

Except as varied hereunder the Laws of Cricket (2000 Code 5th Edition - 2013) shall apply.

Note: All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'Tournament Referee'.

## LAW 1 - The Players

### Law 1.1 - Number of Players

Law 1.1 shall be replaced by the following:

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

If a team has less than 11 players available to play in a particular match it shall have the option to complete the match with the players who are available, provided that if it has less than 9 players it shall be obliged to forfeit the match.

A team that is unable to field a minimum of 9 players in any match after the first round shall be obliged to forfeit the match.

If a team forfeits its first two matches in any event, for whatever reasons, it shall immediately be withdrawn from the event.

### Law 1.2 - Nomination of Players

Law 1.2 shall be replaced by the following:

Each captain shall nominate 11 players plus a maximum of 3 substitute fielders (or less subject to the provisions of 1.1 above) in writing (Team sheet) to the Match Referee before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the Tournament Referee, in exceptional circumstances, allows subsequent additions.

All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team in the tournament and part of the team's official playing squad.

In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable Regulations pertaining to international cricket and in particular the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the Code of Conduct), the Anti-Racism Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti-Corruption Code.

### Law 1.3 – Captain

The following shall apply in addition to Law 1.3 (a):

The deputy must be one of the 11 nominated players.

## LAW 2 - Substitutes and runners, batsman or fielders leaving the field, batsman retiring, batsman commencing innings

Law 2 shall apply subject to the following:

### Law 2.1 Substitutes and Runners

Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted.

Law 2.1 (b) shall be amended as follows:

The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player at the start of the match, or at any subsequent time.

## Law 2.5 - Fielder Absent or Leaving the Field

Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than '8' minutes:

The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction in Clauses 2.2.1 and 2.2.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

In the event of a batsman or a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress. Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.

Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

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

## LAW 3 – The Umpires

### Law 3.1 - Appointment and Attendance

Law 3.1 shall be replaced by the following:

BLACU will appoint two on-field umpires, and a third umpire (if available) who will act as Match Referee.

Neither team will have a right of objection to an umpire's appointment.

The umpires shall be present at the ground at least one hour before the scheduled start of play.

The BCF shall appoint a Tournament Referee who shall remain contactable throughout.

### Third Umpires / TV Replays

The TV replay referral system shall not apply.

## Law 3.2 - Change of Umpire

The following shall apply in place of Law 3.2:

An umpire shall not be changed during the match, other than in exceptional circumstances, such as injury or illness.

## Law 3.4 - To Inform Captains and Scorers

In addition to Law 3.4 (i)

The event organisers may provide for the ringing of a bell, which shall be rung 5 minutes before the termination of an interval, when the umpires shall go to the wickets. The event organisers shall inform the participants at the start of the event that this practice is to be adopted.

## Law 3.8 - Fitness of Ground, Weather and Light and

## Law 3.9 - Suspension of Play for Adverse Conditions of Ground, Weather or Light

Laws 3.8 and 3.9 shall apply subject to the following:

The safety of all persons within the ground is of paramount importance to the BCF. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc. See also 3.6), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, the Tournament Referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require. See also clause 3.6 below.

Laws 3.8 & 3.9 shall be replaced by:

The umpires shall be the final judges of the fitness of the ground, weather and light for play. See 3.5.3 below and Law 7.2 (Fitness of the pitch for play).

Suspension of play for adverse conditions of ground, weather or light

All references to ground include the pitch. See Law 7.1 (Area of pitch).

If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. 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 batsmen 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 unreasonable for play to take place.

The Umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.

If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

Play may be suspended due to safety and security concerns by the umpires on the advice of the Tournament Referee, the head of the relevant ground authority, the head of ground security or the police.

Where play is suspended under Clause 3.5.4 above the decision to abandon or resume play shall be the responsibility of the Tournament Referee who shall act only after consultation with the head of ground security and the police.

## Light Meters

Light Meters will not be used.

## Use of Lights

Artificial lights shall not be used.

## Clothing and Equipment

All matches shall be day matches

Pads and players' and umpires' clothing shall be coloured and uniform in all matches. In particular, every player on one team should be dressed in the same coloured clothing, within reason.

All batsmen must wear helmets, no matter what their age and the speed of the bowler.

Sight screens will be black.

## Advertising on grounds

Advertising on grounds

The logos on outfielders are to be positioned as follows:

Behind the stumps – a minimum of 25.15 yards (23 meters) from the stumps.

Midwicket/cover area – no advertising to be positioned within the 30 yard (27.50 meters) circle.

## Perimeter Boards

Advertising on perimeter boards placed in front of the sightscreens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

Advertising on perimeter boards behind the stumps at both ends shall not contain moving, flashing or flickering images and operators should ensure that the images are only changed or moved at a time that will not be distracting to the players or the umpires.

In addition, the brightness of any electronic images shall be set at a level so that it is not a distraction to the players or umpires.

## Sightscreens

Sightscreens shall be provided at both ends of all grounds.

Advertising shall be permitted on the sight screen behind the striker, providing it is removed for the subsequent over from that end.

Such advertising shall not contain flashing or flickering images and particular care should be taken by the operators that the advertising is not changed at a time which is distracting to the umpire.

## LAW 4 – The Scorers

Law 4.2 - Correctness of Scores

Attention is drawn to Clause 21.

## LAW 5 – The Ball

Law 5.2 - Approval and Control of Balls

Law 5.2 shall be replaced by the following:

White cricket balls supplied by The BCF will be used for all matches. Spare used balls for changing during a match, which shall also be of the same brand and shall be provided by the BCF.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the event organisers.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play. Each fielding team shall have one new ball for its innings.

Law 5.4 - New Ball in Match of More than One Day's Duration

Law 5.4 shall not apply.

Law 5.5 - Ball Lost or Becoming Unfit for Play

Law 5.5 shall be replaced by the following:

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

In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.

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

Law 5.6 - Specifications

Law 5.6 shall not apply.

## LAW 6 – The Bat

Law 6 shall apply.

## LAW 7 – The Pitch

Law 7.3 - Selection and Preparation

The following will apply in addition to Law 7.3:

The umpires shall ensure that, prior to the start of play and during any intervals, only authorised ground staff, the match officials, players, team coaches and authorised television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).

No spiked footwear shall be permitted.

No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.

Access shall not interfere with pitch preparation.

In the event of any dispute, the Tournament Referee will rule and his ruling will be final.

## Law 7.4 - Changing the Pitch

Law 7.4 shall be replaced by the following:

In the event of a pitch being considered too dangerous for play to continue in the estimation of the on-field umpires, they shall stop play and immediately advise the Tournament Referee.

The on-field umpires and/or Tournament Referee shall consult with both captains.

If the captains agree to continue, play shall resume.

If the decision is not to resume play, the on-field umpires together with the Tournament Referee and the Event Technical Committee shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the Tournament Referee and the Event Technical Committee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:- In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 21.7.2.

In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.

If the match is abandoned as a no result, the Tournament Referee and the Event Technical Committee shall consult with the objective of finding a way for a new match to be commenced and completed on the same date and venue.

Such a match may be played either on the repaired pitch or on another pitch, subject to the Tournament Referee and the Event Technical Committee the relevant ground authority both being satisfied that the new pitch will be of the required standard. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of clauses 12 and 16.

Throughout the above decision making processes, the on-field umpires and/or Tournament Referee shall keep informed both captains and the head of the ground authority. The head of the ground authority shall ensure that suitable and prompt public announcements are made.

## Law 7.5 - Non-Turf Pitches

## LAW 8 – The Wickets

Law 8 shall apply.

## LAW 9 – The Bowling, Popping and Return Creases

### Additional Crease Markings

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 2 shall be marked in white at each end of the pitch.

## LAW 10 – Preparation and Maintenance of the Playing Area

### Law 10.1 - Rolling

Law 10.1 shall not apply.

### Law 10.3 - Mowing

10.3 (b) (ii) shall not apply.

## LAW 11 – Covering the Pitch

### Law 11.1 - Before the Match

The following shall apply in addition to Law 11.1:

The pitch shall be entirely protected against rain up to commencement of play.

### Law 11.2 - During the Match

Law 11.2 shall be replaced by the following:

The pitch shall be when possible entirely protected against rain up to the re-commencement of play and for the duration of the period of the match.

The covers must totally protect the pitch and also the pitch surroundings and any worn or soft areas in the outfield.

### Law 11.3 - Covering Bowlers' Run Ups

Law 11.3 shall be replaced by the following:

Wherever possible and available the bowler's run-ups shall be covered to a distance of at least 5 x 5 metres.

### Law 11.4 - Removal of Covers

Law 11.4 shall be replaced by the following:

The covers shall be removed no earlier than 5.00am and no later than 9.00am on the morning of the match (including the reserve day, if applicable), provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

Attention is drawn to clauses 3.5 and 10.3 above.

## LAW 12 - Innings

Law 12 shall apply subject to the following (see also clauses 15 and 16 below):

### Law 12.1 - Number of Innings

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs, except for the 3rd vs 4th place play-off match (see provision 21.9) where each innings shall be limited to a maximum of 20 overs.

All matches shall be of one day's scheduled duration.

Every effort will be made to complete matches on the scheduled day with any necessary reduction in overs taking place. Only if the minimum number of overs necessary to constitute a match cannot be bowled on the scheduled day will the match be deemed as abandoned.

## Law 12.2 - Alternate Innings

Law 12.2 shall not apply.

## Law 12.3 - Completed Innings

Laws 12.3 (c), (d) and (e) (iii) shall not apply.

## Length of Innings

### Uninterrupted Matches.

Each team shall bat for 50 overs unless all out earlier.

If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 20 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

If the team fielding second fails to bowl 50 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.

There will be no penalties for slow over-rates, but teams should be encouraged to bowl their overs within the allotted time-frame by officials, and warned if they are getting behind schedule.

## 12.4.2 Delayed or Interrupted Matches

### Delay or Interruption to the Innings of the Team Batting First (see Appendix 2)

When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

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. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to the innings not being completed earlier. Subject to a result not being achieved earlier.

As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4, then the first innings is terminated and the provisions of 12.4.2 (b) below take effect.

A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.

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

There will be no penalties for slow over-rates, but teams should be encouraged to bowl their overs within the allotted time-frame by officials, and warned if they are getting behind schedule.

## Delay or Interruption to the innings of the Team Batting Second

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 15 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored. In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled 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.

To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

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.

A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. With the exception of drinks intervals, 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.

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.

There will be no penalties for slow over-rates, but teams should be encouraged to bowl their overs within the allotted time-frame by officials, and warned if they are getting behind schedule.

## Extra Time

In all matches where the start of play is delayed or play is suspended, the scheduled hours of play shall be extended up to an agreed maximum given by the Tournament Organisers.

## Number of Overs per Bowler

No bowler shall bowl more than 10 overs in an innings.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed 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.

Where possible the scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

In addition, the ECB fast bowler directives relating to the maximal number of overs bowled by young bowlers in a day and in a spell shall be strictly observed.

## Law 12.4 – The toss

Law 12.4 shall be replaced by the following:

The captains shall toss for the choice of innings, on the field of play and in the presence of the Match Referee, who shall supervise the toss. The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any re-scheduled time for the match to start. Note, however, the provisions of Law 1.3 (Captain).

Note: Law 12.5 requiring the captain of the side winning the toss to notify the opposing captain as soon as the toss is completed of his decision to bat or to field first shall apply.

## LAW 13 – The Follow-On

Law 13 shall not apply.

## LAW 14 – Declaration and Forfeiture

Law 14 shall not apply.

## LAW 15 - Intervals

Law 15 shall apply subject to the following:

### Law 15.5 - Changing agreed times for intervals - Interval between Innings

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval.

If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a 10 minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced as follows:

If up to 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced by the amount of actual playing time lost.

If more than 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced to 30 minutes (subject to (iii) below).

Note: The prescribed interval timings above may be reduced further by the Match Referee taking into account the intention of not having a prolonged interval after a lengthy interruption close to the conclusion of the innings of the team batting first. However, the minimum interval shall not be less than ten minutes.

### Law 15.9 - Intervals for Drinks

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart, or after 17 and 34 overs, whichever is the later. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

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 (subject to the wearing of bibs – refer to the note in clause 2.1.3). Captains cannot bring on the drinks.

## LAW 16 – Start of Play, Cessation of Play

Law 16 shall apply subject to the following (see also clauses 15 and 12.4):

Law 16.1 – Start and Cessation Times

To be determined by the Tournament Organisers subject to there being 2 sessions of 3.2 hours each, separated by a 45 minute interval between innings.

NOTE: The playing hours of matches scheduled to take place at venues where dew is likely to be a factor should be determined so as to ensure that the effect of any dew is minimised.

Laws 16.6, 16.7 and 16.8 shall not apply.

Laws 16.9, 16.10, and 16.11 shall apply in so far as they are relevant to a one innings limited overs type match.

**Minimum Over Rates**

The minimum over rate to be achieved in matches will be 15 overs per hour.

The actual over rate will be calculated at the end of the match by the umpires.

In calculating the actual over rate for the match, allowances will be given for the actual time lost as a result of any of the following:

treatment given to a player by an authorised medical personnel on the field of play;

a player being required to leave the field as a result of a serious injury;

all third umpire referrals and consultations;

time wasting by the batting side; and

all other circumstances that are beyond the control of the fielding side.

In the event of any time allowances being granted to the fielding team under 16.4.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

For the avoidance of doubt, over-rate calculations during the course of this tournament are made solely for the purpose of information. No penalties for slow over-rate shall apply.

LAW 17 – Practice on the Field

Law 17.1 shall apply subject to the following:

Practice on the pitch or rest of the square

Law 17.1 shall apply subject to the following:

The use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.

Bowling practice on the bowling strips referred to in (a) above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

For the avoidance of doubt, if the match is taking place on a ground with only one or more artificial pitches, the term “square” refers only to these pitches, and practice of all kinds is permitted anywhere not on the pitch(es).

## LAW 18 – Scoring Runs

Law 18 shall apply.

## LAW 19 - Boundaries

### Law 19.2 - Defining the Boundary - Boundary Marking

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope, painted line with flags or similar object of a minimum standard as authorised by the ICC from time to time. Where appropriate the rope should be a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 metres) between the boundary and the fence.

### Law 19.3 - Scoring a Boundary

The following shall apply in addition to Law 19.3:

If an unauthorised person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handling the ball. See also Law 19.1 (c).

If the ball struck directly by the batsman makes contact with a permanent obstacle on the field of play (such as a tree) then 4 runs are to be awarded to the batting side, regardless of whether such contact is made on the full or not.

## LAW 20 – Lost Ball

Law 20 shall apply.

## LAW 21 – The Result

Law 21 shall apply subject to the following:

### Law 21.1 - A Win - Two Innings Match

Law 21.1 shall not apply.

### Law 21.2 - A Win - One Innings Match

Law 21.2 shall apply in addition to the following:

Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

### Law 21.3 – Umpire (Referee) Awarding a Match

Law 21.3 shall be replaced by the following:

A match shall be lost by a side which either: 1) Concedes defeat or 2) In the opinion of the Tournament Referee refuses to play and the Referee shall award the match to the other side.

If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the Tournament Referee of this fact. The Tournament Referee shall together with the umpires ascertain the cause of the action. If the Tournament Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the Tournament Referee shall award the match in accordance with (a)(ii) above.\*

If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 12.4.2 and 15.1 above.

\* N/B In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the Code of Conduct.

Law 21.4 – Matches in which there is an agreement under Law 12.1 (b)

Law 21.4 shall not apply.

Law 21.4 - A Tie

Law 21.4 shall apply in addition to the following:

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

In the round-robin matches, points are allocated for a tie as per Clause 21.10.

In the final and playoff matches, the teams shall compete in a Super Over to determine the winners. Refer Clause 21.10.3.

Law 21.5 - A Draw

Law 21.5 shall not apply.

Prematurely Terminated Matches - Calculation of the Target Score

Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (refer Duckworth/Lewis regulations)

Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (refer Duckworth/Lewis regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

Correctness of Result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.5, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

Event Format

The tournament will be contested by 5 teams. Each team will play every other team once in a round-robin format.

Points will be allocated for each match in accordance with the system described in clause 21.10 of these playing conditions.

Unless specified, following the completion of the round-robin matches the top 2 teams (as determined in 21.10) will contest the final. Due to time constraints there will not be any ranking play-offs.

Therefore the games will be as follows:

On completion of the round-robin matches 1st and 2nd (as determined in 21.10) will play the final.

Standings

Preliminary Matches

The following points system shall apply:

Win	2
Tie or No Result or Abandoned	1
Loss	0

Round-Robin Matches

In the event of teams finishing on equal points at the end of the round-robin matches, the progression to the ranking play-offs will be decided in the following order of priority:

The team with the most number of wins in the round-robin matches will be placed in the higher position.

If there are teams with equal points and equal wins in the round-robin matches then in such case the team with the higher net run rate in these matches will be placed in the higher position (refer to 21.10.4 below for the calculation of net run rate).

If following the net run rate calculation above there are teams which are still equal, then the team which was the winner of the head to head match played between them will be placed in the higher position.

In the highly unlikely event that teams cannot be separated by the above this will be done by drawing lots.

Please note in a match declared as no result, run rate is not applicable.

Final and Ranking Play-offs

In the event of the final or ranking play-off being tied or there is no result, the following shall apply:

Tied or abandoned match – the teams shall compete in a SuperOver to determine the final positions (refer to Appendix 6).

If following a tie or abandonment, weather conditions prevent the SuperOver from being completed, or if the match is a no result, the teams shall be ranked according to their final position at the end of the round robin matches.

Net Run Rate

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 of both teams shall be based on the full quota of overs to which the batting team would have been entitled and not on the number of overs in which the team was dismissed.

Note: Any play during a Super Over is excluded from these calculations.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final target score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

In circumstances where a match (and the points for such match) is awarded to a team as a result of the other team's refusal to play, either by the Tournament Referee in accordance with Law 21.3 (a)(ii) as read with playing condition 21.3 or in accordance with the provisions of the relevant event agreements signed by the participating teams, the net run rate of the defaulting team shall be affected in that the full 50 overs of the defaulting team's innings in such forfeited match shall be taken into account in calculating the average runs per over of the defaulting team over the course of the relevant portion of the competition. For the avoidance of doubt the runs scored and overs bowled in such forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

In the event of any dispute the Event Technical Committee may be called on to make a ruling and its ruling will be final.

## LAW 22 – The Over

Law 22 shall apply subject to the addition of the following to Law 22.5:

### Law 22.5 - Umpire Miscounting

Whenever possible the third umpire or the scorers shall inform the on-field umpires if the over has been miscounted.

## LAW 23 – Dead Ball

Law 23 shall apply subject to the addition of the following to Law 23.4. 23.1

### Law 23.4 – Umpire calling and signalling 'Dead Ball'

Should a ball thrown by a fielder make contact with an obstacle on the field of play, either umpire shall call and signal dead ball. Unless this was already a no-ball or wide, the ball shall count as one of the over. All runs scored to that point shall count, plus the run in progress if the batsmen have already crossed.

## LAW 24 – No Ball

Law 24 shall apply subject to the following:

### Law 24.1 (b) Mode of Delivery

Law 24.1 (b) shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

### Free Hit After a Foot-Fault No Ball

In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide 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 clause 41.2 shall apply). Exception: if a fielder is standing in a position whereby the status of “free hit” renders him at risk of injury, the umpires may allow him to retreat in a direct line between him and the middle-stump to a distance on the edge of the 15 yard inner circle (see 41.2.3 (b)). For the avoidance of doubt, positions such as “short-leg”, “silly mid-off” are to be considered to be in this category.

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.

Fair Delivery - The feet

Law 24.5 shall apply, subject to the final paragraph being replaced by the following:

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he shall call and signal No ball.

## LAW 25 - WIDE BALL

Law 25.1 - Judging a Wide

Law 25 shall apply with the following addition to Law 25.1:

Umpires are instructed to apply very strict and consistent interpretation in regard to 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 the avoidance of doubt, any ball down the leg-side which passes behind the batsman as he attempts to play the ball, even after he has moved, shall be called a wide.

If a batsman attempts a reverse sweep or a switch hit, both sides of the wicket are to be viewed as off-side for the purpose of judging a Wide.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

Any ball bouncing off the artificial surface will be called a No-Ball and not a wide.

## LAW 26 – Bye and Leg Bye

Law 26 shall apply.

## LAW 27 - Appeals

Law 27 shall apply.

## LAW 28 – The Wicket is Down

Law 28 shall apply.

## LAW 29 – Batsman Out of His Ground

Law 29 shall apply.

## LAW 30 - Bowled

Law 30 shall apply.

## LAW 31 – Timed Out

Law 31 shall apply.

## LAW 32 - Caught

Law 32 shall apply.

## LAW 33 – Handled the Ball

Law 33 shall apply.

## LAW 34 – Hit the Ball Twice

Law 34 shall apply.

## LAW 35 – Hit Wicket

Law 35 shall apply.

## LAW 36 – Leg Before Wicket

Law 36 shall apply.

For the avoidance of doubt, if the batsman attempts a reverse sweep or switch hit, the off-side is determined by his original stance as the bowler started his run-up.

## LAW 37 – Obstructing the Field

Law 37 shall apply.

For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batsman crossing the pitch, Law 42.14 shall also apply.

## LAW 38 – Run Out

Law 38 shall apply.

## LAW 39 - Stumped

Law 39 shall apply.

## LAW 40 – The Wicket-Keeper

Law 40 shall apply subject to the following:

### 40.1 Law 40.1 – Protective Equipment

The following shall apply in addition to Law 40.1:

The wicket-keeper must wear a helmet if he is standing up to the stumps. For the avoidance of doubt, when an artificial strip is being used as playing surface, if the keeper is standing wholly on the artificial strip he is considered to be standing up to the stumps.

## LAW 41 - Fielder

Law 41 shall apply subject to the following:

### Law 41.1 - Protective Equipment

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.

Any fielder standing less than 10 metres from the batsman on strike, unless he is at slip, leg-slip or gully, must wear a helmet.

### Restrictions on the Placement of Fieldsmen

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

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 fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

The following fielding restrictions shall apply:

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 semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 5). The 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.

During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During the second block of Powerplay Overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). These fielding restriction areas should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer attached Appendix 5).

During the first block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen 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 may be permitted to stand deeper than 15 yards (13.72 metres) (outside the marked area) provided only that they are standing in slip, leg slip or gully positions.

During the non Powerplay Overs, no more than four fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.3 (a) above.

Subject to the provisions of 41.2.6 below, the Powerplay Overs shall apply for 15 overs per innings to be taken as follows:

The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.

The second block of Powerplay Overs (block of 5 overs for an uninterrupted match) shall be taken at the discretion of either of the batsmen at the wicket. In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40th over. (No equivalent restriction applies to innings of shorter scheduled duration.)

A batsman 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.

Once a batsman has nominated a Powerplay, the decision cannot be reversed.

Should the batting side choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g. in a 50 over innings, this will begin at the start of the 36th over).

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 1st and 2nd innings of the match.

Innings duration	First Powerplay	Second Powerplay	Powerplay Total
20 – 21	4	2	6
22 – 24	5	2	7
25 – 28	5	3	8
29 – 31	6	3	9
32 – 34	7	3	10
35 – 38	7	4	11
39 – 41	8	4	12
42 – 44	9	4	13
45 – 48	9	5	14
49	10	5	15

Each block of Powerplay Overs must commence at the start of an over.

If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 41.2.6. Any Powerplay overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting side's allocation. The decision of the batting side of when to take any remaining Powerplay overs are made in the usual way.

Illustrations of 41.2.8:

A match starts as 50 overs, is interrupted after 12 overs and reduced to 43 overs. (The first 10 overs have been Powerplays (PP); the next two were not.) The new PP allocation is 9+4, so there are 3 overs left for the batting side. These must start no later than the 38th over in order to be completed by the 40th over.

If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay will be assumed to have been taken immediately and will continue until it is completed.

Illustrations of 41.2.9

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 43 overs. Powerplay overs are 9+4. 2nd Powerplay is in progress with 0.3 out of the 4 overs completed, i.e. it covers overs 10 to 13. The fielding restrictions relating to the second Powerplay take immediate effect on resumption.

If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

Illustrations of 41.2.10

A 45 over innings is interrupted after 8.3 overs, and on resumption has been reduced to 28 overs. Powerplay overs are 5+3. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

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

Illustration of 41.2.11:

A 41 over innings in which only the 1st Powerplay has been taken is interrupted after 35.1 overs and reduced to 39 overs. Powerplay overs are still 8+4. Powerplays automatically resume for the start of the next over, but only 11 of the 12 scheduled Powerplay overs can be bowled in the innings.

At the commencement of the second block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

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

When feasible, an indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled, along with the number of overs remaining in the current block of Powerplay Overs.

A public address system when available shall be used to keep the spectators informed.

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

## LAW 42 – Fair and Unfair Play

### Law 42.3 - The Match Ball - Changing its Condition

Law 42.3 shall apply, subject to the following:

Law 42.3 (d) and (e) shall be replaced with the following:

If the umpires together agree that the deterioration in the condition of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall then decide together whether they can identify the player(s) responsible for such conduct.

42.1.1 If it is possible to identify the player(s) responsible:

Change the ball forthwith. The batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

Additionally the bowler's end umpire shall:

Award 5 penalty runs to the batting side.

Inform the captain of the fielding side of the reason for the action taken.

Inform the captain of the batting side as soon as practicable of what has occurred.

Together with the other umpire report the incident to the Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the Code of Conduct.

42.1.2 If it is not possible to identify the player(s) responsible:

- a) Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
- b) The bowler's end umpire shall issue the captain with a first and final warning, and
- c) Advise him that should there be any further incident by that team during the remainder of the match or subsequent matches within the event, steps 42.1.1 a) to e) above will be adopted, with the captain deemed under e) to be the player responsible should the umpires be unable to identify other player(s) responsible.

Law 42.4 - Deliberate Attempt to Distract Striker

Law 42.4 shall apply subject to the following:

In addition, the umpires shall report the incident to the Tournament Referee under the Code of Conduct.

Law 42.5 - Deliberate Distraction or Obstruction of Batsman

Law 42.5 shall apply subject to the following:

In addition, the umpire shall report the incident to the Tournament Referee under the Code of Conduct.

Law 42.6 - Dangerous and Unfair Bowling

Law 42.6 (a) - The Bowling of Fast Short Pitched Balls

Law 42.6 (a) shall be replaced by the following:

A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease, no matter how fast the bowler is bowling.

A bowler is allowed one short-pitched delivery per over.

A bowler shall be limited to **‘two’** more fast short-pitched deliveries per over, after his one for the over has been called by the umpire.

The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a No-Ball.

For the avoidance of doubt any fast short pitched delivery that is called a No-Ball under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal ‘no ball’ and then tap the head with the other hand.

If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.

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.

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

The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

The above is not a substitute for Clause 42.5 below which umpires are able to apply at any time.

#### Law 42.6 (b) Bowling of High Full Pitched Balls

Law 42.6 (b) shall be replaced by the following:

Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.

In the event of a bowler bowling a high full pitched ball as defined in Clause 42.4.2 (a) above, the umpire at the bowler's end shall call and signal no ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signalling no ball, 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.

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

The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

#### Law 42.7 - Dangerous and Unfair Bowling - Action by the Umpire

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 42.4.1, 42.4.2 and 42.6 the following shall apply at any time during the match:

The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.

Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

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. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).

The bowler thus taken off shall not be able to bowl again in that innings.

The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

The umpires will then report the matter to the Tournament Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

## Law 42.8 - Deliberate Bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed dangerous and unfair as defined in Clause 42.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

Call and signal no ball.

When the ball is dead, direct the captain to take the bowler off forthwith.

Not allow the bowler to bowl again in that innings.

Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

Report the occurrence to the other umpire, to the captain of the batting side and the Tournament Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play Responsibility of the Captains).

## Action by the Umpires for Dangerous and Unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 42.4.1, 42.4.2, 42.5 and 42.6 such cautions and warnings are not to be cumulative.

## Law 42.9 - Time Wasting by the Fielding Side

Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following:

If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:

Call and signal dead ball if necessary, and;

Award 5 penalty runs to the batting side (see Law 42.17).

Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.

Report the occurrence to the Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the Code of Conduct.

## Law 42.10 - Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within 2 minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

In addition, the umpires will report the incident to the Tournament Referee under the Code of Conduct.

## Law 42.14 Batsman damaging the pitch

Law 42.14 shall apply.

See also clause 37 above.

## Law 42.15 – Bowler attempting to run out non-striker before delivery

Law 42.15 shall be replaced by the following:

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon possible.

## Use of Electronic Communications Equipment

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted.

## APPENDIX 1

All penalty runs in the Laws of Cricket (2000 5th Edition – 2013) apply in International Cricket.

## APPENDIX 2A

Calculation sheet for use when a delay or interruptions occur in the First Innings

Time

Net playing time available at start of the match	<u>400 minutes</u>	(A)
Time innings in progress	_____	(B)
Playing time lost	_____	(C)
Extra time available	_____	(D)
Time made up from reduced interval	_____	(E)
Effective playing time lost [C – (D + E)]	_____	(F)
Remaining playing time available [A - F]	_____	(G)
G divided by 4 (to 2 decimal places)	_____	(H)
Max overs per team [H/2] (round up fractions)	_____	(I)
Maximum overs per bowler [I / 5]	_____	
Duration of Powerplay Overs (initial, batting side)	_____ + _____	
Rescheduled Playing Hours		
First session to commence or recommence	_____	(J)
Length of innings [I x 4] (round up fractions)	_____	(K)
Rescheduled first innings cessation time [J + (K – B)]	_____	(L)
Length of interval	_____	(M)
Second innings commencement time [L + M]	_____	(N)
Rescheduled second innings cessation time [N + K]	_____	*(O)

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Clause 12.4.2 a) iv). If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

## APPENDIX 2B

Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time \_\_\_\_\_ (P)

Rescheduled cut-off time allowing for full use of any extra time provision \_\_\_\_\_ (Q)

Minutes between P and Q \_\_\_\_\_ (R)

Potential overs to be bowled  $[R / 4]$  (round up fractions) \_\_\_\_\_ (S)

Number of complete overs faced to date in first innings \_\_\_\_\_ (T)

If S is greater than T then revert to Appendix 2A

If S is less than or equal to T then the first innings is terminated and go to Appendix 3A

## APPENDIX 3A

Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix 2B) \_\_\_\_\_ (A)

Scheduled length of innings:  $[A \times 4]$  (round up fractions) \_\_\_\_\_ (B)

Start time \_\_\_\_\_ (C)

Scheduled cessation time  $[C + B]$  \_\_\_\_\_ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler  $[A / 5]$  \_\_\_\_\_ overs

Duration of Powerplay overs (initial, batting side) \_\_\_\_\_ + \_\_\_\_\_

## APPENDIX 3B

Calculation sheet for use when interruption occurs after the start of the Second Innings

### Time

Time at start of innings \_\_\_\_\_ (A)

Time at start of interruption \_\_\_\_\_ (B)

Time innings in progress \_\_\_\_\_ (C)

Restart time \_\_\_\_\_ (D)

Length of interruption [D – B] \_\_\_\_\_ (E)

Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings) \_\_\_\_\_ (F)

Total playing time lost [E – F] \_\_\_\_\_ (G)

### Overs

Maximum overs at start of innings \_\_\_\_\_ (H)

Overs lost [G / 4] \_\_\_\_\_ (I)

Adjusted maximum length of innings [H – I] \_\_\_\_\_ (J)

Rescheduled length of innings [J x 4] \_\_\_\_\_ (K)

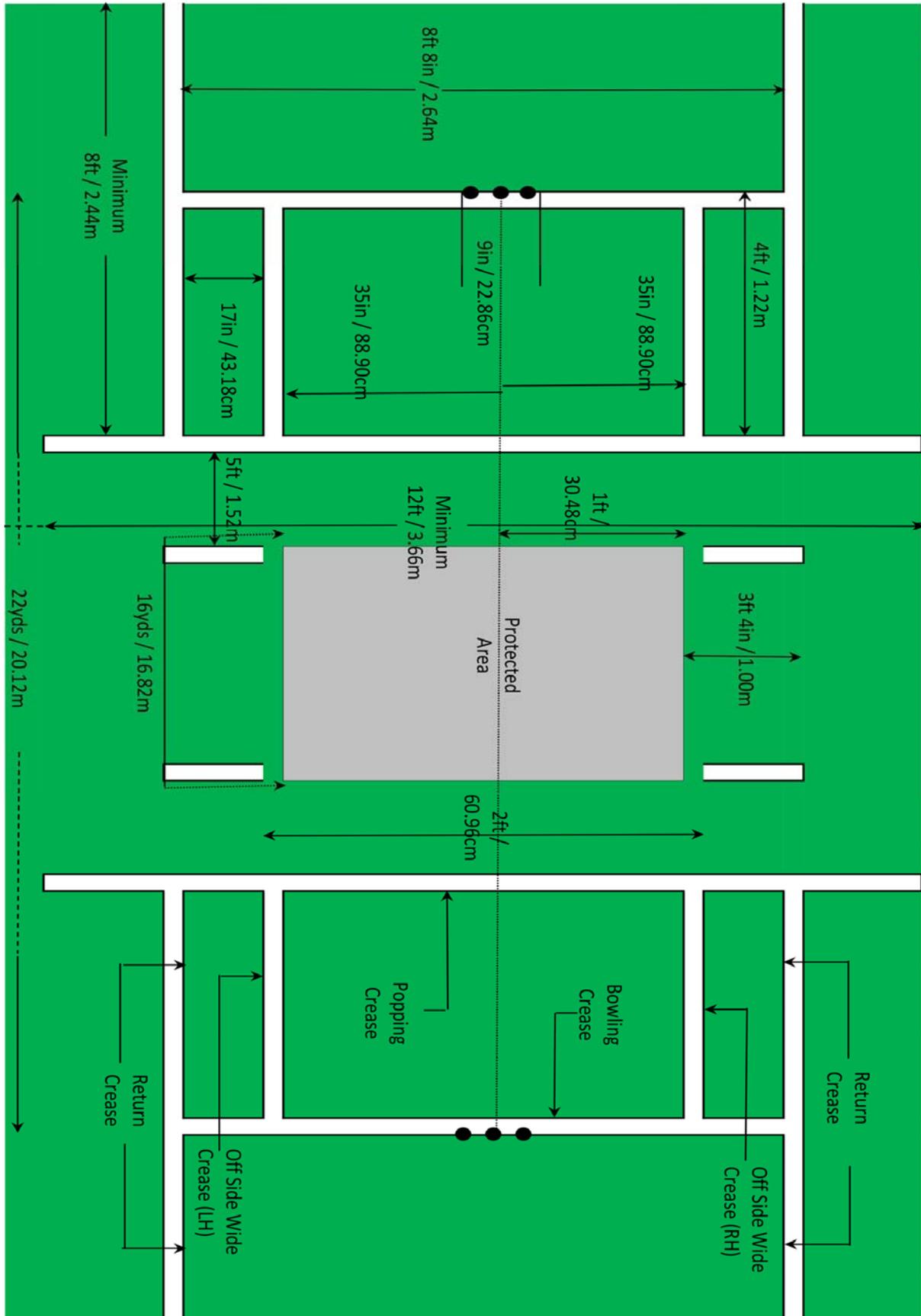
Amended cessation time of innings [D + (K – C)] \_\_\_\_\_ (L)

### Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5] \_\_\_\_\_ overs

Duration of Powerplay overs (initial, batting side) \_\_\_\_\_ + \_\_\_\_\_

## APPENDIX 4 – Crease Markings



Green area equals grass.  
White area is the white paint markings

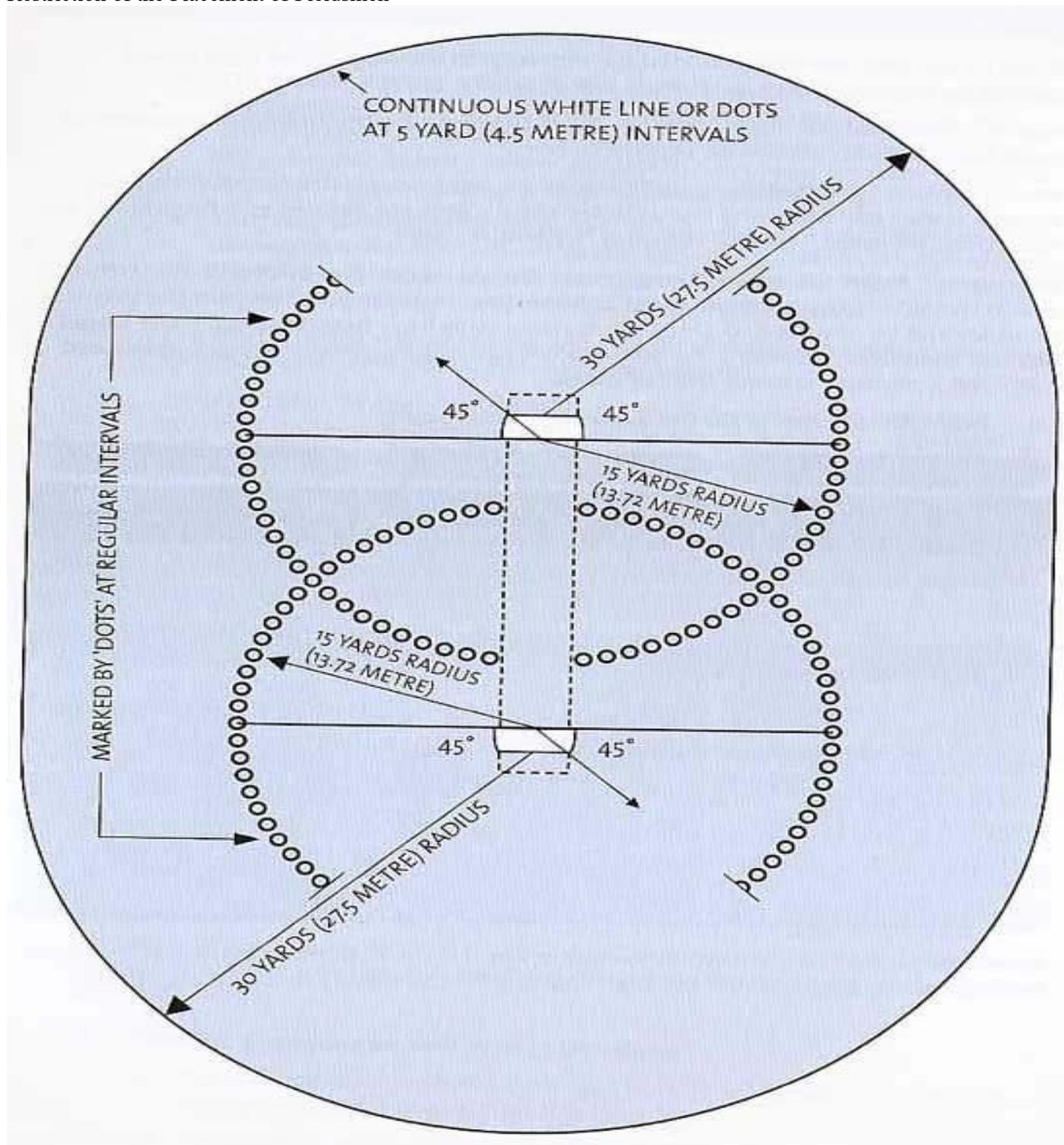
Grey area is the protected area. (No Bowlers, Batsmen or Fielders allowed).



# The Pitch, Bowling, Popping, Wide and Return Creases

## APPENDIX 5

### Restriction of the Placement of Fieldsmen



The final mark of the 15 yards radius shall be a line placed at an angle of 45°, measured from the popping crease at a point level with the middle stump.

## APPENDIX 6

### Procedure for the Super Over

The following procedure will apply should the provision for a Super Over be adopted in any match.

- 1) 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 Match Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 2) The amount of extra time allocated to the Super Over is the greater of (a) the extra time allocated to the original match less the amount of extra time actually utilised and (b) the gap between the actual end of the match and the time the original match would have been scheduled to finish had the whole of the extra time provision been utilised. Should play be delayed prior to or during the, Super Over once the playing time lost exceeds the extra time allocated, the Super Over shall be abandoned. See clause 15.
- 3) The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Match Referee.
- 4) The umpires shall stand at the same end as that in which they finished the match.
- 5) In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 6) Only nominated players in the main match 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, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- 7) Any penance time being served in the main match shall be carried forward to the Super Over.
- 8) Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 International match.
- 9) The team batting second in the match will bat first in the Super Over.
- 10) The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such box to include the balls used in the main 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, then playing conditions as stated for the main match shall apply.
- 11) The loss of two wickets in the over ends the team's one over innings.
- 12) In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the D/L method, clause 14 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- 13) If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.

14) If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

RUNS SCORED FROM:	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

15) Clause 2 examples:

Scheduled finish 5.00, 30 minutes extra time available, so scheduled finish time if the whole of the extra time provision is utilised is 5.30.

a) No extra time is utilised in the original match which overruns ten minutes and finishes at 5.10. The Super Over is scheduled to start at 5.20 with 30 minutes extra time available. It starts on time but is interrupted at 5.25. Play must resume by 5.55 otherwise the Super Over is abandoned.

b) 20 minutes of extra time was utilised, with the match scheduled to finish at 5.20, but it actually finishes at 5.10. Therefore the extra time allocated to the Super Over is the greater of a) 10 minutes (30 minutes extra time less 20 already utilised) and b) 20 minutes (the gap from the actual finish time of 5.10 and the scheduled finish had the full extra time been utilised of 5.30). The Super Over was due to start at 5.20, but is delayed by rain. It must therefore start by 5.40 or the Super Over is abandoned.

c) The match finishes at 5.40 (having started 30 minutes late and overrun by 10 minutes). There is no extra time allocated to the Super Over which should start at 5.50. Any delay or interruption after 5.50 means the Super Over is abandoned.