviour by parents and/or coaches including abuse directed towards match officials and CGL representatives. Negative parental involvement will not be tolerated in any form.
- 12.5.1. Should any person choose to interfere in the tournament, the third umpire/CGL representative (LOC)/match referee reserve the right to instruct the person concerned to leave the premises immediately.
- 12.6. Please refer to the CGL Code of Conduct and the Jozi Cup DC Express Addendum.

13. **HAVE FUN**

- 13.1. The final playing condition is to enjoy every match and play it in the spirit of cricket, our 'Lions Way'.



APPENDIX A

Super Over Procedure

The following procedure shall apply where the Playing Conditions provide for a Super Over to determine the winner of a tied match. Other than where expressly stated in this Appendix (or by necessary implication), all relevant Playing Conditions for the match shall apply to the Super Over.

1. A Super Over involves each team facing an over of six legitimate balls (unless it ended earlier as provided for in Point 4), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. Only the fourteen (14) nominated players in the match may participate in the Super Over.
3. The team batting second in the match shall bat first in the Super Over.
4. The loss of two wickets shall end the batting team's one over innings.
5. The fielding side shall choose the end from which it is to bowl its one over.
6. The captain of the fielding team (or his/her 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).
 - 6.1 The team fielding second may then choose to use the same ball as chosen by the team bowling first or choose another ball from the same box.
 - 6.2 If the ball needs to be changed, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
7. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the groundsmen.
8. The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in an uninterrupted match.
9. The umpires shall stand at the same end at which they finished the match.
10. The interval between the two overs in the Super Over shall be 5 minutes.
11. Subject to weather conditions, the Super Over shall commence 8 minutes after the conclusion of the match.
12. If the Super Over is a tie, the following procedure will be adopted:
 - 12.1 Boundary Count (Boundary 4s and Boundary 6s) back during the Super Over from ball 6 to ball 1, the team with the most boundaries scored will be declared the winner. If still equal,
 - 12.2 Boundary Count back in the last over of both innings. If still equal,
 - 12.3 Boundary Count back in the PowerPlus Overs. If still equal,
 - 12.4 The team losing the least amount of wickets during their Super Over. If still equal,
 - 12.5 The team losing the least amount of wickets in their batting innings. If still equal,
 - 12.6 The captains (coaches for underage matches) will toss a coin under the supervision of the CGL Umpires and Match Referee.
13. Any penalty time being served in the match shall be carried forward to the Super Over. This includes any bowling warnings which will also be carried i.e. beamer, excessive bouncers



Version 2026.04 (05/05/2026)

per over, running in the protected area etc.

14. SUPER OVER UNABLE TO BE COMPLETED:

Where the Super Over is abandoned for any reason, including unavoidable time constraints, prior to completion then the match shall be awarded in accordance with the procedure set out in Clause 12 of this Annexure applying points 12.2, 12.3, 12.5, 12.6.



Version 2026.04 (05/05/2026)