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## **Power Play Rules:**

### **41.1 Law 41.1 Protective equipment**

No member of the fielding side 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 umpire.

The following shall apply in addition to Law 41.1:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

### **41.2 Restriction of the Placement of Fieldsman**

41.2.1 At the instant of the delivery, (a) there may not be more than 5 fieldsmen on the leg side, (b) no more than two fielders behind the batsman on the leg side at any time.

41.2.2 In addition to the restriction contained in clause 41.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such restrictions and the overs during which they shall apply, hereinafter are referred to Powerplay Overs, and are set out in the following paragraphs.

41.2.3 The following fielding restrictions shall apply:

a) Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.43 meters) by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by continuous painted white lines or „dots“ at 5 yard (4.57 meters) intervals, each “dot” to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18cm) in diameter.

- During the first block of powerplay overs (as set out below) only two fieldsman shall be permitted outside this fielding restriction area at the instant of the delivery.

- During the second and the third powerplay overs only three fieldsmen shall be permitted outside the fielding restriction area at the instant of the delivery

b) Two inner circles shall be drawn on the field of play. The circles shall have as their centers the center point of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards. These fielding restrictions areas should be marked by dots. The segment of the circles reserved for the slip positions shall not be demarcated (refer to the image below.

During the first block of powerplay overs (in an uninterrupted innings, 8 overs) there must be a minimum of two stationary fieldsman within the applicable fielding restriction area measured from the striker’s end at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen maybe permitted to stand deeper than 15 yards (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

41.2.4 During the non powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.3a above.

41.2.5 Subject to the provision of 41.2.6 below, the powerplay overs shall apply for the 16 overs per innings to be taken as follows:

a) The first block of powerplay overs shall be at the commencement of the innings.

b) For the remaining second and the third powerplay overs, one block shall be taken at the discretion of the fielding captain and the other shall be taken at the discretion of either of the batsmen at the wicket.

c) A batsmen must nominate his team's powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's powerplay any time prior to commencement of the over. The umpire who will stand at the bowler's end for the commencement of a powerplay block shall determine which side first made the request.

d) Once a side has nominated a powerplay, the decision can not be reversed.

e) Should either team choose not to exercise their discretion, their powerplay overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed powerplay will begin at the start of the 36<sup>th</sup> over).

41.2.6 In circumstances when the number of overs of the batting team is reduced, the number of powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1<sup>st</sup> and the 2<sup>nd</sup> innings of the match.

Innings duration	1 <sup>st</sup> Powerplay	2 <sup>nd</sup> Powerplay	Batting Powerplay	Total
18-19	4	2	1	7
20-21	4	2	2	8
22-23	5	2	2	9
24-26	5	3	2	10
27-28	6	3	2	11
29-31	6	3	3	12
32-33	7	3	3	13
34-36	7	4	3	14
37-38	8	4	3	15
39-40	8	4	4	16

41.2.7 Each block of powerplay overs must commence at the start of the over.

41.2.8 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

41.2.9 **If play is interrupted, the number of power play overs will not change.** If however, the total numbers of overs are shortened, and the number of Powerplay overs remaining, are greater than the number of total overs remaining:

- Then the powerplay over shall be reduced to the total remaining over. This is the only instance where the number of powerplay overs can be reduced.
- The number of powerplay overs should be divided into two and one half assigned to the bowling side, and one half should be assigned to the fielding side.
- In case the remaining number of overs are odd, the bowling side will have the extra over assigned to them.
- The team batting second will have available the same number of powerplays as the first teams innings.

Scenario: During the first innings a team has batted 20 overs. Only the first 8 overs of the powerplay overs have been taken. Match is then interrupted due to rain. After a long delay, the umpires meet and decide the number of overs need to be cut down to 25 overs. Since only five powerplay overs remain, they will all be powerplay overs. The first 3 will be the fielding powerplay and the next two will be the batting powerplay. During the second innings powerplay overs will be divided as following: 8 P1, 3 P2 (for fielding side) and 2 P3 (for batting side).

41.2.10 At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.

**41.2.11 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.**

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