



# **BCCI : Playing Conditions for Multi-day Matches**

## **SENIOR AND JUNIOR DOMESTIC TOURNAMENTS 2015-16**

### **THE PREAMBLE - THE SPIRIT OF CRICKET**

*Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.*

- 1** There are two Laws, which place the responsibility for the team's conduct firmly on the captain.

#### **Responsibility of captains**

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

#### **Player's conduct**

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain and instruct the latter to take action.

- 2 Fair and unfair play**

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

- 3 The umpires are authorised to intervene in cases of:**

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

- 4 The Spirit of the Game involves RESPECT for:**

- Your opponents
- Your own captain and team
- The role of the umpires
- The game and its traditional values

- 5 It is against the Spirit of the Game:**

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or an umpire
- To indulge in cheating or any sharp practice, for instance:
  - (a) to appeal knowing that the batsman is not out
  - (b) to advance towards an umpire in an aggressive manner when appealing
  - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

- 6 Violence:**

There is no place for any act of violence on the field of play.



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### **7 Players:**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

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

**Note:** All the references to 'Governing Body' within the Laws of Cricket shall be replaced by 'The BCCI Match Referee'.

### **1 LAW 1 : The Players**

#### **1.1 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 11 players, one of whom shall be captain.

#### **1.2 Law 1.2 - Nomination of players**

Law 1.2 shall be replaced by the following:

*1.2.1* Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the BCCI 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.

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

*1.2.3* A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

a) Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

b) Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in b) above (for example, the player is not permitted to enter the on-field 'dug-out').

*1.2.4* All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

*1.2.5* In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable BCCI Regulations pertaining to domestic cricket and in particular to the BCCI Code of Conduct, the Anti-Doping Code and the BCCI Anti-Corruption Code.



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### **1.3 Law 1.3 - Captain**

The following shall apply in addition to Law 1.3 (a): The deputy must be one of the nominated members of the playing eleven.

Each Association must nominate its 'Multi Day Team Captain' to the BCCI when appointed.

If the 'Multi Day Team Captain' is not participating in a match, the relevant Association must nominate a replacement 'Multi Day Team Captain' for the match. The Association shall advise the BCCI Match Referee.

If the 'Multi Day Team Captain' plays in a match without being the nominated captain for that match, he will be deemed to be the captain should any penalties be applied for over rate breaches under the Code of Conduct.

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## **LAW 2 : Substitutes & Runners; Batsman or Fielder Leaving The Field; Batsman Retiring; Batsman Commencing Innings**

### **2.1 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.

### **2.2 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 following restrictions shall apply to his future participation in the match:

**2.2.1** The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 120 minutes. If any unexpired penance time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.



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2.2.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 120 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penance time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

For the purposes of clauses 2.2.1 and 2.2.2, playing time shall comprise the time play is in progress excluding lunch and tea intervals and intervals between innings. For clarity, a player's penance time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

However, 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, provided he returns to the field of play immediately after the interruption.

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).

2.2.3 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 or batting 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).

## **3**

### **LAW 3 : The Umpires**

#### **3.1 Law 3.1 - Appointment and attendance**

Law 3.1 shall be replaced by the following:

The following rules for the selection and appointment of Multi Day Match Umpires shall be followed as far as it is practicable to do so:

3.1.1 Umpires will be appointed based on neutrality as far as possible.



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*3.1.2* Neutrality shall mean an umpire from a zone other than that of the teams involved in the match.

*3.1.3* For knock out matches, appointment of neutral umpires may be dispensed with if ICC panel umpires are available.

*3.1.4* Neither team shall have a right of objection to an umpire's appointment.

*3.1.5* Umpires shall be present on the ground at least one and a half hours before the scheduled start of play on any day.

### **3.2 Third Umpire/TV Replays**

The following shall apply in addition to Clause 3.1: (Only for matches, which have TV production for live or delayed telecast of the match)

#### **3.2.1 General**

a) Wherever there is a provision of live or delayed telecast of the match, the BCCI will appoint a third umpire.

b) The host association will ensure a separate room is provided for the third umpire and that he has access to a television monitor and direct sound link with the television control broadcast director to facilitate as many replays as is necessary to assist him in making a decision.

c) In the circumstances detailed in Clauses 3.2.2, 3.2.3, 3.2.4, 3.2.5 and 3.2.6 hereunder, the on-field umpire has the discretion to refer the appeal to the third umpire or, in case of paragraph 3.2.3.1, 3.2.5 and 3.2.6, to consult with the third umpire before making his decision and should take a common sense approach.

Players may not appeal to the umpire to use the replay system- breach of this provision would constitute dissent and the player could be liable for discipline under the BCCI Code of Conduct.

d) The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the third umpire shall have discretion to take more time in order to finalise a decision.

e) The third umpire shall only have access to TV replays for the provisions of paragraphs 3.2.2, 3.2.3, 3.2.4, 3.2.5 and 3.2.6 below. Other technology which may be in use by the broadcaster for telecast purposes (Hot Spot, ball tracking, stump microphone, Snickometer) shall not be permitted.



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#### **3.2.2 Run Out, Stumping and Hit Wicket Decisions:**

- a) The on-field umpire shall be entitled to refer an appeal for a run out, stumping or hit wicket to the third umpire.
- b) An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his hands.
- c) If the third umpire decides the batsman is out a red light is displayed; a green light means Not Out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to indicate that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (As an alternative to the red/green light system and where available, the big replay screen may be used for the purpose of conveying the third umpire's decision.)

When BCCI Match Referee / Umpire coach act as TV umpire as in 3.2.1.e above, lights may be substituted with red, green and white flags to communicate the decision.

- d) In the case of a referral of a hit wicket or stumping decision, the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if the third umpire finds that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made.
- e) In a match where only static cameras are used, fairness of delivery only with respect to Foot faults and Bowler breaking the wicket can be referred at the fall of a wicket.
- f) In a match where only static cameras are used, when viewing a Stumping or Hit wicket referral, if the BCCI Match Referee has conclusive evidence of the Wicket keeper's encroachment, he shall advise the striker's end umpire to signal a No ball, and the striker shall not be dismissed

#### **3.2.3 Caught Decisions**

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

##### **3.2.3.1 Fair Catches**

- a) Should the bowler's end umpire be unable to decide whether or not a catch was taken **fairly**, he shall first consult with the square leg umpire.



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b) Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire, then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height. Following such consultation, the final decision will be made and given by the bowler's end umpire, who will take into account the on-field umpires' initial views and any other advice received from the third umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.

c) The third umpire has to determine whether the batsman has been caught. However, while reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if it is clear to the third umpire that the batsman, is out by another mode of dismissal (excluding LBW) or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)

d) The final decision shall be indicated in the normal fashion by the bowler's end umpire.

#### **3.2.3.2 Bump Ball**

a) Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire.

b) Should both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke as in Clause 3.2.2(b)

c) The third umpire has to determine whether the ball was a bump ball or not. However, when reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)

d) The third umpire shall communicate his decision by the system as in Clause 3.2.2 (c).



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#### **3.2.4 Boundary Decisions**

- a) The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched the boundary or when he had any part of his person grounded beyond the boundary, or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.
- b) An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.
- c) The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.

#### **3.2.5 Obstructing the Field**

**3.2.5.1** Following an appeal from the fielding side, the on-field umpire shall be entitled to consult with the third umpire if he feels that the batsman has obstructed the field.

**3.2.5.2** The bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire (if necessary), then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height.

**3.2.5.3** Following such consultation with the third umpire, the final decision shall be indicated in the normal fashion by the bowler's end umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.

#### **3.2.6 Batsmen Running to the Same End**

- a) In the event of both batsmen running to the same end and the umpires are uncertain over which batsman made his ground first, the on-field umpire may consult with the third umpire.
- b) The procedure in Clause 3.2.4 (b) shall apply.



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#### **3.2.7 NO BALLS**

For matches with a Live or Delayed telecast:

Following any mode of dismissal that is not permitted off a no ball, if the on-field umpire is uncertain as the fairness of the delivery he shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action with the third umpire. Consultation with the third umpire shall be by way of two-way radio.

If the delivery was not a fair delivery the on-field umpire shall indicate that the batsman is not out and signal no ball. For the avoidance of doubt, the third umpire shall apply clause 24.2 when deciding whether a no ball should have been called.

For matches with Static cameras only:

Fairness of delivery only with respect to Foot faults and Bowler breaking the wicket may be checked.

#### **3.2.8 Cameras On or Over the Field of Play in a match with live telecast**

The on-field umpire shall be entitled to refer to the third umpire for a decision as to whether the ball has been in contact with any part of the camera, its apparatus or its cables above the playing area.

A decision is to be made immediately and cannot be changed thereafter.

An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.

The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the camera or its cables above the playing area as envisaged under this paragraph.

### **3.3 Law 3.2 - Change of umpire**

Law 3.2 shall be replaced by the following:

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.



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#### **3.4 Law 3.4 - To inform captains and scorers**

The following shall apply in addition to Law 3.4 (l):

The host association may provide for the ringing of a bell, which shall be rung 5 minutes before the start of the match and termination of an interval or interruption, when the umpires shall go to the wickets.

#### **3.5 Law 3.8 - Fitness for play and Law 3.9 - Suspension of play in dangerous or unreasonable conditions**

*3.5.1* The safety of all persons within the ground is of paramount importance to the BCCI.

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 clauses 3.5.5 and 3.5.6, 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 BCCI Match Referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

Laws 3.8 & 3.9 shall be replaced by:

*3.5.2* The umpires shall be the final judges of the fitness of the ground, weather and light for play. **However the umpires shall involve and consult the BCCI Match referee before deciding not to start/recommence after an interval/interruption. They shall also involve the Match Referee when they need to suspend or call off play in dangerous and unreasonable conditions (Read 3.5.3).**

**However when play is in progress, the Umpires by themselves will take any decision regarding suspension of play.**

See 3.5.3 below and Law 7.2 (Fitness of the pitch for play).



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#### **3.5.3 Suspension of play in dangerous or unreasonable conditions**

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

b) 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, following consultation with the match referee. 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.

If circumstances are warranted, the umpires shall stop play and instruct the ground staff to take whatever action they can and use whatever equipment necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.

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

c) 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.

d) 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.

**3.5.4** If a shadow from a fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

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

**3.5.6** Where play is suspended under Clause 3.5.5 above, the decision to abandon or resume play shall be the responsibility of the BCCI Match Referee who shall act only after consultation with the head of ground security and the police.



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#### **3.6 Light Meters (Refer to Appendix B)**

*3.6.1* It is the responsibility of the host association to supply light meters to the match officials to be used in accordance with these playing conditions.

*3.6.2* All light meters shall be uniformly calibrated and supplied by the BCCI.

*3.6.3* The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 3.5.3 (b) above.

*3.6.4* Light meter readings may accordingly be used by the umpires:

- a) To determine whether there has been at any stage any deterioration or improvement in the light.
- b) As benchmarks for the remainder of a stoppage, and the match.

#### **3.7 Use of artificial lights**

Artificial light shall not be used.

## **4 LAW 4 : The Scorers**

Law 4 shall apply

## **5 LAW 5 : The Ball**

#### **5.1 Law 5.2 - Approval and control of balls**

Law 5.2 shall be replaced by the following:

The host association shall provide cricket balls of an approved standard and spare used balls for changing during a match, which shall also be of the same brand.

- Note:
- (a) In **the ZR Irani** Trophy red SG Test balls will be used.
  - (b) In **the Duleep** Trophy red SG Test balls shall be used.
  - (c) In **the Ranji** Trophy and **C K NAYUDU TROPHY (A TEAM)** red SG Test balls shall be used.
  - (d) In the U-19, the U-16 and the **Vizzy** Trophy SG Tournament (Special) balls shall be used.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the host association in presence of the umpires.

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.



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#### **5.2 Law 5.4 - New ball in a match of more than one day's duration**

Law 5.4 shall be replaced by the following:

The following shall apply in addition to Law 5.4:

The prescribed number of overs shall be 80. The umpire shall inform the other umpire and indicate to the batsmen and the scorers whenever a new ball is taken into play.

**5.3** New ball shall be mandatorily taken after 100 overs have been bowled with the old ball. When the ball is replaced, umpire shall inform the other umpire, batsmen and the scorers.

#### **5.4 Law 5.6 - Specifications**

Law 5.6 shall not apply.

## **6 LAW 6 : The Bat**

**6.1** Law 6.2 to 6.6 shall be replaced by:

#### **Width and length**

The bat overall shall not be more than 38 inches/96.5 cm in length. The blade of the bat shall be made solely of wood and shall not exceed 4¼ in/10.8 cm at the widest part. The blade of the bat shall have a conventional 'flat' face.

#### **6.2 Covering the blade**

The blade may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 in/1.56 mm in thickness.

**6.3** Law 6.8 shall apply subject to the following:

Law 6.8 (b) (iv) shall be replaced by:

(iv) any additional materials permitted under 6.2 above



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### **LAW 7 : The Pitch**

#### **7.1 Law 7.3 - Selection and preparation**

The following will apply in addition to Law 7.3:

*7.1.1* The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorized access. (The pitch area shall include an area at least 2 meters beyond the rectangle made by the crease markings at both ends of the pitch).

*7.1.2* The BCCI Match Referee shall ensure that, prior to the start of play and during any intervals, only authorized staff, the match officials, players, team coaches and authorized television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

- a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- b) Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcasters(s) (but not news crew).
- c) No spiked footwear shall be permitted.
- d) 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.
- e) Access shall not interfere with pitch preparation.

*7.1.3* In the event of any dispute, the BCCI Match Referee will rule and his ruling will be final.



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#### **7.2 Law 7.4 - Changing the pitch**

Law 7.4 shall be replaced by the following:

*7.2.1* 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 BCCI Match Referee.

*7.2.2* The on-field umpires and the BCCI Match Referee shall consult with both captains.

*7.2.3* If the captains agree to continue, play shall resume.

*7.2.4* If the decision is not to resume play, the on-field umpires shall consider one of the options in the following sequence:

a) whether the existing pitch can be repaired, and the match can be resumed from the point it was stopped. In considering whether to authorize such repairs, the BCCI Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

b) whether an alternative pitch can be used.

c) whether the match has to be abandoned.

*7.2.5* When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.

*7.2.6* In the event of a decision being taken in favor of Clauses 7.2.4 (a) or 7.2.4(b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.



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7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures as provided herein, shall be the responsibility of the on-field umpires.

7.2.8 In the event that the existing pitch can be made playable after suitable remedial work as in Clause 7.2.4 (a) above, the match shall continue from the point stopped. The playing time lost between the stoppage time of the match and the actual restart time of the match will be covered by the provisions of clause 16.

7.2.9 If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above). 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 clause 16.

7.2.10 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the relevant officials from the Tournament Committee shall agree on whether the match can be replayed within the existing scheduled.

### **7.3 Law 7.5 - Non-turf pitches**

Law 7.5 shall not apply.

All matches will be played on natural turf pitches. The use of PVA, other adhesives in the preparation of pitches is not permitted.

## **8 LAW 8 : The Wickets**

### **8.1 Law 8.2 - Size of stumps**

The following shall apply in addition to Law 8.2:

For televised matches the host association may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be of exactly the same size.

## **9 LAW 9 : The Bowling, Popping and Return Creases**

### **9.1 Law 9.3 - The popping crease**

Law 9.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres).



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**10**

### **LAW 10 : Preparation and Maintenance of the Playing Area**

#### **10.1 Law 10.1 - Rolling**

The following shall apply in addition to Law 10.1:

*10.1.1* Prior to tossing for the choice of innings, the artificial drying of the pitch and outfield shall be at the discretion of the ground curator. Thereafter and throughout the match, the drying of the outfield may be undertaken at any time by the ground curator, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

*10.1.2* The umpires may instruct the ground curator to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

*10.1.3* An absorbent roller may be used to remove water from the covers including the cover on the

#### **10.2 Law 10.3 (b) - Mowing the outfield shall not apply.**

#### **10.3 Law 10.6 - Maintenance of foot holes.**

The following shall apply in addition to Law 10.6:

The umpires shall see to it that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowlers' foot holes. As soon as possible after the conclusion of each day's play, bowlers' foot holes will be repaired.

#### **10.4 Watering the outfield**

The watering of the outfield will be permitted during the match subject to the following:

*10.4.1* Such watering shall only be possible if the "watering plan" is requested by the ground curator and approved by the umpires before the match has started. Once the match has started, any such request will not be considered.



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*10.4.2* The consent of the captains is not required but the umpires shall advise both captains and the BCCI Match Referee before the start of the match on what has been agreed.

*10.4.3* The watering shall occur as soon as possible after the conclusion of the day's play.

*10.4.4* The watering shall only be carried out to the extent that is necessary to retain the good condition of the outfield.

*10.4.5* The square and bowlers' run ups will be adequately covered prior to any watering taking place.

*10.4.6* All ongoing matters of interpretation and implementation of watering requirements and regulations shall be resolved between the umpires and ground curator, but with the umpires retaining ultimate discretion over whether to approve any watering.

#### **10.5 Protection and preparation of adjacent pitches during matches**

The protection (by way of an appropriate cover) and preparation of pitches, which are adjacent to the match pitch, will be permitted during the match subject to the following:

*10.5.1* Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.

*10.5.2* Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

*10.5.3* The preparation work shall be carried out under the supervision of the umpires.

*10.5.4* Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.

*10.5.5* The consent of the captains is not required but the umpires shall advise both captains and the BCCI Match Referee before the start of the match on what has been agreed.

## **11 LAW 11 : Covering the Pitch**

### **11.1 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 the commencement of play.



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#### **11.2 Law 11.2 - During the match**

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match. It shall be wholly covered at the termination of each day's play or providing the weather is fine, within a period of two hours thereafter.

**Note:** The covers must totally protect the pitch and also the pitch surrounding, a minimum of 5 metres either side of the pitch and any worn or soft areas in the outfield.

#### **11.3 Law 11.3 - Covering bowlers' run ups**

Law 11.3 shall be replaced by the following:

The bowlers' run-ups shall be covered in inclement weather, in order to keep them dry, to a distance of at least 10 x 10 meters.

#### **11.4 Law 11.4 - Removal of covers**

Law 11.4 shall be replaced by the following:

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2½ hours before the scheduled start of play provided it is not raining at that time, but the pitch will be covered again if rain falls prior to the commencement of play.

Attention is drawn to clauses 3.5 and 10.5 above.

In case of inclement weather and seasonal problems like fog, heavy dew etc. the ground curator may be instructed by the umpires as to when and how to remove the covers and umpires may also specify the time for removing and placing back the covers.

## **12**

### **LAW 12 : Innings**

Law 12 shall apply subject to the following:

**12.1** Law 12.1 (a) shall be replaced by the following: A match shall be two innings per side subject to the provisions of Law 13.1.

**12.2** Law 12.1 (b) and 12.3 (e) shall not apply.



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#### **12.3 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 BCCI 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 rescheduled 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 shall apply.

**13**

#### **LAW 13 : Follow-on**

##### **13.1 Law 13.3 - First day's play lost**

If the provision of Clause 16.1.3 (b) is applied, the additional time is regarded as part of that day's play, i.e. it is the number of days remaining, and not the total number of hours available.

**14**

#### **LAW 14 : Declaration and Forfeiture**

Law 14 shall apply.

**15**

#### **LAW 15 : Intervals**

##### **15.1 Law 15.3 - Duration of intervals**

*15.1.1* Luncheon Interval: The interval shall be of 40 minutes duration.

*15.1.2* Tea Interval: The interval shall be of 20 minutes duration.

##### **15.2 Law 15.8 - Tea interval- 9 wickets down**

Law 15.8 shall apply.

In addition, the provisions of Law 15.8 as applicable to the tea interval shall also apply to the lunch interval



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#### **15.3 Law 15.9 - Intervals for Drinks**

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 2.2.3).

Drinks interval to count as playing time for the purpose of Law 2.5 (Fielder absent or leaving the field)

## **16**

### **LAW 16 : Start of Play, Cessation of Play**

Law 16 shall apply subject to the following:

#### **16.1 Start and Cessation Times**

a) All matches shall be of six hours schedule play per day.

b) Hours of play:

9.30 a.m. to 12.00 noon (First Session)

12.00 noon to 12.40 p.m. (Lunch)

12.40 p.m. to 2.40 p.m. (Second Session)

2.40 p.m. to 3.00 p.m. (Tea)

3.00 p.m. to 4.30 p.m. (Last Session)

c) On the last day, the match shall start 15 minutes early and sessions will be rearranged accordingly. In the knock out stage, the match will start 15 minutes early and sessions will be rearranged accordingly on both the original and extended day, if any.

d) If there is a change in time of the start of play, the manager and captain of both teams; the umpires and the BCCI Match Referee must be informed in writing as soon as they arrive by the staging association



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#### **16.1.1 Minimum Overs in the Day**

Subject to clause 16.1.2 below,

a) On days other than the last day, play shall continue on each day until the completion of a minimum target of 90 overs (or a minimum of 15 overs per hour) or the completion of the scheduled or rescheduled cessation time, whichever is later but provided that play shall not continue for more than 30 minutes beyond the scheduled or rescheduled cessation time (permitted overtime). For the sake of clarity, if any of the minimum target number of overs have not been bowled at the completion of the permitted overtime, play shall cease upon completion of the over in progress.

**The overs not bowled shall be made up on the subsequent day and the closing time shall be rescheduled accordingly. These extra overs shall be in addition to any time carried over from the previous day after playing time has been lost due to ground weather and light conditions.**

b) On the last day, a minimum of 75 overs (or a minimum of 15 overs per hour) shall be bowled during the playing time other than the last hour of the match where clause 16.1.6 below shall apply. If any of the minimum of 75 overs, or as recalculated, have not been bowled when one hour of the scheduled playing time remains, the last hour of the match for the purposes of clause 16.1.6 shall be the hour immediately following the completion of these overs.

#### **16.1.2 Reduction in minimum overs**

Except in the last hour of the match, for which clause 16.1.6 makes provision, if play is suspended due to adverse weather or light or any other reason (other than normal intervals) for more than 1 hour on any day, the minimum number of overs shall be reduced by 1 over for each full 4 minutes of the aggregate playing time lost. For the avoidance of doubt, the aggregate of 1 hour shall be inclusive of any time that may have been brought forward from previous days due to playing time lost on such previous days under clause 16.1.3 (b) below.

#### **16.1.3 Making Up Lost Time.**

a) On the Day

1. Subject to weather and light, except in the last hour of the match, in the event of play being suspended for any reason other than normal intervals, the playing time on that day shall be extended by the amount of time lost up to a maximum of 1 hour. For the avoidance of doubt, the maximum of 1 hour shall be inclusive of any time that may have been added to the scheduled playing time due to playing time having been lost on previous days under clause 16.1.3 (b) below **and any overs carried over from the earlier day under clause 16.1.1 a.**

**2. To make up for time lost after lengthy delays due to ground weather light conditions, the BCCI Match Referee may, further reduce the prescribed interval timings above, after taking into account the intention of not having a prolonged interval after a lengthy interruption. However, the minimum interval time shall not be less than 20 minutes for a Lunch interval and not less than 10 minutes for a Tea Interval.**



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#### b) On Subsequent Days

If any time is lost and cannot be made up under clause 16.1.3 (a) above, additional time of up to a maximum of 30 minutes per day shall be added to the scheduled playing hours for the next day, and subsequent day(s) as required (to make up as much lost time as possible). Where appropriate this additional time shall be added to the second session.

In circumstances where it is not possible to add this additional time to the second session, the additional time may be added to the third session (see also 16.1.4). When such additional time is added, the minimum overs for that day shall be increased by one over for each four minutes of additional time or part thereof.

#### c) On the Last Day only (Refer Appendix-A)

Clause 16.1.3 (a) applies. However, for the purposes of this clause, the definition of playing time shall exclude the last hour. No time is made up in respect of any interruptions that commence after the start of the last hour.

Should play be interrupted prior to the last hour being signaled, the playing time lost will be made up (subject to the maximum of 1 hour described in (a) above) with the previously scheduled time for the last hour being updated to reflect the time made up during this interruption. In order to determine the minimum overs to be bowled prior to the last hour and the rescheduled starting time for the last hour, it is necessary to complete the template in Appendix A.

#### **16.1.4 Change of Intervals**

a) If play has been suspended for any reason other than normal intervals for 30 minutes or more prior to the commencement of the scheduled or rescheduled tea interval on that day, the tea interval shall be delayed for 30 minutes.

b) Notwithstanding the provisions of clause (a) above, the timings of intervals can be altered under Law 15.5 at any time on any day if playing time has been lost irrespective of whether the time has been lost on that day or on any previous days.

#### **16.1.5 Change of Innings**

Where there is a change of innings during a day's play (except where the change of innings occurs at lunch or tea or when play is suspended for any reason) 2 overs will be deducted from the minimum number of overs to be bowled.

The over in progress at the end of an innings is regarded as a completed over for the purposes of determining the minimum number of remaining overs to be bowled in the day.



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#### **16.1.6 Last Hour**

Law 16.6, 16.7 and 16.8 will apply except that a minimum of 15 overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on 1 over for each full 4 minutes (refer clause 16.1.9 below).

On the final day, if both captains (the batsmen at the wicket may act for their captain) accept that there is no prospect of either side achieving a victory, they may agree to finish the match after

- (a) The time for the commencement of the last hour has been reached
- OR
- (b) There are a minimum of 15 overs to be bowled, whichever is later.

*16.1.7* Notwithstanding any other provision, there shall be no further play on any day, other than the last day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within 2 minutes of the scheduled cessation time or thereafter. This shall also apply to the additional time permitted in order to complete the minimum over requirement for the day. If an over is interrupted in these circumstances, stumps shall be drawn for the day and the over shall be completed on the resumption of play.

*16.1.8* An over completed on resumption of a new day's play shall be disregarded in calculating minimum overs for that day.

#### **16.1.9 Stumps Drawn**

Except on the final day:

- a) In the event of play being suspended for any reason at or after the most recently scheduled or rescheduled cessation time, stumps shall be drawn upon play being suspended.
- b) In the event of the players already being off the field for a suspension of play at the most recently scheduled or rescheduled cessation time, then stumps will be drawn at that time.

*16.1.10* The scoreboard shall show:

- a) The total number of overs bowled with the ball currently in use and
- b) The minimum number of overs remaining to be bowled in a day.



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#### **16.1.11 Penalties shall apply for slow over rates**

##### **Calculating the actual Over-rate.**

a) The actual over rate will be calculated at the end of every match by the Umpires officiating in that match. In the case of Multi-day matches, the actual over rate will be the average rate, which is achieved by the fielding team across both of the batting team's innings.

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

- i) treatment given to a player on the field of play by an authorized medical personnel.
- ii) A player being required to leave the field as a result of serious injury.
- iii) All third Umpire referrals and consultations
- iv) Time wasting by the batting side (which may in addition constitute a separate offence pursuant to any of articles 2.1.8, 2.2.11, 2.3.3 or 2.4.4 depending on the context and the seriousness of the incident.
- v) All other circumstances beyond the control of the fielding team.

c) In addition, the following time allowances will be given in Multi-day Matches:

i) 2 minutes per wicket taken provided that the wicket has not fallen immediately prior to any interval or interruption.

d) If a batting team is bowled out or declares its inning closed in less than 50 overs in any particular innings, no account shall be taken of the actual over rate in that innings when calculating the actual over rate at the end of such Match.

e) In a match where outright result has been obtained penalty for slow over rate will not be applicable for both the teams.

#### **16.2 Extra Time**

*16.2.1* The umpires may decide to play 30 minutes (a minimum of eight overs) extra time at the end of any day (other than the last day) if requested by either captain if, in the umpires opinion, it would bring about a definite result on that day [this is in addition to the additional time provided for in Clause 16.1.3 above]. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time on one or more of these days, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.



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Only the actual amount of playing time up to the maximum 30 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the match shall end earlier on the final day by the amount of time by which play was previously extended under this clause.

*16.2.2* The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled lunch or tea interval of any day if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Only the actual amount of playing time up to the maximum 15 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the following session of play shall be reduced by the amount of time by which play was previously extended under this clause.

For the avoidance of doubt, Law 15.8, as amended by Clause 15.2, shall still apply subsequent to the application of this clause, i.e. when 9 wickets are down following the extra 15 minutes.

However, this clause shall not apply when Law 15.8, as amended by Clause 15.2, has already been applied, i.e. the 15 minutes shall not be added at the end of 30 minutes extra time.

*16.2.3* a) In knock out matches if the first innings lead is not achieved in the allotted match days, the match will be extended by one full day and the last hour will be rescheduled on the extended day and all sections in clause 16 regarding the last hour shall apply.

b) For avoidance of doubt, last hour should not be taken on the originally scheduled last day if after 75 overs or one hour of playing time remains whichever is later and first innings lead is not achieved

c) However the game will continue as any normal day's game till the overs for the day are bowled. If first inning lead is not achieved then the game is extended by one day. But if the first innings lead is achieved after the last hour is dispensed with, the two Captains may agree to call of the match.

d) In such an event where the game goes into an extra day the last hour will be as per clause 16.16(Last hour).

e) When the game is thus extended by an extra day, if first innings lead is achieved then the game is to be stopped immediately



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#### **16.3 Minimum Over Rates**

The minimum over rate to be achieved in a multi-days match will be 15 overs per hour.

The actual over rate will be calculated at the end of the match by the umpires/Match Referee and will be the average rate, which is achieved by the fielding side across both of the batting team's innings.

**17**

#### **LAW 17 : Practice on the Field**

Law 17 shall apply subject to the following:

##### **17.1 Law 17.1- Practice on the rest of the square**

Law 17.1 shall apply subject to the following:

a) 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.

b) 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.

##### **17.2 Law 17.3 - Practice on the outfield between the call of play and call of time**

Law 17.3 shall apply save that Law 17.3 (c) shall be replaced with the following:

(i) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the law.

**18**

#### **LAW 18 : Scoring Runs**

Law 18 shall apply

**19**

#### **LAW 19 : Boundaries**

Law 19 shall apply subject to the following:



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#### **19.1 Law 19.1 - The boundary of the field of play**

The following shall apply in addition to Law 19.1:

The playing area shall be a minimum of 140 yards (128.01 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 60 yards (54.86 metres). The straight boundary at both ends of the pitch shall be a minimum of 60 yards (54.86 metres). Distances shall be measured from the centre of the pitch to be used.

On large grounds the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 metres) from the center of the pitch to be used.

Sight screens 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 operators should take particular care that the advertising is not changed at a time which is distracting to the umpire.

In addition, advertising on perimeter boards placed in front of the sight screen's is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

#### **19.2 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 or similar object of a minimum standard as authorised by BCCI from time to time. Where appropriate the rope should be required to be a minimum distance of 3 yards (2.74 metres) inside the perimeter fencing for 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.

#### **19.3 Law 19.3 - Scoring a boundary**

The following shall be in addition to Law 19.3:

If an unauthorized 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).

20

#### **LAW 20 : Lost Ball**

Law 20 shall apply.



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**21**

### **LAW 21 : The Result**

Law 21 shall apply subject to the following:

#### **21.1 Law 21.2 - A win-one innings match**

Law 21.2 shall not apply

#### **21.2 Law 21.3- Umpire (BCCI Match Referee) awarding a match**

Law 21.3 shall be replaced by the following:

- a) A match shall be lost by a side which either
  - i) concedes defeat or
  - ii) in the opinion of the BCCI Match Referee refuses to play and the BCCI Match Referee shall award the match to the other side.
  
- b) 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 BCCI Match Referee of this fact. The BCCI Match Referee shall together with the umpires ascertain the cause of the action. If the BCCI Match Referee 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 BCCI Match Referee shall award the match in accordance with (a) (ii) above.\*
  
- c) If action as in (b) above takes place after play has started and does not constitute a refusal to play
  - i) playing time lost shall be counted from the start of the action until play recommences, subject to Law 15.5(Changing agreed times for intervals)
  - ii) the time for close of play on that day shall be extended by this length of time, subject to Law 3.9 (Suspension of play in dangerous and unreasonable conditions) and provisions of clause 16.

#### **21.3 Law 21- Matches in which there is an agreement under Law 21.1(b)**

Law 21.4 shall not apply

#### **21.4 Law 21.8 - Correctness of result**

Any query on the result of the match as defined in Laws 21.1, 21.3, 21.5, 21.8 and 21.10 shall be resolved as soon as possible and a final decision is to be made by the umpires at close of play.



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#### **21.5 Match Points**

##### *21.5.1* Multi day match on league basis

1	Outright Win	Six Points
2	Innings Win / Win by 10 Wickets	One Bonus Point
3	First Innings Lead but no outright win	Three Points
4	Loss on First Innings	One Point
5	Tie on First Innings without outright result	One Point each
6	Tie on both Innings	Three Points each
7	Outright Loss	Zero Points
8	First Innings results not achieved with or without weather interference	One Points Each

#### **POINTS BEING EQUAL**

If two or more teams secure equal number of points, then their relative position in the table of points shall be determined as under:

a) In event of equality of points the higher number of outright wins will determine the position in the table points.

b) Should there be equality in both points and wins, the position shall be determined by the **Net run rate** calculated thus:

(i) divide the total number of runs scored by an association by the number of overs (including deliveries from incomplete overs) FACED by it.

(ii) divide the total number of runs scored against an association by the total number of overs (including deliveries from incomplete overs) BOWLED by it.

(iii) Subtract the latter (ii) from the former (i) and the team having the higher Net Run rate shall be considered to have the better performance.

##### **21.5.2 Result in a knock out match up to and including the Semi final:**

The result of the match will be decided on the result of the two innings. If two innings are not completed the match will be decided on the result of the first innings.

If no result is obtained on the 1st inning at the end of the scheduled last day of the match, the match will be extended by one full day.

If no result on first inning is obtained at the end of the extended day, or the scores are equal on the result of first innings or the result is a Tie, the winner will be decided by the spin of coin in presence of the BCCI Match Referee or in the absence of the Match Referee, in presence of the 2 field Umpires.



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#### **For the Final Match**

The result of the match will be decided on the result of the two innings. If two innings are not completed the match will be decided on the result of the first innings.

If no result is obtained on the 1st inning at the end of the scheduled last day of the match, the match will be extended by one full day.

If no result on first inning is obtained at the end of the extended day, or the scores are equal on the result of first innings or the result is a Tie, both the teams will be declared as joint winners.

*21.5.3* In all the matches where the home and away format is applicable, if a match is abandoned after the match has been in progress due to digging/ tampering of the pitch on which the match was being played, the visiting team shall be declared as the winner of the match irrespective of the position of the match.

**22**

#### **LAW 22 : The Over**

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

##### **22.1 Law 22.5 - Umpire miscounting**

Whenever possible the BCCI Match Referee shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

**23**

#### **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 signaling 'Dead Ball'**

In a match where cameras are being used on or over the field of play (e.g. Spydercam), should a ball that has been hit by the batsman make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a No ball it shall count and the No ball penalty apply.

No other runs (including penalty runs) apart from the No ball penalty shall be scored. Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, 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.



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### **24 LAW 24: No Ball**

Law 24 shall apply subject to the following:

#### **24.1 Law 24.1 - 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 followed by dead ball, and the ball is to be re-bowled overarm.

#### **24.2 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.

### **25 LAW 25: Wide Ball**

#### **25.1 Law 25.1 - Judging a Wide**

Law 25 shall apply with the following addition to Law 25.1 (Judging a wide):

For bowlers attempting to utilize the rough outside a batsman's leg stump, not necessarily as a negative tactic, the strict limited over interpretation for Wides shall be applied.

For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over interpretation for Wides shall be applied.

### **26 LAW 26: Bye and Leg Bye**

Law 26 shall apply

### **27 LAW 27: Appeals**

Law 27 shall apply

### **28 LAW 28: The Wicket is Down**

Law 28 shall apply



## **BCCI : Playing Conditions for Multi-day Matches**

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**29**      **LAW 29: Batsman Out of his Ground**

Law 29 shall apply

**30**      **LAW 30: Bowled**

Law 30 shall apply

**31**      **LAW 31: Timed Out**

Law 31 shall apply. Refer also to clause 42.9 (Law 42.10)

**32**      **LAW 32: Caught**

Law 32 shall apply

**33**      **LAW 33: Handled The Ball**

Law 33 shall apply

**34**      **LAW 34: Hit the Ball Twice**

Law 34 shall apply

**35**      **LAW 35: Hit Wicket**

Law 35 shall apply

**36**      **LAW 36: Leg Before the Wicket**

Law 36 shall apply

**37**      **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.

See also clause 3.2.5

**38**      **LAW 38: Run Out**

Law 38 shall apply



## BCCI : Playing Conditions for Multi-day Matches

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### 39 **LAW 39: Stumped**

Law 39 shall apply

### 40 **LAW 40: The Wicket Keeper**

Law 40.4 shall be replaced by the following: After the ball comes into play and before it reaches the striker, it is unfair if the wicket keeper significantly alters his position in relation to the striker's wicket, except for the following:

(i) movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket.

(ii) lateral movement in response to the direction in which the ball has been delivered.

(iii) movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however the provisions of Law 40.3 (Position of the wicket-keeper) shall apply. In the event of unfair movement by the wicket keeper, either umpire shall call and signal Dead ball.

### 41 **LAW 41: The Fielder**

Law 41 shall apply subject to the following:

#### 41.1 Law 41.1 - Protective equipment

In addition to Law 41.1:

The exchange 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.

Law 41.7 - Movement by fielders and Law 41.8 Definition of significant movement shall be replaced by the following:

(i) minor adjustments to stance or position in relation to the striker's wicket.

(ii) movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position.

(iii) movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

Note also provisions of Law 42.4 (Deliberate attempt to distract the striker).



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42

### **LAW 42: Fair and Unfair Play**

Law 42 shall apply subject to the following:

#### **42.1 Law 42.1 – Fair and unfair play – responsibility of captains**

Law 42.1 shall apply.

#### **42.2 Law 42.2 – Fair and unfair play – responsibility of umpires**

Law 42.2 shall apply.

#### **42.3 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 of the ball is inconsistent 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.

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

- a) 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:
- b) Award 5 penalty runs to the batting side.
- c) Inform the captain of the fielding side of the reason for the action taken.
- d) Inform the captain of the batting side as soon as practicable of what has occurred.
- e) Together with the other umpire report the incident to the BCCI Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the BCCI Code of Conduct.



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42.3.2 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 of the fielding side 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, steps 42.1.1 a) to e) above will be adopted, with the captain deemed under e) to be the player responsible

#### **42.4 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 BCCI Match Referee under the BCCI Code of Conduct.

#### **42.5 Law 42.5 - Deliberate distraction or obstruction of batsman**

Law 42.5 shall apply subject to the following:

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



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#### **42.6 Law 42.6 - Dangerous and Unfair Bowling**

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

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

- a) A bowler shall be limited to two fast short-pitched deliveries per over.
  - b) 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.
  - c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
  - d) In addition, for the purpose of this regulation and subject to Clause 42.6.1 (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 wide.
  - e) For the avoidance of doubt any fast short-pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
  - f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 42.6.1 (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.
  - g) If a bowler delivers a third 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.
  - h) 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.
  - i) 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, another bowler shall complete the over, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
  - j) The bowler thus taken off shall not be allowed to bowl again in that innings.
  - k) 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.
  - l) The umpires **may** then report the matter to the BCCI 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 42.7 below which umpires are able to apply at any time.*



## **BCCI : Playing Conditions for Multi-day Matches**

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

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

- a) 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.
- b) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.6.2(a) the umpire at the bowler's end shall, call and signal no ball.
- c) 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 signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning.
- d) The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- e) 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 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.
- f) The bowler thus taken off shall not be allowed to bowl again in that innings.
- g) 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.
- h) The umpires **may** then report the matter to the BCCI Match Referee who shall take 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.)



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#### **42.7 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 42.6.1, 42.6.2 and 42.6 the following shall apply at any time during the match.

**42.7.1** 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.

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

a) At 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.

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

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

d) 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.

e) 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)

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

g) 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.

h) The umpires may then report the matter to the BCCI 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.)

**Should the umpires initiate the caution and warning procedures set out in Clauses 42.6.1, 42.6.2, and 42.7 such cautions and warnings are not to be cumulative.**



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#### **42.8 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 unfair as defined in Clause 42.6.2 was deliberately bowled, then the caution and warning process shall be dispensed with. The umpire at the bowler's end shall:

*42.8.1* Call and signal no ball.

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

*42.8.3* Not allow the bowler to bowl again in that innings.

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

*42.8.5* Report the occurrence to the other umpire, to the captain of the batting side and the BCCI 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).

#### **42.9 Law 42.9 - Time Wasting by the Fielding Side**

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

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

a) Call and signal dead ball if necessary, and;

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

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

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



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#### **42.10 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 shall report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.11 Law 42.11 - Damaging the pitch – area to be protected**

Law 42.11 shall apply.

#### **42.12 Law 42.12 – Bowler running on protected area after delivering the ball.**

Law 42.12 shall apply, subject to 42.12 (d) (iv) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.13 Law 42.13 – Fielder damaging the pitch.**

Law 42.13 shall apply.

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

#### **42.14 Law 42.14 Batsman damaging the pitch**

Law 42.14 shall apply.

See also clause 37 above.

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



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#### **42.15 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 deliberately 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 as possible.

#### **42.16 Law 42.16 – Batsman stealing a run**

Law 42.16 shall apply, subject to 42.16 (vi) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.17 Law 42.17 – Penalty runs**

Law 42.17 shall apply.

#### **42.18 Law 42.18 – Player's Conduct**

Law 42.18 shall apply, subject to 42.18 (iii) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.19 Use of Electronic Communication 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



# BCCI : Playing Conditions for Multi-day Matches

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### APPENDIX A : Calculation Template for Last Day of Multiday Match

This template applies to any interruption on the last day which causes a loss in actual playing time, (i.e. an interruption longer than the amount of extra time available) and where play resumes after the scheduled tea interval.

Where play resumes prior to tea, then the calculation of overs remaining in the day is performed as per Days other than last day, with the scheduled time for the last hour affected only by the adding of any extra time.

Lines A, B, C, D and E should be completed at the start of an interruption on the final day. If play resumes without any lost playing time, or prior to the tea interval, then this sheet can be discarded.

Once the length of interruption exceeds D and actual playing time is lost, then line F can be completed. Lines G and H can be completed immediately if the interruption starts after tea, otherwise as soon as the interruption includes the tea interval.

A.	Start of interruption	
B.	Minimum overs remaining before start of last hour as at time A (See Note 1)	
C.	Time required to bowl minimum overs @ 4 minutes per over (B x 4)	
D.	Extra time available as at time A	
E.	Scheduled time for last hour as at time A	
F.	Rescheduled time for last hour ( <i>Time basis</i> ) (D + E)	
G.	Length of intervals covered by interruption: 40 ( <i>lunch</i> ), 20 ( <i>tea</i> ), 60 ( <i>both</i> ) or 0 ( <i>neither</i> )	
H.	Rescheduled time for last hour ( <i>Overs basis</i> ) (A + C + D + G)	
I.	Later of F and H above	
J.	Time play resumes	
<b>Case A: If J is earlier than I, play resumes prior to the last hour</b>		
K.	Minutes playing time lost (J - A - D - G)	
L.	Overs lost @ 4 minutes per over ( <i>see Note 2</i> )	
M.	Minimum overs before start of last hour (B - L) ( <i>See Note 1</i> )	
*****The last hour then starts at the later of the time in Line F & the completion of the overs in Line M		
<b>Case B: If J is not earlier than I, play resumes in the last hour</b>		
K.	Time for last hour to finish ( <i>I plus 60 minutes</i> )	
L.	Minutes remaining in last hour (K - J)	
M.	Overs remaining in last hour (L / 4 minutes or part thereof) ( <i>See Note 1</i> )	

**Note 1:** If an interruption occurs part-way through an over, in Row B enter the number of full overs remaining, ignoring the part over. Then in Row M, add back the part over to the minimum overs to be bowled on resumption.

**Note 2:** The actual overs lost for a given interruption will also reflect any earlier interruptions in the day, so that one over is lost in the day for each full four minutes of aggregated playing time lost. For example, 15 minutes loses 3 overs, but another 15 minute delay loses 4 overs.



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### APPENDIX B : Guidelines for applying Playing Conditions and the use of Light meter

- 1.1. The umpires shall use light meter readings as a guideline for determining whether the light is unfit/fit for play.
- 1.2. Light meter readings may be used by the umpires:
  - (a) At any time to determine whether there has been a deterioration or improvement in the light.
  - (b) As benchmarks for the remainder of a stoppage in the match

The terms 'unsuitable' or 'unfair' are not valid reasons for suspending play. Conditions need to be 'safe' to continue playing and 'unsafe' to suspend play. Umpires should only suspend play when conditions are 'dangerous'.

#### **In practice the processes will work as follows:**

- (a) On the first occasion when bad light is approaching in a match, the umpires shall consult. Unless the **conditions have suddenly become unsafe with light deteriorating quickly** (in which case the umpires shall stop play immediately), this first consultation **will normally** result in the umpires agreeing to re-evaluate again at a later stage - should the light conditions deteriorate.

NB. A light reading **may** be taken at this stage to assist the umpires in assessing whether the light is deteriorating or not. **(For clarification, this reading, if taken, has nothing to do with any sort of benchmark related to suspension or resumption of play)**

- (b) This initial consultation should also alert the fielding captain to reassess his bowling options, if necessary. Unless conditions are **unsafe**, the umpires will issue a clear instruction that play is to continue.
- (c) After this first consultation, if either of the umpires then considers that the light has deteriorated further, and it is now unsuitable for play, the umpires shall consult again.
- (d) A further light reading shall be taken to check that the light has in fact deteriorated. The umpires shall again determine whether the conditions are unsafe for play, taking into account the bowler who is bowling at the time.

**NB.** In an ideal situation this might be the best time to suspend play.

- (e) However other issues may arise:

If a fast/fast medium bowler is bowling and the umpires are of the view that the light is unfit for this type of bowling but would be satisfactory for a medium/slow bowler they shall inform the fielding captain.

- (f) If the fielding captain chooses not to change the bowler then the umpires shall suspend play. **A light reading shall be taken at this point, which will act as the benchmark for all future light decisions in respect of fast/fast medium bowlers.**
- (g) If the fielding captain changes the bowler to a medium/slow bowler, the umpires have another decision to make and shall probably allow play to continue again.
- (h) If either of the umpires decides that the light has deteriorated further, to the extent that it is now unsafe for medium/slow bowlers, then the umpires shall again consult. If the umpires agree that the light is unfit for play, then play will be suspended and the light reading is taken as the future benchmark for medium/slow bowlers. **A light reading shall be taken at this point, which will act as the benchmark for all future light decisions in respect of medium/slow bowlers.**

**Light meters should be used only to assist the umpires in their decision-making. They are to be used only as a guide, once a previous benchmark has already been set.**

**Setting a "soft" benchmark early in the match could make getting a result and playing longer, much more difficult at the end.**

**Approaches to consider when deciding whether to come off for bad light.**

- 1. The first time that play is suspended for bad light – that reading becomes the benchmark (guide) for the match. That is the time to push the boundaries hard, every time.**
- 2. There should be visible proof of light affecting the fielder's ability to see the ball – not just one occurrence and it should be genuine and not game tactic related.**
- 3. Grounds are different – Each ground is different. So readings at each ground will be different.**

## **Umpiring Technique - judgment**

### **Factors to consider when judging the light (for batsmen)**

- i. Type of bowling (fast or slow)
- ii. Are the batsmen hitting boundaries and scoring freely?
- iii. Factors to consider when judging the light (for all players - **unsafe** to continue)
- iv. Standing at square leg - do you lose the ball in the "V" as it is delivered to the batsman
- v. Are the fielders losing the ball in the background?
- vi. Are lights in and around the ground really bright?

## Teamwork

- i. Use only one (1) light meter - the same one between umpires for the match
- ii. Use signals to know when to consult and to communicate dropping or improving light
- iii. Keep consultations brief (30 seconds maximum)
- iv. A mid over suspension of play may deny the fielding captain from changing his bowlers from fast to slow to extend the possibility of playing. If the light drops sharply during an over - you do not have to wait until the end of the over

Maximize play where possible by keeping the fielding captain in the loop with your thoughts. "We're not too far away from considering the light".

Standing near the center of the pitch, record readings from both ends and in the same spot for consistency - write the readings down.

When the on field umpires are finding it difficult to pick up the ball, this is considered the correct time for the umpires to confer and consider the light and discuss the options. Both on field umpires must agree to suspend play. If only one on field umpire believes that play should be suspended, then play should continue.

Once the umpires have made the decision to suspend play there should be no further debate with the fielding captain. When umpires have made decisions - clear **information is** to be given to: both captains; the ground authorities; and the official broadcasters.

The umpires should still endeavor to ensure that:

- 1) Playing time is maximized within the parameters set out in the Laws and the playing conditions.
- 2) Umpires should not suspend play as soon as conditions become less than perfect, but only when the conditions are **unsafe for play to continue**.



# BCCI : Playing Conditions for One Day Matches

## SENIOR AND JUNIOR DOMESTIC TOURNAMENTS 2015-16

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

**Note:** All the references to 'Governing Body' within the Laws of Cricket shall be replaced by 'The BCCI Match Referee'.

### 1 **LAW 1 : The Players**

#### **1.1 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 11 players, one of whom shall be captain.

#### **1.2 Law 1.2 - Nomination of players**

Law 1.2 shall be replaced by the following:

*1.2.1* Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the BCCI 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.

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

*1.2.3* A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

a) Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

b) Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in b) above (for example, the player is not permitted to enter the on-field 'dug-out').

*1.2.4* All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

*1.2.5* In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable BCCI Regulations pertaining to domestic cricket and in particular to the BCCI Code of Conduct, the Anti-Doping Code and the BCCI Anti-Corruption Code.



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### 1.3 Law 1.3 - Captain

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

The deputy must be one of the nominated members of the playing eleven.

Each Association must nominate its 'One Day Team Captain' to the BCCI when appointed.

If the 'One Day Team Captain' is not participating in a match, the relevant Association must nominate a replacement 'One Day Team Captain' for the match. The Association shall advise the BCCI Match Referee.

If the 'One Day Team Captain' plays in a match without being the nominated as captain for that match, he will be deemed to be the captain should any penalties be applied for over rate breaches under the BCCI Code of Conduct.

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## LAW 2 : Substitutes & Runners; Batsman or Fielder Leaving The Field; Batsman Retiring; Batsman Commencing Innings

### 2.1 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.

### 2.2 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 following restrictions shall apply to his future participation in the match:

**2.2.1** The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 120 minutes. If any unexpired penance time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.



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2.2.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 120 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penance time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

For the purposes of clauses 2.2.1 and 2.2.2, playing time shall comprise the time play is in progress excluding lunch and tea intervals and intervals between innings. For clarity, a player's penance time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

However, 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, provided he returns to the field of play immediately after the interruption.

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).

2.2.3 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 or batting 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).

3

### **LAW 3 : The Umpires**

#### **3.1 Law 3.1 - Appointment and attendance**

Law 3.1 shall be replaced by the following:

The following rules for the selection and appointment of One Day Limited Overs Match Umpires shall be followed as far as it is practicable to do so:

3.1.1 Umpires will be appointed based on neutrality as far as possible.

3.1.2 Neutrality shall mean an umpire from a zone other than that of the teams involved in the match.

3.1.3 For knock out matches, appointment of neutral umpires may be dispensed with if ICC panel umpires are available.



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

3.1.5 Umpires shall be present on the ground at least one and a half hours before the scheduled start of play on any day.

### **3.2 Third Umpire/TV Replays**

The following shall apply in addition to Clause 3.1: (Only for matches, which have TV production for live or delayed telecast of the match)

#### **3.2.1 General**

a) Wherever there is a provision of live or delayed telecast of the match, the BCCI will appoint a third umpire.

b) The host association will ensure a separate room is provided for the third umpire and that he has access to a television monitor and direct sound link with the television control broadcast director to facilitate as many replays as is necessary to assist him in making a decision.

c) In the circumstances detailed in Clauses 3.2.2, 3.2.3, 3.2.4, 3.2.5 and 3.2.6 hereunder, the on-field umpire has the discretion to refer the appeal to the third umpire or, in case of paragraph 3.2.3.1, 3.2.5 and 3.2.6, to consult with the third umpire before making his decision and should take a common sense approach.

Players may not appeal to the umpire to use the replay system- breach of this provision would constitute dissent and the player could be liable for discipline under the BCCI Code of Conduct.

d) The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the third umpire shall have discretion to take more time in order to finalise a decision.

e) The third umpire shall only have access to TV replays for the provisions of paragraphs 3.2.2, 3.2.3, 3.2.4, 3.2.5 and 3.2.6 below. Other technology which may be in use by the broadcaster for telecast purposes (Hot Spot, ball tracking, stump microphone, Snickometer) shall not be permitted.

For Matches which have no Live or delayed telecast Where there is no live or delayed telecast, but the match is covered with static cameras by BCCI, the Match Referee will act as the TV umpire and on referral by field umpire, convey the decision as per 3.2.2 only. If an Umpire Coach is appointed for the match, he shall act as the TV Umpire for the match.

#### **3.2.2 Run Out, Stumping and Hit Wicket Decisions:**

a) The on-field umpire shall be entitled to refer an appeal for a run out, stumping or hit wicket to the third umpire.

b) An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his hands.



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c) If the third umpire decides the batsman is out a red light is displayed; a green light means Not Out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to indicate that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (As an alternative to the red/green light system and where available, the big replay screen may be used for the purpose of conveying the third umpire's decision.)

When BCCI Match Referee act as TV umpire as in 3.2.1.e above, lights may be substituted with red, green and white flags to communicate the decision.

d) In the case of a referral of a hit wicket or stumping decision, the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if the third umpire finds that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made.

e) In a match where only static cameras are used, fairness of delivery only with respect to Foot faults and Bowler breaking the wicket can be referred at the fall of a wicket.

f) In a match where only static cameras are used, when viewing a Stumping or Hit wicket referral, if the BCCI Match Referee/Umpire Coach has conclusive evidence of the Wicket keeper's encroachment, he shall advise the striker's end umpire to signal a No ball, and the striker shall not be dismissed.

### **3.2.3 Caught Decisions**

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

#### **3.2.3.1 Fair Catches**

a) Should the bowler's end umpire be unable to decide whether or not a catch was taken **fairly**, he shall first consult with the square leg umpire.

b) Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire, then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height. Following such consultation, the final decision will be made and given by the bowler's end umpire, who will take into account the on-field umpires' initial views and any other advice received from the third umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.



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- c) The third umpire has to determine whether the batsman has been caught. However, while reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if it is clear to the third umpire that the batsman, is out by another mode of dismissal (excluding LBW) or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)
- d) The final decision shall be indicated in the normal fashion by the bowler's end umpire.

#### **3.2.3.2 Bump Ball**

- a) Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire.
- b) Should both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke as in Clause 3.2.2(b)
- c) The third umpire has to determine whether the ball was a bump ball or not. However, when reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)
- d) The third umpire shall communicate his decision by the system as in Clause 3.2.2 (c).

#### **3.2.4 Boundary Decisions**

- a) The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched the boundary or when he had any part of his person grounded beyond the boundary, or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.
- b) An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.
- c) The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.



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#### **3.2.5 Obstructing the Field**

**3.2.5.1** Following an appeal from the fielding side, the on-field umpire shall be entitled to consult with the third umpire if he feels that the batsman has obstructed the field.

**3.2.5.2** The bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire (if necessary), then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height.

**3.2.5.3** Following such consultation with the third umpire, the final decision shall be indicated in the normal fashion by the bowler's end umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.

#### **3.2.6 Batsmen Running to the Same End**

a) In the event of both batsmen running to the same end and the umpires are uncertain over which batsman made his ground first, the on-field umpire may consult with the third umpire.

b) The procedure in Clause 3.2.4 (b) shall apply.

#### **3.2.7 NO BALLS**

For matches with a Live or Delayed telecast:

Following any mode of dismissal that is not permitted off a no ball, if the on-field umpire is uncertain as to the fairness of the delivery, he shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery with the third umpire for all modes of no ball except for the bowler using an illegal action with the third umpire. Consultation with the third umpire shall be by way of two-way radio.

If the delivery was not a fair delivery the on-field umpire shall indicate that the batsman is not out and signal no ball. For the avoidance of doubt, the third umpire shall apply clause 24.2 when deciding whether a no ball should have been called.

For matches with Static cameras only:

Fairness of delivery only with respect to Foot faults and Bowler breaking the wicket may be checked.



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#### **3.2.8 Cameras On or Over the Field of Play in a match with live telecast**

The on-field umpire shall be entitled to refer to the third umpire for a decision as to whether the ball has been in contact with any part of the camera, its apparatus or its cables above the playing area.

A decision is to be made immediately and cannot be changed thereafter.

An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.

The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the camera or its cables above the playing area as envisaged under this paragraph.

Refer to clause 23.1.

#### **3.3 Law 3.2 - Change of umpire**

Law 3.2 shall be replaced by the following:

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.

#### **3.4 Law 3.4 - To inform captains and scorers**

The following shall apply in addition to Law 3.4 (l):

The host association may provide for the ringing of a bell, which shall be rung 5 minutes before the start of the match and termination of an interval or interruption, when the umpires shall go to the wickets.

#### **3.5 Law 3.8 - Fitness for play and Law 3.9 - Suspension of play in dangerous or unreasonable conditions**

*3.5.1* The safety of all persons within the ground is of paramount importance to the BCCI.

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 clauses 3.5.5 and 3.5.6, 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 BCCI Match Referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

Laws 3.8 & 3.9 shall be replaced by:



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3.5.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. However the umpires shall involve and consult the BCCI Match referee before deciding not to start/recommence after an interval/interruption. They shall also involve the Match Referee when they need to suspend or call off play in dangerous and unreasonable conditions (Read 3.5.3).

However when play is in progress, the Umpires by themselves will take any decision regarding suspension of play.

See 3.5.3 below and Law 7.2 (Fitness of the pitch for play).

#### **3.5.3 Suspension of play in dangerous or unreasonable conditions**

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

b) 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, following consultation with the match referee. 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.

If circumstances are warranted, the umpires shall stop play and instruct the ground staff to take whatever action they can and use whatever equipment necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.

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

c) 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.

d) 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.

3.5.4 If a shadow from a fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

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



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*3.5.6* Where play is suspended under Clause 3.5.5 above, the decision to abandon or resume play shall be the responsibility of the BCCI Match Referee who shall act only after consultation with the head of ground security and the police.

#### **3.6 Light Meters (Refer to Appendix B in multiday section)**

*3.6.1* It is the responsibility of the host association to supply light meters to the match officials to be used in accordance with these playing conditions.

*3.6.2* All light meters shall be uniformly calibrated and supplied by the BCCI.

*3.6.3* The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 3.5.3 (b) above.

*3.6.4* Light meter readings may accordingly be used by the umpires:

- a) To determine whether there has been at any stage any deterioration or improvement in the light.
- b) As benchmarks for the remainder of a stoppage, and the match.

#### **3.7 Use of artificial lights**

Artificial Lights shall not be used in Day Matches. In day night matches BCCI Match Referee and Umpires in consultation with the Host Association will decide when the artificial lights will be switched on.

However in the opinion of the Umpires, Natural light is deteriorating to an unsafe level, they will authorise the lights to be switched on earlier.

In the event of power Failure or lights malfunction; the provisions relating to the delay or interruption of play due to bad weather or light shall apply.

#### **3.8 Day Night matches**

*3.8.1* Pads and player's and umpire's clothing shall be coloured.

*3.8.2* Sightscreens will be black.

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### **LAW 4 : The Scorers**

Law 4 shall apply



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### LAW 5 : The Ball

#### 5.1 Law 5.2 - Approval and control of balls

Law 5.2 shall be replaced by the following:

5.1.1 The host association shall provide cricket balls of an approved standard and spare used balls for changing during a match which shall also be of the same brand.

Note: (a) In all Senior one day matches, Kookaburra Regulation white balls will be used (156 grams)  
(b) In Under 19 One day games red SG Tournament Special balls will be used.

The fielding captain or his nominee may select the ball(s) with which he wishes to bowl from the supply provided by the host association.

The balls will be selected in the presence of the umpires.

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. Where day/night matches are scheduled in a tournament white balls will be used in all matches (including day matches).

5.1.2 Each fielding team shall have two new balls for its innings (when white balls are used in a match), to be used in alternate overs, i.e. one from each end.

For the sake of clarity, In the Under-19 One-day tournaments played with red balls, only one ball shall be used per innings

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

#### 5.2 Law 5.4 - New ball in a match of more than one day's duration

Law 5.4 shall not apply

#### 5.3 Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

5.3.1 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.

5.3.2 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, and in the opinion of the umpires becoming 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.



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

#### **5.4 Law 5.6 - Specifications**

Law 5.6 shall not apply.

## **6**

### **LAW 6 : The Bat**

6.1 Law 6.2 to 6.6 shall be replaced by:

#### **Width and length**

The bat overall shall not be more than 38 inches/96.5 cm in length. The blade of the bat shall be made solely of wood and shall not exceed 4¼ in/10.8 cm at the widest part. The blade of the bat shall have a conventional 'flat' face.

#### **6.2 Covering the blade**

The blade may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 in/1.56 mm in thickness.

6.3 Law 6.8 shall apply subject to the following:

Law 6.8 (b) (iv) shall be replaced by:

(iv) any additional materials permitted under 6.2 above



# BCCI : Playing Conditions for One Day Matches

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### LAW 7 : The Pitch

#### 7.1 Law 7.3 - Selection and preparation

The following will apply in addition to Law 7.3:

*7.1.1* The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorized access. (The pitch area shall include an area at least 2 meters beyond the rectangle made by the crease markings at both ends of the pitch).

*7.1.2* The BCCI Match Referee shall ensure that, prior to the start of play and during any intervals, only authorized staff, the match officials, players, team coaches and authorized television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

- a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- b) Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcasters(s) (but not news crew).
- c) No spiked footwear shall be permitted.
- d) 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.
- e) Access shall not interfere with pitch preparation.

*7.1.3* In the event of any dispute, the BCCI Match Referee will rule and his ruling will be final.



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#### **7.2 Law 7.4 - Changing the pitch**

Law 7.4 shall be replaced by the following:

*7.2.1* 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 BCCI Match Referee.

*7.2.2* The on-field umpires and the BCCI Match Referee shall consult with both the captains.

*7.2.3* If the captains agree to continue, play shall resume.

*7.2.4* If the decision is not to resume play, the on-field umpires shall consider one of the options in the following sequence:

a) whether the existing pitch can be repaired, and the match can be resumed from the point it was stopped. In considering whether to authorize such repairs, the BCCI Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

b) whether an alternative pitch can be used.

c) whether the match has to be abandoned.

*7.2.5* When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.

*7.2.6* In the event of a decision being taken in favor of Clauses 7.2.4 (a) or 7.2.4(b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.

*7.2.7* The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures as provided herein, shall be the responsibility of the on-field umpires.

*7.2.8* In the event that the existing pitch can be made playable after suitable remedial work as in Clause 7.2.4 (a) above, the match shall continue from the point stopped. The playing time lost between the stoppage time of the match and the actual restart time of the match will be covered by the provisions of clause 12 & 16.

*7.2.9* If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above). 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 clause 12 & 16.



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7.2.10 If the decision is that the existing pitch cannot be repaired, or the match be replayed on a new pitch on the same day at the same venue then the match is to be abandoned with the following consequences:

a) 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.

b) In the event of the required number of overs to constitute a match not having been completed,

7.2.11 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the relevant officials from the Tournament Committee shall agree on whether the match can be replayed within the existing schedule.

### **7.3 Law 7.5 - Non-turf pitches**

Law 7.5 shall not apply.

All matches will be played on natural turf pitches. The use of PVA, other adhesives in the preparation of pitches is not permitted.

## **8 LAW 8 : The Wickets**

### **8.1 Law 8.2 - Size of stumps**

The following shall apply in addition to Law 8.2:

For televised matches the host association may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be of exactly the same size.

## **9 LAW 9 : The Bowling, Popping and Return Creases**

### **9.1 Law 9.3 - The popping crease**

Law 9.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres).

### **9.2 Additional Crease Markings**

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wide balls on the offside the crease markings detailed in Appendix 3 shall be marked at each end of the pitch.



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#### **LAW 10 : Preparation and Maintenance of the Playing Area**

##### **10.1 Law 10.1 - Rolling**

The following shall apply in addition to Law 10.1:

*10.1.1* Prior to tossing for the choice of innings, the artificial drying of the pitch and outfield shall be at the discretion of the ground curator. Thereafter and throughout the match, the drying of the outfield may be undertaken at any time by the ground curator, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

*10.1.2* The umpires may instruct the ground curator / Ground Staff. to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

*10.1.3* An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

##### **10.2 Law 10.6 - Maintenance of foot holes.**

The following shall apply in addition to Law 10.6:

The umpires shall see to it that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.

##### **10.3 Protection and preparation of adjacent pitches during matches:**

The protection (by way of an appropriate cover) and preparation of pitches, which are adjacent to the match pitch, will be permitted during the match subject to the following:

*10.3.1* Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.

*10.3.2* Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

*10.3.3* The preparation work shall be carried out under the supervision of the umpires.

*10.3.4* Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.

*10.3.5* The consent of the captains is not required but the umpires shall advise both captains and the BCCI Match Referee before the start of the match on what has been agreed



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#### LAW 11 : Covering the Pitch

##### 11.1 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 the commencement of play.

##### 11.2 Law 11.2 - During the match

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match. It shall be wholly covered at the termination of each day's play or providing the weather is fine, within a period of two hours thereafter.

**Note:** The covers must totally protect the pitch and also the pitch surrounding, a minimum of 5 metres either side of the pitch and any worn or soft areas in the outfield.

##### 11.3 Law 11.3 - Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

The bowlers' run-ups shall be covered in inclement weather, in order to keep them dry, to a distance of at least 10 x 10 meters.

##### 11.4 Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2½ hours before the scheduled start of play provided it is not raining at that time, but the pitch will be covered again if rain falls prior to the commencement of play.

Attention is drawn to clauses 3.5 and 10.5 above.

In case of inclement weather and seasonal problems like fog, heavy dew etc. the ground curator may be instructed by the umpires as to when and how to remove the covers and umpires may also specify the time for removing and placing back the covers.

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#### LAW 12 : Innings

Law 12 shall apply subject to the following:



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

#### **12.2 Law 12.2 - Alternate innings**

Law 12.2 shall not apply

#### **12.3 Law 12.3 - Completed innings**

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

### **12 Length of Innings**

#### **12.4.1 Uninterrupted Matches**

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

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 30 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.

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

d) 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.

e) Penalties shall apply for slow over rates (refer to BCCI Code of Conduct).



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#### **12.4.2 Delayed or interrupted Matches**

- a) Delay or Interruption to the Innings of the Team Batting First (see Appendix 1A and 1B)
  - i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.
  - ii) 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 a result not being achieved earlier.
  - iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 One multiplied by 4.2, then the first inning is terminated and the provisions of 12.4.2 b) below take effect.
  - iv) 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 14.28 overs per hour. When calculating the length of playing time available for the match, or the length of 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 time for cessation of play. If required the original time shall be extended to allow for one extra over for each team.
  - v) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs has been bowled or the innings is completed.
  - vi) Penalties shall apply for slow over rates (refer to BCCI Code of Conduct).



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#### **b) Delay or Interruption to the innings of the Team Batting Second (see Appendix 2A and 2B)**

- i) 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 14.28 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.
- ii) 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.
- iii) 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.
- iv) 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.
- v) A fixed time will be specified for the close of play by applying a rate of 14.28 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.
- vi) 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.
- vii) Penalties shall apply for slow over rates (refer BCCI Code of Conduct).

#### **12.5 Number of Overs per Bowler**

No bowler shall bowl more than 10 overs in an uninterrupted 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 is 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, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

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



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#### **12.6 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 BCCI 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 rescheduled 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 shall apply.

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#### **LAW 13 : Follow-on**

Law 13 shall not apply

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#### **LAW 14 : Declaration and Forfeiture**

Law 14 shall apply.



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### LAW 15 : Intervals

#### 15.1 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:

- i) 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.
- ii) 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).
- iii) The prescribed interval timings above may be reduced further by the BCCI 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.

The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled interval if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired. Note: In addition to clauses i), ii) and iii) above, the length of the Interval may be reduced by the BCCI Match Referee should exceptional circumstances arise.

#### 15.2 Law 15.9 - Intervals for drinks

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. 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 wearing of bibs-refer to the clause 2.2.3)

Drinks interval to count as playing time for the purpose of Law 2.5 (Fielder absent or leaving the field)



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

Law 16 shall apply subject to the following:

##### 16.1 Law16.1 -Start and Cessation Times

There will be 2 sessions of 3 hours and 30 minutes each, separated by a 45 minutes interval between innings.

##### 16.2 Hours of play:

9.00a.m. to 12.30 p.m. (First Session)

12.30p.m. to 1.15p.m. (Lunch)(See clause 15.1)

1.15p.m.to 4.45 p.m. (Second Session)

All day-night matches will start at 2.30 pm with length of sessions and Interval time being correspondingly changed as per the above timings.

16.3 Laws 16.6, 16.7 and 16.8 shall not apply.

16.4 Laws 16.9, 16.10, and 15.11 shall apply in so far as they are relevant to a one innings limited overs type match.

##### 16.5 Minimum Over Rates

The minimum over rate to be achieved in a One-day match will be 14.28 overs per hour. The umpires will calculate the actual over rate at the end of the match.

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), the fielding side shall be deemed to have complied with the required minimum over rate.

##### 16.5.1 Calculating the actual Over-rate.

a) The actual over rate will be calculated at the end of every match by the Umpires officiating in that match.

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

i) Treatment given to a player on the field of play by an authorized medical personnel.

ii) A player being required to leave the field as a result of serious injury.

iii) All third Umpire referrals and consultations

iv) Time wasting by the batting side (which may in addition constitute a separate offence pursuant to any of articles 2.1.8, 2.2.11, 2.3.3 or 2.4.4 depending on the context and the seriousness of the incident).

v) All other circumstances beyond the control of the fielding team.



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#### **LAW 17 : Practice on the Field**

Law 17 shall apply subject to the following:

##### **17.1 Law 17.1- Practice on the rest of the square**

Law 17.1 shall apply subject to the following:

a) 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.

b) 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.

##### **17.2 Law 17.3 - Practice on the outfield between the call of play and call of time**

Law 17.3 shall apply save that Law 17.3 (c) shall be replaced with the following:

(i) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the law.

**18**

#### **LAW 18 : Scoring Runs**

Law 18 shall apply

**19**

#### **LAW 19 : Boundaries**

Law 19 shall apply subject to the following:



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#### **19.1 Law 19.1 - The boundary of the field of play**

The following shall apply in addition to Law 19.1:

The playing area shall be a minimum of 140 yards (128.01 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 60 yards (54.86 metres). The straight boundary at both ends of the pitch shall be a minimum of 60 yards (54.86 metres). Distances shall be measured from the centre of the pitch to be used.

On large grounds the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 metres) from the center of the pitch to be used.

Sight-screens 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 operators should take particular care that the advertising is not changed at a time which is distracting to the umpire.

In addition, advertising on perimeter boards placed in front of the sight-Screen's is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

#### **19.2 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 or similar object of a minimum standard as authorised by BCCI from time to time. Where appropriate the rope should be required to be a minimum distance of 3 yards (2.74 metres) inside the perimeter fencing for 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.

#### **19.3 Law 19.3 - Scoring a boundary**

The following shall be in addition to Law 19.3:

If an unauthorized 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).

#### **20 LAW 20 : Lost Ball**

Law 20 shall apply.

#### **21 LAW 21 : The Result**

Law 21 shall apply subject to the following:



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#### **21.1 Law 21.1 - A win-two innings match**

Law 21.1 shall not apply

#### **21.2 Law 21.2 - A win - one innings match**

Law 21.2 shall apply in addition to the following:

*21.2.1* 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), 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.

*21.2.2* 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.

#### **21.3 Law 21.3- Umpire (BCCI Match Referee) awarding a match**

Law 21.3 shall be replaced by the following:

- a) A match shall be lost by a side which either
  - i) concedes defeat or
  - ii) in the opinion of the BCCI Match Referee refuses to play and the BCCI Match Referee shall award the match to the other side.
- b) 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 BCCI Match Referee of this fact. The BCCI Match Referee shall together with the umpires ascertain the cause of the action. If the BCCI Match Referee 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 BCCI Match Referee shall award the match in accordance with (a) (ii) above.\*
- c) If action as in (b) above takes place after play has started and does not constitute a refusal to play
  - i) playing time lost shall be counted from the start of the action until play recommences, subject to Law 15.5(Changing agreed times for intervals)
  - ii) the time for close of play on that day shall be extended by this length of time, subject to Law 3.9 (Suspension of play in dangerous and unreasonable conditions) and provisions of clause 16.
  - iii) if applicable, no over shall be deducted during the last hour of the match solely on account of this time.

\*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 BCCI Code of Conduct.



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### 21.4 Law 21- Matches in which there is an agreement under Law 21.1(b)

Law 21.4 shall not apply

### 21.5 Law 21.5 (a) - A Tie

Law 21.5(a) shall apply in addition to the following:

*21.5.1* 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.

### 21.6 Law 21.5 (b) - A Draw

Law 21.5(b) shall not apply.

### 21.7

#### *21.7.1* 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 VJD System. The target set will always be a whole number and one run less will constitute a Tie.

#### *21.7.2* 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 VJD System 'Par Score' determined at the instant of the suspension by the VJD System method. 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.

### 21.8 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.

### 21.9 Match Points

#### *21.9.1* Preliminary Matches

1	Win	Four Points
2	Tie or No result	Two Points
3	Loss	Zero Point



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### **POINTS BEING EQUAL**

In the event of teams finishing on equal points, the right to play in the final match or knock out will be determined as follows:

1. The team with the most number of wins.
2. If still equal, the team with the highest net run rate
3. In the unlikely event that Teams cannot be separated by the above, this will be done by draw of lots.

In a match declared as no result, run rate is not applicable.

4. At knock out stage up to and including the semi-finals if result cannot be obtained by VJD System the result will be decided as under:

- a) The team with the highest net run rate throughout the tournament up to the previous match, including the league phase
- b) If (a) above is equal, the team with highest number of victories up to the previous match, including the league phase.
- c) If (b) above is equal, the team with highest number of points in league phase
- d) If (c) above is equal, Winner of the match between the two teams if they have played each other in the league phase will qualify.
- e) If result cannot be achieved by applying (a) to (d) above the winner shall be decided by toss of coin, in presence of Match Referee or the Umpires if Match Referee is not present.

### **21.9.2 Final Match**

If no result is achieved in a final the match shall be declared as a No Result and both the teams will be declared as joint winners.

### **21.9.3 Result in a knock out match where there is no stage of league matches**

If a match cannot be decided by VJD System the result will be decided as under:

- a) Up to and including the semi final the winner will be decided by spin of a coin in the presence of the BCCI Match Referee or in the absence of the BCCI Match Referee in the presence of the Umpires.
- b) In the finals both teams will be declared as joint winners



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#### **21.9.4 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 shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under VJD System, 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 VJD System 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.

**22**

#### **LAW 22 : The Over**

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

##### **22.1 Law 22.5 - Umpire miscounting**

Whenever possible the BCCI Match Referee shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

**23**

#### **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 signaling 'Dead Ball'**

In a match where cameras are being used on or over the field of play (e.g. Spydercam), should a ball that has been hit by the batsman make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a No ball it shall count and the No ball penalty shall apply, including if appropriate a free hit from the next delivery. No other runs (including penalty runs) apart from the No ball penalty shall be scored. For the sake of clarity no warnings, penalties, or other actions by the players will be taken into account for the purpose of this clause other than the No ball infringement. Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, 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.



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24

### LAW 24: No Ball

Law 24 shall apply subject to the following:

#### 24.1 Law 24.1 - 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 followed by dead ball, and the ball is to be re-bowled overarm.

#### Free Hit

In addition to the above, the delivery following a no ball called (for all modes of No ball) shall be free hit for whichever batsman is facing it. If the delivery for a 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 free hit was called a wide ball.

Field changes are not permitted for free hit deliveries unless

- a. There is a change of striker (the provision of clause 41.2 shall apply) or
- b. The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

The umpires will signal a free hit (after the normal No Ball signal) by extending one arm straight upward and moving it in a circular motion.

#### 24.2 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.



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### **25 LAW 25: Wide Ball**

#### **25.1 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 Leg side delivery, which in the opinion of the umpire does not give the batsman a reasonable opportunity to score, shall be called 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 as wide balls.

### **26 LAW 26: Bye and Leg Bye**

Law 26 shall apply

### **27 LAW 27: Appeals**

Law 27 shall apply

### **28 LAW 28: The Wicket is Down**

Law 28 shall apply

### **29 LAW 29: Batsman Out of his Ground**

Law 29 shall apply

### **30 LAW 30: Bowled**

Law 30 shall apply

### **31 LAW 31: Timed Out**

Law 31 shall apply. Refer also to clause 42.9 (Law 42.10)

### **32 LAW 32: Caught**

Law 32 shall apply



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**33**      **LAW 33: Handled The Ball**

Law 33 shall apply

**34**      **LAW 34: Hit the Ball Twice**

Law 34 shall apply

**35**      **LAW 35: Hit Wicket**

Law 35 shall apply

**36**      **LAW 36: Leg Before the Wicket**

Law 36 shall apply

**37**      **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.

See also clause 3.2.5

**38**      **LAW 38: Run Out**

Law 38 shall apply

**39**      **LAW 39: Stumped**

Law 39 shall apply

**40**      **LAW 40: The Wicket Keeper**

Law 40.4 shall be replaced by the following:

After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:

(i) movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket.

(ii) lateral movement in response to the direction in which the ball has been delivered.

(iii) movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however the provisions of Law 40.3 (Position of the wicket-keeper) shall apply. In the event of unfair movement by the wicket keeper, either umpire shall call and signal Dead ball.



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### LAW 41: The Fielder

Law 41 shall apply subject to the following:

#### 41.2 Restrictions on the placement of fieldsmen

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

*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 fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

*41.2.3* 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 1). 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.

At the instant of delivery:

a) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1-10 inclusive.

b) Powerplay 2- no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs these overs are 11-40 inclusive

c) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive .

*41.2.4* In circumstances when the number of overs of the batting team is reduced the number of overs within each phase of the innings 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 the 2nd innings of the match.



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Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

41.2.5 If play is interrupted during an innings and the table in 41.2.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

### Illustrations of 41.2.5

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.



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A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

*41.2.6* At the commencement of the middle and final phases of an innings, the Umpire shall signal such commencement to the scorers by rotating his arms in a large circle.

*41.2.7* The scoreboard shall indicate the current Powerplay in Progress.

*41.2.8* In event of infringement of any of the field restrictions above, the Striker's end Umpire shall call and signal No ball.

**41.3 Law 41.7 - Movement by fielders and Law 41.8 Definition of significant movement** shall be replaced by the following:

Movement by any fielder other than the wicket keeper

Any movement by any fielder, excluding the wicket keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

- (i) minor adjustments to stance or position in relation to the striker's wicket.
- (ii) movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position.
- (iii) movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play. Note also the provisions of Law 42.4 (Deliberate attempt to distract the striker)

Refer also to clause 40 - Law 40.4 (Movement by the wicket-keeper)

42

#### **LAW 42: Fair and Unfair Play**

Law 42 shall apply subject to the following:

##### **42.1 Law 42.1 – Fair and unfair play – responsibility of captains**

Law 42.1 shall apply.

##### **42.2 Law 42.2 – Fair and unfair play – responsibility of umpires**

Law 42.2 shall apply.



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#### **42.3 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 of the ball is inconsistent 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.

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

- a) 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:
- b) Award 5 penalty runs to the batting side.
- c) Inform the captain of the fielding side of the reason for the action taken.
- d) Inform the captain of the batting side as soon as practicable of what has occurred.
- e) Together with the other umpire report the incident to the BCCI Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the BCCI Code of Conduct.

*42.3.2* 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 of the fielding side 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, steps 42.1.1 a) to e) above will be adopted, with the captain deemed under e) to be the player responsible

#### **42.4 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 BCCI Match Referee under the BCCI Code of Conduct.



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#### **42.5 Law 42.5 - Deliberate distraction or obstruction of batsman**

Law 42.5 shall apply subject to the following:

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

#### **42.6 Law 42.6 - Dangerous and Unfair Bowling**

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

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

- a) A bowler shall be limited to two fast short-pitched deliveries per over.
- b) 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.
- c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to Clause 42.6.1 (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 wide.
- e) For the avoidance of doubt any fast short-pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 42.6.1 (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.
- g) If a bowler delivers a third 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.
- h) 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.



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- i) 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, another bowler shall complete the over, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) 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.
- l) The umpires **may** then report the matter to the BCCI 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 42.7 below which umpires are able to apply at any time.*

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

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

- a) 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 is it likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.6.2(a) the umpire at the bowler's end shall, call and signal no ball.
- c) 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 signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning.
- d) The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- e) 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 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.
- f) The bowler thus taken off shall not be allowed to bowl again in that innings.



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g) 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.

h) The umpires **may** then report the matter to the BCCI Match Referee who shall take 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.)

#### **42.7 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 42.6.1, 42.6.2 and 42.6 the following shall apply at any time during the match.

*42.7.1* 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.

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

a) At 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.

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

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

d) 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.



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e) 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)

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

g) 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.

h) The umpires **may** then report the matter to the BCCI 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.)

**Should the umpires initiate the caution and warning procedures set out in Clauses 42.6.1, 42.6.2, and 42.7 such cautions and warnings are not to be cumulative.**

#### **42.8 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 unfair as defined in Clause 42.6.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowlers' end shall:

*42.8.1* Call and signal no ball.

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

*42.8.3* Not allow the bowler to bowl again in that innings.

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

*42.8.5* Report the occurrence to the other umpire, to the captain of the batting side and the BCCI 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).



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#### **42.9 Law 42.9 - Time Wasting by the Fielding Side**

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

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

- a) Call and signal dead ball if necessary, and;
- b) Award 5 penalty runs to the batting side (see Law 42.17).
- c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d) Report the occurrence to the BCCI Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the BCCI Code of Conduct.

#### **42.10 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 **shall** report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.11 Law 42.11 - Damaging the pitch – area to be protected**

Law 42.11 shall apply.

#### **42.12 Law 42.12 – Bowler running on protected area after delivering the ball.**

Law 42.12 shall apply, subject to 42.12 (d) (iv) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.13 Law 42.13 – Fielder damaging the pitch.**

Law 42.13 shall apply.

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



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#### **42.14 Law 42.14 Batsman damaging the pitch**

Law 42.14 shall apply.

See also clause 37 above.

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

#### **42.15 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 deliberately 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 as possible.

#### **42.16 Law 42.16 – Batsman stealing a run**

Law 42.16 shall apply, subject to 42.16 (vi) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.17 Law 42.17 – Penalty runs**

Law 42.17 shall apply.

#### **42.18 Law 42.18 – Player's Conduct**

Law 42.18 shall apply, subject to 42.18 (iii) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.19 Use of Electronic Communication 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

All penalty runs in the Laws of Cricket (2000 Code 5th Edition - 2013) apply in BCCI Tournaments except where modified by the BCCI Playing Conditions.

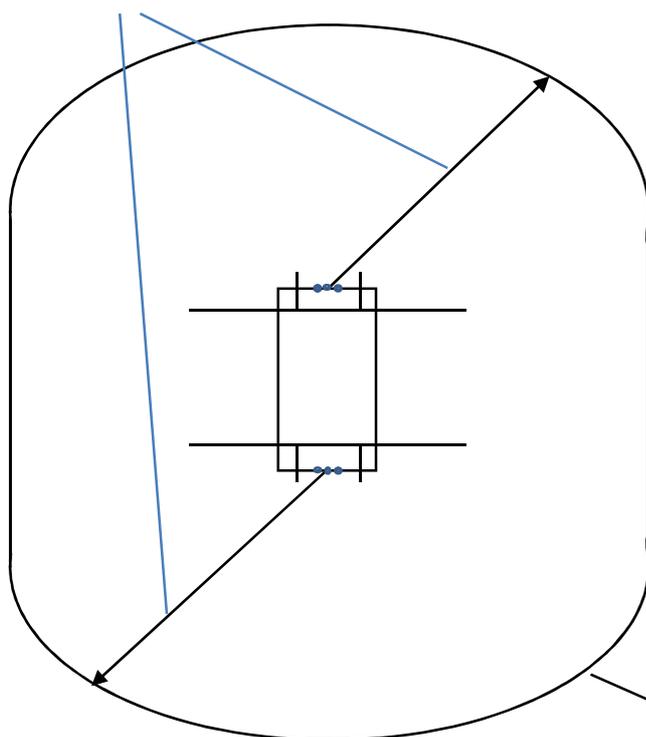


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## APPENDIX 1 : Restriction of the placement of fieldsmen

30 yards (27.5 mtr radius)



Continuous White Line or  
Dots at 5 yards Interval

**\* Fielding restrictions (41.2.3)**

**\* No mandatory catchers / No 15 yard circle (now same as T20)**

\* 3 PowerPlays in an innings

Overs 1-10 : max 2 fielders outside

Overs 11-40: max 4 fielders outside

Overs 41-50: max 5 fielders outside



## BCCI : Playing Conditions for One Day Matches

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### APPENDIX 1A : BCCI ODM INTERRUPTED MATCH CALCULATION SHEETS (2015/16) Calculation Sheet for use when a delay or interruptions occur in the First Innings

A.	Net playing time available at start of the match	420 Minutes
B.	Time innings in progress	
C.	Playing time lost	
D.	Extra time available	NIL
E.	Time made up from reduced interval	
F.	Effective playing time lost $[C - (D + E)]$	
G.	Remaining playing time available $[A - F]$	
H.	G divided by 4.2 (to 2 decimal places)	
I.	Max overs per team $[H/2]$ (round up fractions)	
	Maximum overs per bowler $[I / 5]$	
	Duration of Powerplay Overs	
	<b>Rescheduled Playing Hours</b>	
J	First session to commence or recommence	
K	Length of innings $[I \times 4.2]$ (round up fractions)	
L	Rescheduled first innings cessation time $[J + (K - B)]$	
M	Length of interval	
N	Second innings commencement time $[L + M]$	
O	Rescheduled second innings cessation time $[N+K]$	

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.



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### APPENDIX 1B : BCCI ODM INTERRUPTED MATCH CALCULATION SHEETS (2015/16)

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

P.	Proposed re-start time	
Q.	Rescheduled cut-off time allowing for full use of any extra time provision	
R.	Minutes between P and Q	
S.	Potential overs to be bowled $[R / 4.2]$ (round up fractions)	
T.	Number of complete overs faced to date in first innings	

\* If S is greater than T then revert to Appendix 1A

\* If S is less than or equal to T then the first innings is terminated and go to Appendix 2A

### APPENDIX 2A : BCCI ODM INTERRUPTED MATCH CALCULATION SHEETS (2015/16)

Calculation sheet for the start of the Second Innings

A	Maximum overs to be bowled (If first innings was terminated, S from Appendix 1B)	
B.	Scheduled length of innings: $[A \times 4.2]$ (round up fractions)	
	Start Time	
	Maximum overs per bowler $[A / 5]$	
	Scheduled Cessation Time $[C+B]$	
	Duration of Powerplay Overs	



# BCCI : Playing Conditions for One Day Matches

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## APPENDIX 2B : BCCI ODM INTERRUPTED MATCH CALCULATION SHEETS (2015/16) Calculation Sheet when interruptions occurs after the start of the Second Innings

Time		
A.	Time at start of innings	
B.	Time at start of interruption	
C.	Time innings in progress	
D.	Restart time	
E.	Length of interruption $[D - B]$	
F.	Additional time available: If the second innings has started earlier than the scheduled time.	
G.	Total playing time lost $[E - F]$	
Overs		
H.	Maximum overs at start of innings	
I.	Overs lost $[G / 4.2]$ (rounded down)	
J.	Adjusted maximum length of innings $[H - I]$	
K.	Rescheduled length of innings $[J \times 4.2]$ rounded up	
L.	Amended cessation time of innings $[D + (K - C)]$	
Overs per bowler and Fielding Restrictions		
	Maximum overs per bowler $[J / 5]$	
	Duration of Powerplay Overs	



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

**Note:** All the references to 'Governing Body' within the Laws of Cricket shall be replaced by 'The BCCI Match Referee'.

### 1 **LAW 1 : The Players**

#### **1.1 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 11 players, one of whom shall be captain.

#### **1.2 Law 1.2 - Nomination of players**

Law 1.2 shall be replaced by the following:

*1.2.1* Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the BCCI 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.

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

*1.2.3* A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

a) Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

b) Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in b) above (for example, the player is not permitted to enter the on-field 'dug-out').

*1.2.4* All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

*1.2.5* In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable BCCI Regulations pertaining to domestic cricket and in particular to the BCCI Code of Conduct, the Anti-Doping Code and the BCCI Anti-Corruption Code.



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#### 1.3 Law 1.3 - Captain

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

The deputy must be one of the nominated members of the playing eleven.

Each Association must nominate its 'T20 Team Captain' to the BCCI when appointed.

If the 'T20 Team Captain' is not participating in a match, the relevant Association must nominate a replacement 'T20 Team Captain' for the match. The Association shall advise the BCCI Match Referee.

If the 'T20 Team Captain' plays in a match without being the nominated as captain for that match, he will be deemed to be the captain should any penalties be applied for over rate breaches under the BCCI Code of Conduct.

2

## LAW 2 : Substitutes & Runners; Batsman or Fielder Leaving The Field; Batsman Retiring; Batsman Commencing Innings

#### 2.1 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.

#### 2.2 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 following restrictions shall apply to his future participation in the match:

*2.2.1* The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 120 minutes. If any unexpired penance time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.



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2.2.2 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.

2.2.3 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 or batting 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).

## 3

### LAW 3 : The Umpires

#### 3.1 Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following:

The following rules for the selection and appointment of T20 Limited Overs Match Umpires shall be followed as far as it is practicable to do so:

3.1.1 Umpires will be appointed based on neutrality as far as possible.

3.1.2 Neutrality shall mean an umpire from a zone other than that of the teams involved in the match.

3.1.3 For knock out matches, appointment of neutral umpires may be dispensed with if ICC panel umpires are available.

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

3.1.5 Umpires shall be present on the ground at least one and a half hours before the scheduled start of play.



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#### **3.2 Third Umpire/TV Replays**

The following shall apply in addition to Clause 3.1: (Only for matches, which have TV production for live or delayed telecast of the match)

##### **3.2.1 General**

(a) Where ever there is provision for live or delayed telecast BCCI will appoint a third umpire.

(b) The host association will ensure that a separate room is provided for the third umpire and that he has access to a television monitor and direct sound link with the television control unit director to facilitate as many rep-lays as is necessary to assist him in making a decision.

(c) In the circumstances detailed in Clauses 3.2.2, 3.2.3, 3.2.4, 3.2.5 and 3.2.6 below, the on-field umpire has the discretion whether to refer the appeal to the third umpire or, in the case of Clauses 3.2.3.1, 3.2.5 and 3.2.6 to consult with the third umpire before making his decision and should take a common sense approach.

Players may not appeal to the umpire to use the replay system - breach of this provision would constitute dissent and the player could be liable for discipline under the BCCI Code of Conduct.

(d) The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the third umpire shall have discretion to take more time in order to finalise a decision.

(e) The third umpire shall only have access to TV replays for the provisions of paragraphs 3.2.2, 3.2.3, 3.2.4, 3.2.5 and 3.2.6 below. Other technology that may be in use by the broadcaster for broadcast purposes (Hot Spot, ball tracking, stump microphone, Snickometer) shall not be permitted. (Applicable for live or delayed telecast matches only)

For Matches which have no live or delayed telecast Where there is no live or delayed telecast, but the match is covered with static cameras by BCCI, the Match Referee will act as the TV umpire and on referral by field umpire, convey the decision as per 3.2.2 only.

##### **3.2.2 Run Out, Stumping and Hit Wicket Decisions:**

a) The on-field umpire shall be entitled to refer an appeal for a run out, stumping or hit wicket to the third umpire.

b) An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his hands.



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c) If the third umpire decides the batsman is out a red light is displayed; a green light means Not Out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to indicate that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (As an alternative to the red/green light system and where available, the big replay screen may be used for the purpose of conveying the third umpire's decision.)

When BCCI Match Referee act as TV umpire as in 3.2.1.e above, lights may be substituted with red, green and white flags to communicate the decision.

d) In the case of a referral of a hit wicket or stumping decision, the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if the third umpire finds that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made.

e) In a match where only static cameras are used, fairness of delivery only with respect to Foot faults and Bowler breaking the wicket can be referred at the fall of a wicket.

f) In a match where only static cameras are used, when viewing a Stumping or Hit wicket referral, if the BCCI Match Referee has conclusive evidence of the Wicket keeper's encroachment, he shall advise the striker's end umpire to signal a No ball, and the striker shall not be dismissed.

#### 3.2.3 Caught Decisions

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

##### 3.2.3.1 Fair Catches

a) Should the bowler's end umpire be unable to decide whether or not a catch was taken **fairly**, he shall first consult with the square leg umpire.

b) Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire, then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height. Following such consultation, the final decision will be made and given by the bowler's end umpire, who will take into account the on-field umpires' initial views and any other advice received from the third umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.



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c) The third umpire has to determine whether the batsman has been caught. However, while reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if it is clear to the third umpire that the batsman, is out by another mode of dismissal (excluding LBW) or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)

d) The final decision shall be indicated in the normal fashion by the bowler's end umpire.

#### **3.2.3 Bump Ball**

a) Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire.

b) Should both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke as in Clause 3.2.2(b)

c) The third umpire has to determine whether the ball was a bump ball or not. However, when reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)

d) The third umpire shall communicate his decision by the system as in Clause 3.2.2 (c).

#### **3.2.4 Boundary Decisions**

a) The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched the boundary or when he had any part of his person grounded beyond the boundary, or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.

b) An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.

c) The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.



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#### **3.2.5 Obstructing the Field**

**3.2.5.1** Following an appeal from the fielding side, the on-field umpire shall be entitled to consult with the third umpire if he feels that the batsman has obstructed the field.

**3.2.5.2** The bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire (if necessary), then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height.

**3.2.5.3** Following such consultation with the third umpire, the final decision shall be indicated in the normal fashion by the bowler's end umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.

#### **3.2.6 Batsmen Running to the Same End**

a) In the event of both batsmen running to the same end and the umpires are uncertain over which batsman made his ground first, the on-field umpire may consult with the third umpire.

b) The procedure in Clause 3.2.4 (b) shall apply.

#### **3.2.7 NO BALLS**

For matches with a Live or Delayed telecast:

Following any mode of dismissal that is not permitted off a no ball, if the on-field umpire is uncertain as to the fairness of the delivery, he shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery with the third umpire for all modes of no ball except for the bowler using an illegal action with the third umpire. Consultation with the third umpire shall be by way of two-way radio.

If the delivery was not a fair delivery the on-field umpire shall indicate that the batsman is not out and signal no ball. For the avoidance of doubt, the third umpire shall apply clause 24.2 when deciding whether a no ball should have been called.

For matches with Static cameras only:

Fairness of delivery only with respect to Foot faults and Bowler breaking the wicket may be checked.



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#### **3.2.8 Cameras On or Over the Field of Play in a match with live telecast**

The on-field umpire shall be entitled to refer to the third umpire for a decision as to whether the ball has been in contact with any part of the camera, its apparatus or its cables above the playing area.

A decision is to be made immediately and cannot be changed thereafter.

An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.

The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the camera or its cables above the playing area as envisaged under this paragraph.

Refer to clause 23.1.

### **3.3 Law 3.2 - Change of umpire**

Law 3.2 shall be replaced by the following:

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.

### **3.4 Law 3.4 - To inform captains and scorers**

The following shall apply in addition to Law 3.4 (l):

The host association may provide for the ringing of a bell, which shall be rung 5 minutes before the start of the match and termination of an interval or interruption, when the umpires shall go to the wickets.

### **3.5 Law 3.8 - Fitness for play and Law 3.9 - Suspension of play in dangerous or unreasonable conditions**

**3.5.1** The safety of all persons within the ground is of paramount importance to the BCCI.

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 clauses 3.5.5 and 3.5.6, 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 BCCI Match Referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

Laws 3.8 & 3.9 shall be replaced by:



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3.5.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. However the umpires shall involve and consult the BCCI Match referee before deciding not to start/recommence after an interval/interruption. They shall also involve the Match Referee when they need to suspend or call off play in dangerous and unreasonable conditions (Read 3.5.3).

However when play is in progress, the Umpires by themselves will take any decision regarding suspension of play.

See 3.5.3 below and Law 7.2 (Fitness of the pitch for play).

#### **3.5.3 Suspension of play in dangerous or unreasonable conditions**

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

b) 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, following consultation with the match referee. 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.

If circumstances are warranted, the umpires shall stop play and instruct the ground staff to take whatever action they can and use whatever equipment necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play. The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

c) 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.

d) 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.

3.5.4 If a shadow from a fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.



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

*3.5.6* Where play is suspended under Clause 3.5.5 above, the decision to abandon or resume play shall be the responsibility of the BCCI Match Referee who shall act only after consultation with the head of ground security and the police.

#### **3.6 Light Meters (Refer to Appendix B in multiday section)**

*3.6.1* It is the responsibility of the host association to supply light meters to the match officials to be used in accordance with these playing conditions.

*3.6.2* All light meters shall be uniformly calibrated and supplied by the BCCI.

*3.6.3* The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 3.5.3 (b) above.

*3.6.4* Light meter readings may accordingly be used by the umpires:

- a) To determine whether there has been at any stage any deterioration or improvement in the light.
- b) As benchmarks for the remainder of a stoppage, and the match.

#### **3.7 Use of artificial lights**

Artificial Lights shall not be used in Day Matches. In day night matches BCCI Match Referee and Umpires in consultation with the Host Association will decide when the artificial lights will be switched on.

However in the opinion of the Umpires, Natural light is deteriorating to an unsafe level, they will authorise the lights to be switched on earlier.

In the event of power Failure or lights malfunction; the provisions relating to the delay or interruption of play due to bad weather or light shall apply.

#### **3.8 Day Night matches**

*3.8.1* Pads and player's and umpire's clothing shall be coloured.

*3.8.2* Sightscreens will be black.

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#### **LAW 4 : The Scorers**

Law 4 shall apply



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### LAW 5 : The Ball

#### 5.1 Law 5.2 - Approval and control of balls

Law 5.2 shall be replaced by the following:

The Host Association shall provide for all Senior tournaments Kookaburra Regulation white cricket balls of an approved standard to be supplied by BCCI, and spare used balls of same make.

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

The balls will be selected in the presence of the umpires.

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 or any other disruption in play.

Each fielding team shall have one new ball for its innings

#### 5.2 Law 5.4 - New ball in a match of more than one day's duration

Law 5.4 shall not apply

#### 5.3 Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

*5.3.1* 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.

*5.3.2* 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 becoming 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.

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

#### 5.4 Law 5.6 - Specifications

Law 5.6 shall not apply.



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### LAW 6 : The Bat

6.1 Law 6.2 to 6.6 shall be replaced by:

#### Width and length

The bat overall shall not be more than 38 inches/96.5 cm in length. The blade of the bat shall be made solely of wood and shall not exceed 4¼ in/10.8 cm at the widest part. The blade of the bat shall have a conventional 'flat' face.

#### 6.2 Covering the blade

The blade may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 in/1.56 mm in thickness.

6.3 Law 6.8 shall apply subject to the following:

Law 6.8 (b) (iv) shall be replaced by:

(iv) any additional materials permitted under 6.2 above

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### LAW 7 : The Pitch

#### 7.1 Law 7.3 - Selection and preparation

The following will apply in addition to Law 7.3:

*7.1.1* The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorized access. (The pitch area shall include an area at least 2 meters beyond the rectangle made by the crease markings at both ends of the pitch).

*7.1.2* The BCCI Match Referee shall ensure that, prior to the start of play and during any intervals, only authorized staff, the match officials, players, team coaches and authorized television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

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

b) Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcasters(s) (but not news crew).

c) No spiked footwear shall be permitted.

d) 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.

e) Access shall not interfere with pitch preparation.



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

#### **7.2 Law 7.4 - Changing the pitch**

Law 7.4 shall be replaced by the following:

7.2.1 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 BCCI Match Referee.

7.2.2 The on-field umpires and the BCCI Match Referee shall consult with both the captains.

7.2.3 If the captains agree to continue, play shall resume.

7.2.4 If the decision is not to resume play, the on-field umpires shall consider one of the options in the following sequence:

a) whether the existing pitch can be repaired, and the match can be resumed from the point it was stopped. In considering whether to authorize such repairs, the BCCI Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

b) whether an alternative pitch can be used.

c) whether the match has to be abandoned.

7.2.5 When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.

7.2.6 In the event of a decision being taken in favor of Clauses 7.2.4 (a) or 7.2.4(b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.

7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures as provided herein, shall be the responsibility of the on-field umpires.

7.2.8 In the event that the existing pitch can be made playable after suitable remedial work as in Clause 7.2.4 (a) above, the match shall continue from the point stopped. The playing time lost between the stoppage time of the match and the actual restart time of the match will be covered by the provisions of clause 12 & 16.

7.2.9 If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above). 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 clause 12 & 16.



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7.2.10 If the decision is that the existing pitch cannot be repaired, or the match be replayed on a new pitch on the same day at the same venue then the match is to be abandoned with the following consequences:

a) 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.

b) 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.

7.2.11 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the relevant officials from the Tournament Committee shall agree on whether the match can be replayed within the existing schedule.

#### **7.3 Law 7.5 - Non-turf pitches**

Law 7.5 shall not apply.

All matches will be played on natural turf pitches. The use of PVA, other adhesives in the preparation of pitches is not permitted.

## **8 LAW 8 : The Wickets**

#### **8.1 Law 8.2 - Size of the stumps**

The following shall apply in addition to Law 8.2:

For televised matches the host association may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be of exactly the same size.

## **9 LAW 9 : The Bowling, Popping and Return Creases**

#### **9.1 Law 9.3 - The popping crease**

Law 9.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres).

#### **9.2 Additional Crease Markings**

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wide balls on the offside the crease markings detailed in Appendix 3 shall be marked at each end of the pitch.



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

#### 10.1 Law 10.1 - Rolling

The following shall apply in addition to Law 10.1:

*10.1.1* Prior to tossing for the choice of innings, the artificial drying of the pitch and outfield shall be at the discretion of the ground curator. Thereafter and throughout the match, the drying of the outfield may be undertaken at any time by the ground curator, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

*10.1.2* The umpires may instruct the ground curator / ground Staff. to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

*10.1.3* An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

#### 10.2 Law 10.6 - Maintenance of foot holes.

The following shall apply in addition to Law 10.6:

The umpires shall see to it that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.

#### 10.3 Protection and preparation of adjacent pitches during matches:

The protection (by way of an appropriate cover) and preparation of pitches, which are adjacent to the match pitch, will be permitted during the match subject to the following:

*10.3.1* Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.

*10.3.2* Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

*10.3.3* The preparation work shall be carried out under the supervision of the umpires.

*10.3.4* Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.

*10.3.5* The consent of the captains is not required but the umpires shall advise both captains and the BCCI Match Referee before the start of the match on what has been agreed.



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#### LAW 11 : Covering the Pitch

##### 11.1 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 the commencement of play.

##### 11.2 Law 11.2 - During the match

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match. It shall be wholly covered at the termination of each day's play or providing the weather is fine, within a period of two hours thereafter.

**Note:** The covers must totally protect the pitch and also the pitch surrounding, a minimum of 5 metres either side of the pitch and any worn or soft areas in the outfield.

##### 11.3 Law 11.3 - Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

The bowlers' run-ups shall be covered in inclement weather, in order to keep them dry, to a distance of at least 10 x 10 meters.

##### 11.4 Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2½ hours before the scheduled start of play provided it is not raining at that time, but the pitch will be covered again if rain falls prior to the commencement of play.

Attention is drawn to clauses 3.5 and 10.3 above.

In case of inclement weather and seasonal problems like fog, heavy dew etc. the ground curator / ground staff may be instructed by the umpires as to when and how to remove the covers and umpires may also specify the time for removing and placing back the covers.



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#### **LAW 12 : Innings**

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

##### **12.1 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 20 overs. All matches shall be of one day's scheduled duration.

##### **12.2 Law 12.2 - Alternate innings**

Law 12.2 shall not apply

##### **12.3 Law 12.3 - Completed innings**

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

#### **12 Length of Innings**

##### **12.4.1 Uninterrupted Matches**

a) Each team shall bat for 20 overs unless all out earlier.

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the schedule time. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings

c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

e) Penalties shall apply for slow over rates (refer BCCI Code of Conduct).



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#### **12.4.2 Delayed or interrupted Matches**

- a) Delay or Interruption to the Innings of the Team Batting First (see Appendix 1A and 1B)
- i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.11 overs per hour in the total remaining time available for play.
- ii) 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 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
- iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by, 4.25, then the first innings is terminated and the provisions of 12.4.2 (b) below take effect.
- iv) 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 14.11 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 the interval 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.
- v) 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.
- vi) Penalties shall apply for slow over rates (refer to the BCCI Code of Conduct).



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#### **b) Delay or Interruption to the innings of the Team Batting Second (see Appendix 2A and 2B)**

i) 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 14.11 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

ii) 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.

iii) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

iv) 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.

v) A fixed time will be specified for the close of play by applying a rate of 14.11 overs per hour. 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.

vi) 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.

vii) Penalties shall apply for slow over rates (refer BCCI Code of Conduct).

#### **12.5 Number of Overs per Bowler**

No bowler shall bowl more than 4 overs in an uninterrupted 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 is 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, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

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



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#### **12.6 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 BCCI 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 rescheduled 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 shall apply.

**13**

#### **LAW 13 : Follow-on**

Law 13 shall not apply

**14**

#### **LAW 14 : Declaration and Forfeiture**

Law 14 shall apply.

**15**

#### **LAW 15 : Intervals**

Law 15 shall apply subject to the following:

##### **15.1 Law 15.5 - Changing agreed times for intervals**

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. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or rescheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes.

However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the BCCI Match Referee may, at his discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes.

Such discretion should only be exercised after determining the adjusted overs per side based on a 20 minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

##### **15.2 Law 15.9 - Intervals for drinks**

Law 15.9 shall not apply.



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

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

##### 16.1 Law16.1 -Start and Cessation Times

There will be two sessions of 1 hour and 25 minutes each, separated by a 20 minutes interval between innings:

##### 16.2 Hours of play:

Session	Day Games		Night Game
	Match 1	Match 2	
First Session	10.00 am to 11.25 am	2.00 pm to 3.25 pm	6.30 pm to 7.55 pm
Break	11.25 am to 11.45 am	3.25 pm to 3.45 pm	7.15 pm to 8.15 pm
Second Session	11.45 am to 1.10 pm	3.45 pm to 5.10 pm	8.15 pm to 9.40 pm

##### 16.3 Minimum Over Rates

The minimum over rate to be achieved in T20 matches will be 14.11 overs per hour. The actual over rate will be calculated at the end of the match by the umpires.

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), the fielding side shall be deemed to have complied with the required minimum over rate.



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#### 16.3.1 Calculating the actual Over-rate.

- a) The actual over rate will be calculated at the end of every match by the Umpires officiating in that match.
- b) In calculating the actual over rate for a match, allowances will be given for the actual time lost as a result of any of the following:
- i) Treatment given to a player on the field of play by an authorized medical personnel.
  - ii) A player being required to leave the field as a result of serious injury.
  - iii) All third Umpire referrals and consultations
  - iv) Time wasting by the batting side (which may in addition constitute a separate offence pursuant to any of articles 2.1.8, 2.2.11, 2.3.3 or 2.4.4 depending on the context and the seriousness of the incident).
  - v) 1 minute of allowance each for the 6th, 7th, 8th, 9th wicket taken provided they are taken prior to the start of the last over.
  - vi) 1 minute for every 3 complete overs reduced in an interrupted match.
  - vii) Any other circumstances beyond the control of the fielding team.

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#### LAW 17 : Practice on the Field

Law 17 shall apply subject to the following:

##### 17.1 Law 17.1- Practice on the rest of the square

The following shall apply in addition to Law 17.1:

- a) 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.
- b) 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.

##### 17.2 Law 17.3 - Practice on the outfield between the call of play and call of time

Law 17.3 shall apply save that Law 17.3 (c) shall be replaced with the following:

- (i) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the law.



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### LAW 18 : Scoring Runs

Law 18 shall apply

19

### LAW 19 : Boundaries

Law 19 shall apply subject to the following:

#### 19.1 Law 19.1 - The boundary of the field of play

The following shall apply in addition to Law 19.1:

The playing area shall be a minimum of 140 yards (128.01 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 60 yards (54.86 metres). The straight boundary at both ends of the pitch shall be a minimum of 60 yards (54.86 metres). Distances shall be measured from the centre of the pitch to be used.

On large grounds the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 metres) from the center of the pitch to be used.

Sight-screens 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 operators should take particular care that the advertising is not changed at a time which is distracting to the umpire.

In addition, advertising on perimeter boards placed in front of the sight-Screen's is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

#### 19.2 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 or similar object of a minimum standard as authorised by BCCI from time to time. Where appropriate the rope should be required to be a minimum distance of 3 yards (2.74 metres) inside the perimeter fencing for 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.



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#### **19.3 Law 19.3 - Scoring a boundary**

The following shall be in addition to Law 19.3:

If an unauthorized 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).

#### **20 LAW 20 : Lost Ball**

Law 20 shall apply.

#### **21 LAW 21 : The Result**

Law 21 shall apply subject to the following:

##### **21.1 Law 21.1 - A win-two innings match**

Law 21.1 shall not apply

##### **21.2 Law 21.2 - A win - one innings match**

Law 21.2 shall apply in addition to the following:

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

*21.2.2* 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 5 overs, shall be declared no result.



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#### **21.3 Law 21.3- Umpire (BCCI Match Referee) awarding a match**

Law 21.3 shall be replaced by the followings

a) A match shall be lost by a side which either

i) concedes defeat or

ii) in the opinion of the BCCI Match Referee refuses to play and the BCCI Match Referee shall award the match to the other side.

b) 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 BCCI Match Referee of this fact. The BCCI Match Referee shall together with the umpires ascertain the cause of the action. If the BCCI Match 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 BCCI Match Referee shall award the match in accordance with (a) (ii) above.\*

c) 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 the delay or interruption in play shall be dealt with in the same manner as provided for in clause 12.4.2 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.

iii) if applicable, no over shall be deducted during the last hour of the match solely on account of this time.

\*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 BCCI Code of Conduct.

#### **21.4 Law 21- Matches in which there is an agreement under Law 21.1(b)**

Law 21.4 shall not apply

#### **21.5 Law 21.5 (a) - A Tie**

The following shall apply in addition to Law 21.5 (a)

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

In the event of a tied match the teams shall compete in a Super Over to determine the winner.

**Refer Appendix 2**

#### **21.6 Law 21.5 (b) - A Draw**

Law 21.5(b) shall not apply.



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#### 21.7

##### 21.7.1 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 5 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 VJD System. The target set will always be a whole number and one run less will constitute a Tie.

##### 21.7.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the VJD System 'Par Score' determined at the instant of the suspension by the VJD System method. 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.

#### 21.8 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.

#### 21.9 Match Points

##### 21.9.1 Preliminary Matches

1	Win	Four Points
2	Tie or No result	Two Points
3	Loss	Zero Point

##### POINTS BEING EQUAL

In the event of teams finishing on equal points, the right to play in the final match or knock out will be determined as follows:

1. The team with the most number of wins.
2. If still equal, the team with the highest net run rate
3. In the unlikely event that Teams cannot be separated by the above, this will be done by draw of lots.

In a match declared as no result, run rate is not applicable.



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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, the calculation of its net run rate shall be based on the full quota of overs to which it would be entitled and not on the number of overs in which the team was dismissed.

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

Where a match is abandoned, but a result is achieved under VJD System, 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 VJD System 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.

At knock out stage: In the event of a result not being obtained and further the match cannot be decided by VJD System, for matches up to and including the semi finals the result will be decided as under:

- The team with the most number of wins in the matches up to the previous match
- If still equal, the team with the highest net run rate throughout the tournament up to the previous match, including the league phase.
- If still equal then by toss of coin in presence of the BCCI Match Referee or in his absence, in the presence of umpires. In the event of a result not being obtained in the Final and if the match is not decided by VJD System, the Teams will be declared as joint winners.

#### **21.10 Result in a knock out Tournament (Where the Tournament does not have League Phase)**

If a match cannot be decided by VJD System the result will be decided as under:

- a) Up to and including the semi final the winner will be decided by spin of a coin in the presence of the BCCI Match Referee or in the absence of the BCCI Match Referee in the presence of the umpires.
- b) In the finals both teams will be declared as joint winners.

## 22

### LAW 22 : The Over

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

#### **22.1 Law 22.5 - Umpire miscounting**

Whenever possible the BCCI Match Referee shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.



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### 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 signaling 'Dead Ball'

In a match where cameras are being used on or over the field of play (e.g. Spydercam), should a ball that has been hit by the batsman make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a No ball it shall count and the No ball penalty shall apply, including if appropriate a free hit from the next delivery. No other runs (including penalty runs) apart from the No ball penalty shall be scored. For the sake of clarity no warnings, penalties, or other actions by the players will be taken into account for the purpose of this clause other than the No ball infringement. Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, 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.

24

### LAW 24: No Ball

Law 24 shall apply subject to the following:

#### 24.1 Law 24.1 - 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 followed by dead ball, and the ball is to be re-bowled overarm.

#### Free Hit

In addition to the above, the delivery following a no ball called (for all modes of No ball) shall be free hit for whichever batsman is facing it. If the delivery for a 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 free hit was called a wide ball.

Field changes are not permitted for free hit deliveries unless

- a. There is a change of striker (the provision of clause 41.2 shall apply) or
- b. The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

The umpires will signal a free hit (after the normal No Ball signal) by extending one arm straight upward and moving it in a circular motion.



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#### 24.2 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.

#### 25 **LAW 25: Wide Ball**

##### 25.1 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 Leg side delivery, which in the opinion of the umpire does not give the batsman a reasonable opportunity to score, shall be called 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 as wide balls.

#### 26 **LAW 26: Bye and Leg Bye**

Law 26 shall apply

#### 27 **LAW 27: Appeals**

Law 27 shall apply

#### 28 **LAW 28: The Wicket is Down**

Law 28 shall apply

#### 29 **LAW 29: Batsman Out of his Ground**

Law 29 shall apply

#### 30 **LAW 30: Bowled**

Law 30 shall apply

#### 31 **LAW 31: Timed Out**

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls. Dugouts may be provided.



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**32**      **LAW 32: Caught**

Law 32 shall apply

**33**      **LAW 33: Handled The Ball**

Law 33 shall apply

**34**      **LAW 34: Hit the Ball Twice**

Law 34 shall apply

**35**      **LAW 35: Hit Wicket**

Law 35 shall apply

**36**      **LAW 36: Leg Before the Wicket**

Law 36 shall apply

**37**      **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. See also clause 3.2.5

**38**      **LAW 38: Run Out**

Law 38 shall apply

**39**      **LAW 39: Stumped**

Law 39 shall apply

**40**      **LAW 40: The Wicket Keeper**

Law 40.4 shall be replaced by the following:

After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:

(i) movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket.



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(ii) lateral movement in response to the direction in which the ball has been delivered.

(iii) movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however the provisions of Law 40.3 (Position of the wicket-keeper) shall apply. In the event of unfair movement by the wicket keeper, either umpire shall call and signal Dead ball.

41

#### LAW 41: The Fielder

Law 41 shall apply subject to the following:

##### 41.1 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.

##### 41.2 Restrictions on the placement of fieldsmen

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

*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 fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

a) Subject to 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Power play overs).

b) 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 1). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

c) During the Power play overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

d) During the non Power play overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2 (b) above.

*41.2.3* In a circumstance when the number of overs of the batting team is reduced, the number of Power play overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table should apply to both the 1st and 2nd innings of the match.



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Innings Duration	Number of overs for which fielding restrictions in an Innings in Clauses 41.2.2 a, 41.2.2 c above will apply
05-08	2
09-11	3
12-14	4
15-18	5
19-20	6

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

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

42

### LAW 42: Fair and Unfair Play

Law 42 shall apply subject to the following:

#### **42.1 Law 42.1 – Fair and unfair play – responsibility of captains**

Law 42.1 shall apply.

#### **42.2 Law 42.2 – Fair and unfair play – responsibility of umpires**

Law 42.2 shall apply.



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#### **42.3 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 of the ball is inconsistent 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.

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

- a) 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:
- b) Award 5 penalty runs to the batting side.
- c) Inform the captain of the fielding side of the reason for the action taken.
- d) Inform the captain of the batting side as soon as practicable of what has occurred.
- e) Together with the other umpire report the incident to the BCCI Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the BCCI Code of Conduct.

*42.3.2* 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 of the fielding side 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, steps 42.1.1 a) to e) above will be adopted, with the captain deemed under e) to be the player responsible

#### **42.4 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 BCCI Match Referee under the BCCI Code of Conduct.



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#### **42.5 Law 42.5 - Deliberate distraction or obstruction of batsman**

Law 42.5 shall apply subject to the following:

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

#### **42.6 Law 42.6 - Dangerous and Unfair Bowling**

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

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

- a) A bowler shall be limited to one fast short-pitched deliveries per over.
- b) 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.
- c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to Clause 42.6.1 (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 wide.
- e) For the avoidance of doubt any fast short-pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- f) In the event of a bowler bowling more than one fast short-pitched deliveries in an over as defined in Clause 42.6.1 (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.
- g) 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.
- h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.



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- i) 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, another bowler shall complete the over, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) 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.
- l) The umpires **may** then report the matter to the BCCI 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 42.7 below which umpires are able to apply at any time.*

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

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

- a) 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 is it likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2 (a) the umpire at the bowler's end shall, in the first instance, call and signal no ball.
- c) 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 signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning.
- d) The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- e) 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 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.
- f) The bowler thus taken off shall not be allowed to bowl again in that innings.



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g) 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.

h) The umpires **may** then report the matter to the BCCI Match Referee who shall take 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.)

#### **42.7 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 42.6.1, 42.6.2 and 42.6 the following shall apply at any time during the match.

*42.7.1* 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.

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

a) At 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.

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

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

d) 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.



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e) 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)

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

g) 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.

h) The umpires **may** then report the matter to the BCCI 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.)

**Should the umpires initiate the caution and warning procedures set out in Clauses 42.6.1, 42.6.2, and 42.7 such cautions and warnings are not to be cumulative.**

#### **42.8 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 unfair as defined in Clause 42.6.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowlers' end shall:

**42.8.1** Call and signal no ball.

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

**42.8.3** Not allow the bowler to bowl again in that innings.

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

**42.8.5** Report the occurrence to the other umpire, to the captain of the batting side and the BCCI 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).



## **BCCI : Playing Conditions for T20 Matches**

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#### **42.9 Law 42.9 - Time Wasting by the Fielding Side**

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

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

- a) Call and signal dead ball if necessary, and;
- b) Award 5 penalty runs to the batting side (see Law 42.17).
- c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d) Report the occurrence to the BCCI Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the BCCI Code of Conduct.

#### **42.10 Law 42.10 - Batsman Wasting Time**

Law 42.10 shall apply, subject to the following:

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

#### **42.11 Law 42.11 - Damaging the pitch – area to be protected**

Law 42.11 shall apply.

#### **42.12 Law 42.12 – Bowler running on protected area after delivering the ball.**

Law 42.12 shall apply, subject to 42.12 (d) (iv) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.13 Law 42.13 – Fielder damaging the pitch.**

Law 42.13 shall apply.

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



## **BCCI : Playing Conditions for T20 Matches**

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#### **42.14 Law 42.14 Batsman damaging the pitch**

Law 42.14 shall apply.

See also clause 37 above.

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

#### **42.15 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 deliberately 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 as possible.

#### **42.16 Law 42.16 – Batsman stealing a run**

Law 42.16 shall apply, subject to 42.16 (vi) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.17 Law 42.17 – Penalty runs**

Law 42.17 shall apply.

#### **42.18 Law 42.18 – Player's Conduct**

Law 42.18 shall apply, subject to 42.18 (iii) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.19 Use of Electronic Communication 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

All penalty runs in the Laws of Cricket (2000 Code 5th Edition - 2013) apply in BCCI Tournaments except where modified by the BCCI Playing Conditions.

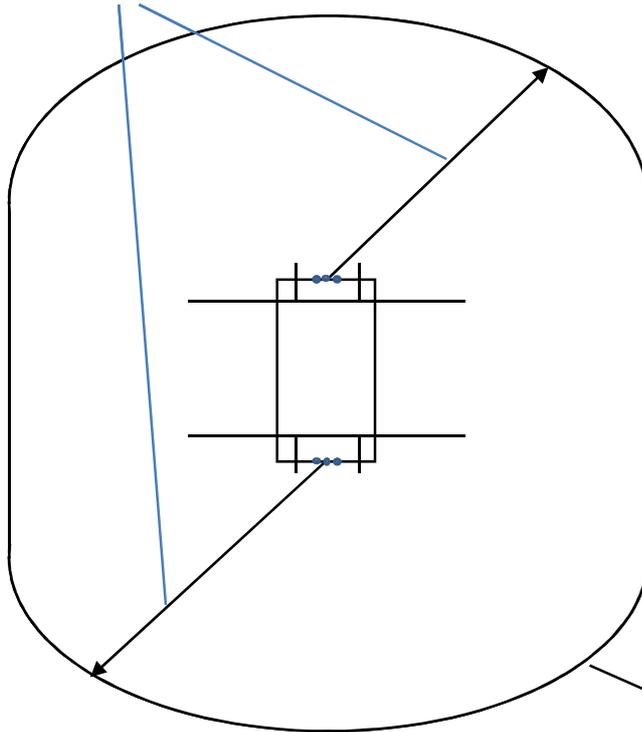


# BCCI : Playing Conditions for T20 Matches

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## APPENDIX 1 : Restriction of the placement of fieldsmen

30 yards (27.5 mtr radius)



Continuous White Line or  
Dots at 5 yards Interval



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**APPENDIX 1A : BCCI T20 INTERRUPTED MATCH CALCULATION SHEETS (2015/16)**  
**Calculation Sheet for use when a delay or interruptions occur in the First Innings**

A.	Net playing time available at start of the match	<b>170 Minutes</b>
B.	Time innings in progress	
C.	Playing time lost	
D.	Extra time available	
E.	Time made up from reduced interval	
F.	Effective playing time lost $[C - (D + E)]$	
G.	Remaining playing time available $[A - F]$	
H.	G divided by 4.25 (to 2 decimal places)	
I.	Max overs per team $[H/2]$ (round up fractions)	
Maximum overs per bowler $[I / 5]$		
Number of Powerplay Overs		
<b>Rescheduled Playing Hours</b>		
J	First session to commence or recommence	
K	Length of innings $[I \times 4.25]$ (round up fractions)	
L	Rescheduled first innings cessation time $[J + (K - B)]$	
M	Length of interval	
N	Second innings commencement time $[L + M]$	
O	Rescheduled second innings cessation time $[N+K]$	

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.



## BCCI : Playing Conditions for T20 Matches

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**APPENDIX 1B : BCCI T20 INTERRUPTED MATCH CALCULATION SHEETS (2015/16)**  
**Calculation Sheet to check whether an interruption during the First Innings should terminate the innings**

P.	Proposed re-start time	
Q.	Rescheduled cut-off time allowing for full use of any extra time provision	
R.	Minutes between P and Q	
S.	Potential overs to be bowled $[R / 4.25]$ (round up fractions)	
T.	Number of complete overs faced to date in first innings	

\* If S is greater than T then revert to Appendix 1A

\* If S is less than or equal to T then the first innings is terminated and go to Appendix 2A

**APPENDIX 2A : BCCI ODM INTERRUPTED MATCH CALCULATION SHEETS (2015/16)**  
**Calculation sheet for the start of the Second Innings**

A.	Maximum overs to be bowled (If first innings was terminated, S from Appendix 1B)	
B.	Scheduled length of innings: $[A \times 4.25]$ (round up fractions)	
C.	Start Time	
D.	Scheduled cessation time [C + B]	
<b>Overs per bowler and Fielding Restrictions</b>		
	Maximum overs per bowler $[A / 5]$	
	Duration of Powerplay Overs	



## BCCI : Playing Conditions for T20 Matches

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**APPENDIX 2B : BCCI ODM INTERRUPTED MATCH CALCULATION SHEETS (2015/16)**  
**Calculation Sheet when interruptions occurs after the start of the Second Innings**

<b>Time</b>		
A.	Time at start of innings	
B.	Time at start of interruption	
C.	Time innings in progress	
D.	Restart time	
E.	Length of interruption $[D - B]$	
F.	Additional time available: Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings	
G.	Total playing time lost $[E - F]$	
<b>Overs</b>		
H.	Maximum overs at start of innings	
I.	Overs lost $[G / 4.25]$ (rounded down)	
J.	Adjusted maximum length of innings $[H - I]$	
K.	Rescheduled length of innings $[J \times 4.25 \text{ rounded up}]$	
L.	Amended cessation time of innings $[D + (K - C)]$	
<b>Overs per bowler and Fielding Restrictions</b>		
	Maximum overs per bowler $[J / 5]$	
	Number of Powerplay Overs	



## **BCCI : Playing Conditions for T20 Matches**

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#### **APPENDIX 2 : Procedure for the Super Over**

The following procedure will apply should the provision for a one over per side eliminator 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 BCCI 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 30 minutes. 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.
- 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 BCCI 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 BCCI match.
- 9 The team batting second in the match will bat first in the one over eliminator.



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- 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 will 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 VJD 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 over per side eliminator) shall be the winner.
- 14 If still equal, a count-back from the final ball of the one over eliminator 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 unbowed 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. If still equal the following shall apply:

\* In the league stage, the result will be a tie and the points shared accordingly.



## **BCCI : Playing Conditions for T20 Matches**

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### **SENIOR AND JUNIOR DOMESTIC TOURNAMENTS 2015-16**

\* At the knock out stage winner will be decided as under: Including and up to the Semi Finals following procedure to be followed:

- a) The team with most wins in all previous matches including league matches.
- b) If still equal, the teams with higher net run rate in all previous matches including the league matches where results are achieved.
- c) If still equal, the team with the higher number of wickets per balls bowled in all previous matches including the league matches in which results are achieved.
- d) If still equal then by toss of coin in presence of Match Referee or in the absence of BCCI Match Referee in the presence of the umpires.

In the finals both teams will be declared as joint winners.

#### **Clause 2 examples**

- 1 Scheduled finish 5.00 p.m. Super Over scheduled to start by 5.10 p.m. 30 minutes extra time available, so game must start by 5.40 p.m. otherwise Super Over is abandoned.
- 2 Match finishes at 5.10 p.m. Super Over is scheduled to start at 5.20 p.m. with 30 minutes of extra time. It starts at 5.20 p.m. but is interrupted at 5.25 p.m. Play must resume by 5.55 p.m., otherwise Super Over is abandoned.
- 3 Match finishes at 5.20 p.m. Super Over is scheduled to start at 5.30 p.m. but is delayed, in which case it must start by 6.00 p.m. Otherwise the Super Over is abandoned.



# **BCCI : Playing Conditions for Multi-day Matches**

## **SENIOR AND JUNIOR WOMENS' DOMESTIC TOURNAMENTS 2015-16**

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

**Note:** All the references to 'Governing Body' within the Laws of Cricket shall be replaced by 'The BCCI Match Referee'.

### **1 LAW 1 : The Players**

#### **1.1 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 11 players, one of whom shall be captain.

#### **1.2 Law 1.2 - Nomination of players**

Law 1.2 shall be replaced by the following:

*1.2.1* Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the BCCI 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.

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

*1.2.3* A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

a) Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

b) Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in b) above (for example, the player is not permitted to enter the on-field 'dug-out').

*1.2.4* All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

*1.2.5* In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable BCCI Regulations pertaining to domestic cricket and in particular to the BCCI Code of Conduct, the Anti-Doping Code and the BCCI Anti-Corruption Code.



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#### **1.3 Law 1.3 - Captain**

The following shall apply in addition to Law 1.3 (a): The deputy must be one of the nominated members of the playing eleven.

Each Association must nominate its 'Multi Day Team Captain' to the BCCI when appointed.

If the 'Multi Day Team Captain' is not participating in a match, the relevant Association must nominate a replacement 'Multi Day Team Captain' for the match. The Association shall advise the BCCI Match Referee.

If the 'Multi Day Team Captain' plays in a match without being the nominated captain for that match, he will be deemed to be the captain should any penalties be applied for over rate breaches under the Code of Conduct.

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#### **LAW 2 : Substitutes & Runners; Batsman or Fielder Leaving The Field; Batsman Retiring; Batsman Commencing Innings**

#### **2.1 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.

#### **2.2 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 following restrictions shall apply to his future participation in the match:

*2.2.1* The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 120 minutes. If any unexpired penance time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.



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2.2.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 120 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penance time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

For the purposes of clauses 2.2.1 and 2.2.2, playing time shall comprise the time play is in progress excluding lunch and tea intervals and intervals between innings. For clarity, a player's penance time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

However, 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, provided he returns to the field of play immediately after the interruption.

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).

2.2.3 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 or batting 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).

## **3**

### **LAW 3 : The Umpires**

#### **3.1 Law 3.1 - Appointment and attendance**

Law 3.1 shall be replaced by the following:

The following rules for the selection and appointment of Multi Day Match Umpires shall be followed as far as it is practicable to do so:

3.1.1 Umpires will be appointed based on neutrality as far as possible.

3.1.2 Neutrality shall mean an umpire from a zone other than that of the teams involved in the match.



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*3.1.3* For knock out matches, appointment of neutral umpires may be dispensed with if ICC panel umpires are available.

*3.1.4* Neither team shall have a right of objection to an umpire's appointment.

*3.1.5* Umpires shall be present on the ground at least one and a half hours before the scheduled start of play on any day.

### **3.2 Third Umpire/TV Replays**

The following shall apply in addition to Clause 3.1: (Only for matches, which have TV production for live or delayed telecast of the match)

#### *3.2.1* **General**

a) Wherever there is a provision of live or delayed telecast of the match, the BCCI will appoint a third umpire.

b) The host association will ensure a separate room is provided for the third umpire and that he has access to a television monitor and direct sound link with the television control broadcast director to facilitate as many replays as is necessary to assist him in making a decision.

c) In the circumstances detailed in Clauses 3.2.2, 3.2.3, 3.2.4, 3.2.5 and 3.2.6 hereunder, the on-field umpire has the discretion to refer the appeal to the third umpire or, in case of paragraph 3.2.3.1, 3.2.5 and 3.2.6, to consult with the third umpire before making his decision and should take a common sense approach.

Players may not appeal to the umpire to use the replay system- breach of this provision would constitute dissent and the player could be liable for discipline under the BCCI Code of Conduct.

d) The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the third umpire shall have discretion to take more time in order to finalise a decision.

e) The third umpire shall only have access to TV replays for the provisions of paragraphs 3.2.2, 3.2.3, 3.2.4, 3.2.5 and 3.2.6 below. Other technology which may be in use by the broadcaster for telecast purposes (Hot Spot, ball tracking, stump microphone, Snickometer) shall not be permitted.

#### *3.2.2* **Run Out, Stumping and Hit Wicket Decisions:**

a) The on-field umpire shall be entitled to refer an appeal for a run out, stumping or hit wicket to the third umpire.

b) An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his hands.



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c) If the third umpire decides the batsman is out a red light is displayed; a green light means Not Out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to indicate that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (As an alternative to the red/green light system and where available, the big replay screen may be used for the purpose of conveying the third umpire's decision.)

When BCCI Match Referee / Umpire coach act as TV umpire as in 3.2.1.e above, lights may be substituted with red, green and white flags to communicate the decision.

d) In the case of a referral of a hit wicket or stumping decision, the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if the third umpire finds that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made.

e) In a match where only static cameras are used, fairness of delivery only with respect to Foot faults and Bowler breaking the wicket can be referred at the fall of a wicket.

f) In a match where only static cameras are used, when viewing a Stumping or Hit wicket referral, if the BCCI Match Referee has conclusive evidence of the Wicket keeper's encroachment, he shall advise the striker's end umpire to signal a No ball, and the striker shall not be dismissed

#### **3.2.3 Caught Decisions**

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

##### **3.2.3.1 Fair Catches**

a) Should the bowler's end umpire be unable to decide whether or not a catch was taken **fairly**, he shall first consult with the square leg umpire.

b) Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire, then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height. Following such consultation, the final decision will be made and given by the bowler's end umpire, who will take into account the on-field umpires' initial views and any other advice received from the third umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.



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- c) The third umpire has to determine whether the batsman has been caught. However, while reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if it is clear to the third umpire that the batsman, is out by another mode of dismissal (excluding LBW) or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)
- d) The final decision shall be indicated in the normal fashion by the bowler's end umpire.

#### **3.2.3.2 Bump Ball**

- a) Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire.
- b) Should both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke as in Clause 3.2.2(b)
- c) The third umpire has to determine whether the ball was a bump ball or not. However, when reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)
- d) The third umpire shall communicate his decision by the system as in Clause 3.2.2 (c).

#### **3.2.4 Boundary Decisions**

- a) The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched the boundary or when he had any part of his person grounded beyond the boundary, or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.
- b) An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.
- c) The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.



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#### **3.2.5 Obstructing the Field**

*3.2.5.1* Following an appeal from the fielding side, the on-field umpire shall be entitled to consult with the third umpire if he feels that the batsman has obstructed the field.

*3.2.5.2* The bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire (if necessary), then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height.

*3.2.5.3* Following such consultation with the third umpire, the final decision shall be indicated in the normal fashion by the bowler's end umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.

#### **3.2.6 Batsmen Running to the Same End**

a) In the event of both batsmen running to the same end and the umpires are uncertain over which batsman made his ground first, the on-field umpire may consult with the third umpire.

b) The procedure in Clause 3.2.4 (b) shall apply.

#### **3.2.7 NO BALLS**

For matches with a Live or Delayed telecast:

Following any mode of dismissal that is not permitted off a no ball, if the on-field umpire is uncertain as the fairness of the delivery he shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action with the third umpire. Consultation with the third umpire shall be by way of two-way radio.

If the delivery was not a fair delivery the on-field umpire shall indicate that the batsman is not out and signal no ball. For the avoidance of doubt, the third umpire shall apply clause 24.2 when deciding whether a no ball should have been called.

For matches with Static cameras only:

Fairness of delivery only with respect to Foot faults and Bowler breaking the wicket may be checked.



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#### **3.2.8 Cameras On or Over the Field of Play in a match with live telecast**

The on-field umpire shall be entitled to refer to the third umpire for a decision as to whether the ball has been in contact with any part of the camera, its apparatus or its cables above the playing area.

A decision is to be made immediately and cannot be changed thereafter.

An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.

The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the camera or its cables above the playing area as envisaged under this paragraph.

#### **3.3 Law 3.2 - Change of umpire**

Law 3.2 shall be replaced by the following:

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.

#### **3.4 Law 3.4 - To inform captains and scorers**

The following shall apply in addition to Law 3.4 (l):

The host association may provide for the ringing of a bell, which shall be rung 5 minutes before the start of the match and termination of an interval or interruption, when the umpires shall go to the wickets.

#### **3.5 Law 3.8 - Fitness for play and Law 3.9 - Suspension of play in dangerous or unreasonable conditions**

**3.5.1** The safety of all persons within the ground is of paramount importance to the BCCI.

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 clauses 3.5.5 and 3.5.6, 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 BCCI Match Referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

Laws 3.8 & 3.9 shall be replaced by:



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3.5.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. However the umpires shall involve and consult the BCCI Match referee before deciding not to start/recommence after an interval/interruption. They shall also involve the Match Referee when they need to suspend or call off play in dangerous and unreasonable conditions (Read 3.5.3).

However when play is in progress, the Umpires by themselves will take any decision regarding suspension of play.

See 3.5.3 below and Law 7.2 (Fitness of the pitch for play).

#### **3.5.3 Suspension of play in dangerous or unreasonable conditions**

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

b) 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, following consultation with the match referee. 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.

If circumstances are warranted, the umpires shall stop play and instruct the ground staff to take whatever action they can and use whatever equipment necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play. The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

c) 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.

d) 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.

3.5.4 If a shadow from a fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.



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

3.5.6 Where play is suspended under Clause 3.5.5 above, the decision to abandon or resume play shall be the responsibility of the BCCI Match Referee who shall act only after consultation with the head of ground security and the police.

### **3.6 Light Meters (Refer to Appendix B)**

3.6.1 It is the responsibility of the host association to supply light meters to the match officials to be used in accordance with these playing conditions.

3.6.2 All light meters shall be uniformly calibrated and supplied by the BCCI.

3.6.3 The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 3.5.3 (b) above.

3.6.4 Light meter readings may accordingly be used by the umpires:

- a) To determine whether there has been at any stage any deterioration or improvement in the light.
- b) As benchmarks for the remainder of a stoppage, and the match.

### **3.7 Use of artificial lights**

Artificial light shall not be used.

## **4 LAW 4 : The Scorers**

Law 4 shall apply

## **5 LAW 5 : The Ball**

### **5.1 Law 5.2 - Approval and control of balls**

Law 5.2 shall be replaced by the following:

The host association shall provide cricket balls of an approved standard and spare used balls for changing during a match, which shall also be of the same brand.

Note: Red BDM balls will be used in all matches

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the host association in presence of the umpires.



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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.

#### **5.2 Law 5.4 - New ball in a match of more than one day's duration**

Law 5.4 shall be replaced by the following:

The following shall apply in addition to Law 5.4:

The prescribed number of overs shall be 80. The umpire shall inform the other umpire and indicate to the batsmen and the scorers whenever a new ball is taken into play.

**5.3** New ball shall be mandatorily taken after 100 overs have been bowled with the old ball. When the ball is replaced, umpire shall inform the other umpire, batsmen and the scorers.

#### **5.4 Law 5.6 - Specifications**

Weight of the ball: 5oz/ 148 gms

Circumference: 8 ¼ inch /21.0 cm to 8 7/8 inches/ 22.5 cm.

## **6 LAW 6 : The Bat**

**6.1** Law 6.2 to 6.6 shall be replaced by:

#### **Width and length**

The bat overall shall not be more than 38 inches/96.5 cm in length. The blade of the bat shall be made solely of wood and shall not exceed 4¼ in/10.8 cm at the widest part. The blade of the bat shall have a conventional 'flat' face.

#### **6.2 Covering the blade**

The blade may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 in/1.56 mm in thickness.

**6.3** Law 6.8 shall apply subject to the following:

Law 6.8 (b) (iv) shall be replaced by:

(iv) any additional materials permitted under 6.2 above



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#### **LAW 7 : The Pitch**

##### **7.1 Law 7.3 - Selection and preparation**

The following will apply in addition to Law 7.3:

*7.1.1* The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorized access. (The pitch area shall include an area at least 2 meters beyond the rectangle made by the crease markings at both ends of the pitch).

*7.1.2* The BCCI Match Referee shall ensure that, prior to the start of play and during any intervals, only authorized staff, the match officials, players, team coaches and authorized television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

- a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- b) Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcasters(s) (but not news crew).
- c) No spiked footwear shall be permitted.
- d) 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.
- e) Access shall not interfere with pitch preparation.

*7.1.3* In the event of any dispute, the BCCI Match Referee will rule and his ruling will be final.



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#### **7.2 Law 7.4 - Changing the pitch**

Law 7.4 shall be replaced by the following:

*7.2.1* 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 BCCI Match Referee.

*7.2.2* The on-field umpires and the BCCI Match Referee shall consult with both captains.

*7.2.3* If the captains agree to continue, play shall resume.

*7.2.4* If the decision is not to resume play, the on-field umpires shall consider one of the options in the following sequence:

a) whether the existing pitch can be repaired, and the match can be resumed from the point it was stopped. In considering whether to authorize such repairs, the BCCI Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

b) whether an alternative pitch can be used.

c) whether the match has to be abandoned.

*7.2.5* When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.

*7.2.6* In the event of a decision being taken in favor of Clauses 7.2.4 (a) or 7.2.4(b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.



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7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures as provided herein, shall be the responsibility of the on-field umpires.

7.2.8 In the event that the existing pitch can be made playable after suitable remedial work as in Clause 7.2.4 (a) above, the match shall continue from the point stopped. The playing time lost between the stoppage time of the match and the actual restart time of the match will be covered by the provisions of clause 16.

7.2.9 If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above). 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 clause 16.

7.2.10 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the relevant officials from the Tournament Committee shall agree on whether the match can be replayed within the existing scheduled.

#### **7.3 Law 7.5 - Non-turf pitches**

Law 7.5 shall not apply.

All matches will be played on natural turf pitches. The use of PVA, other adhesives in the preparation of pitches is not permitted.

## **8 LAW 8 : The Wickets**

#### **8.1 Law 8.2 - Size of stumps**

The following shall apply in addition to Law 8.2:

For televised matches the host association may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be of exactly the same size.

## **9 LAW 9 : The Bowling, Popping and Return Creases**

#### **9.1 Law 9.3 - The popping crease**

Law 9.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres).



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#### **LAW 10 : Preparation and Maintenance of the Playing Area**

##### **10.1 Law 10.1 - Rolling**

The following shall apply in addition to Law 10.1:

*10.1.1* Prior to tossing for the choice of innings, the artificial drying of the pitch and outfield shall be at the discretion of the ground curator. Thereafter and throughout the match, the drying of the outfield may be undertaken at any time by the ground curator, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

*10.1.2* The umpires may instruct the ground curator to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

*10.1.3* An absorbent roller may be used to remove water from the covers including the cover on the

##### **10.2 Law 10.3 (b) - Mowing the outfield shall not apply.**

##### **10.3 Law 10.6 - Maintenance of foot holes.**

The following shall apply in addition to Law 10.6:

The umpires shall see to it that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowlers' foot holes. As soon as possible after the conclusion of each day's play, bowlers' foot holes will be repaired.

##### **10.4 Watering the outfield**

The watering of the outfield will be permitted during the match subject to the following:

*10.4.1* Such watering shall only be possible if the "watering plan" is requested by the ground curator and approved by the umpires before the match has started. Once the match has started, any such request will not be considered.



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*10.4.2* The consent of the captains is not required but the umpires shall advise both captains and the BCCI Match Referee before the start of the match on what has been agreed.

*10.4.3* The watering shall occur as soon as possible after the conclusion of the day's play.

*10.4.4* The watering shall only be carried out to the extent that is necessary to retain the good condition of the outfield.

*10.4.5* The square and bowlers' run ups will be adequately covered prior to any watering taking place.

*10.4.6* All ongoing matters of interpretation and implementation of watering requirements and regulations shall be resolved between the umpires and ground curator, but with the umpires retaining ultimate discretion over whether to approve any watering.

#### **10.5 Protection and preparation of adjacent pitches during matches**

The protection (by way of an appropriate cover) and preparation of pitches, which are adjacent to the match pitch, will be permitted during the match subject to the following:

*10.5.1* Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.

*10.5.2* Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

*10.5.3* The preparation work shall be carried out under the supervision of the umpires.

*10.5.4* Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.

*10.5.5* The consent of the captains is not required but the umpires shall advise both captains and the BCCI Match Referee before the start of the match on what has been agreed.

## **11 LAW 11 : Covering the Pitch**

### **11.1 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 the commencement of play.



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#### **11.2 Law 11.2 - During the match**

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match. It shall be wholly covered at the termination of each day's play or providing the weather is fine, within a period of two hours thereafter.

**Note:** The covers must totally protect the pitch and also the pitch surrounding, a minimum of 5 metres either side of the pitch and any worn or soft areas in the outfield.

#### **11.3 Law 11.3 - Covering bowlers' run ups**

Law 11.3 shall be replaced by the following:

The bowlers' run-ups shall be covered in inclement weather, in order to keep them dry, to a distance of at least 10 x 10 meters.

#### **11.4 Law 11.4 - Removal of covers**

Law 11.4 shall be replaced by the following:

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2½ hours before the scheduled start of play provided it is not raining at that time, but the pitch will be covered again if rain falls prior to the commencement of play.

Attention is drawn to clauses 3.5 and 10.5 above.

In case of inclement weather and seasonal problems like fog, heavy dew etc. the ground curator may be instructed by the umpires as to when and how to remove the covers and umpires may also specify the time for removing and placing back the covers.

## **12**

### **LAW 12 : Innings**

Law 12 shall apply subject to the following:

**12.1** Law 12.1 (a) shall be replaced by the following: A match shall be two innings per side subject to the provisions of Law 13.1.

**12.2** Law 12.1 (b) and 12.3 (e) shall not apply.



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#### **12.3 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 BCCI 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 rescheduled 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 shall apply.

**13**

#### **LAW 13 : Follow-on**

#### **13.1 Law 13.3 - First day's play lost**

If the provision of Clause 16.1.3 (b) is applied, the additional time is regarded as part of that day's play, i.e. it is the number of days remaining, and not the total number of hours available.

**14**

#### **LAW 14 : Declaration and Forfeiture**

Law 14 shall apply.

**15**

#### **LAW 15 : Intervals**

#### **15.1 Law 15.3 - Duration of intervals**

*15.1.1* Luncheon Interval: The interval shall be of 40 minutes duration.

*15.1.2* Tea Interval: The interval shall be of 20 minutes duration.

#### **15.2 Law 15.8 - Tea interval- 9 wickets down**

Law 15.8 shall apply.

In addition, the provisions of Law 15.8 as applicable to the tea interval shall also apply to the lunch interval

#### **15.3 Law 15.9 - Intervals for Drinks**

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 2.2.3).

Drinks interval to count as playing time for the purpose of Law 2.5 (Fielder absent or leaving the field)



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#### **LAW 16 : Start of Play, Cessation of Play**

Law 16 shall apply subject to the following:

##### **16.1 Start and Cessation Times**

- a) All matches shall be of six hours schedule play per day. The matches will be played over two/three days with a possibility of a Two innings result. There shall be no limitation on the number of overs for any side in any innings.
- b) Hours of play:
  - 9.30 a.m. to 12.00 noon (First Session)
  - 12.00 noon to 12.40 p.m. (Lunch)
  - 12.40 p.m. to 2.40 p.m. (Second Session)
  - 2.40 p.m. to 3.00 p.m. (Tea)
  - 3.00 p.m. to 4.30 p.m. (Last Session)
- c) On the last day, the match shall start 15 minutes early and sessions will be rearranged accordingly. In the knock out stage, the match will start 15 minutes early and sessions will be rearranged accordingly on both the original and extended day, if any.
- d) If there is a change in time of the start of play, the manager and captain of both teams; the umpires and the BCCI Match Referee must be informed in writing as soon as they arrive by the staging association

##### **16.1.1 Minimum Overs in the Day**

Subject to clause 16.1.2 below,

- a) On days other than the last day, play shall continue on each day until the completion of a minimum target of 90 overs (or a minimum of 15 overs per hour) or the completion of the scheduled or rescheduled cessation time, whichever is later but provided that play shall not continue for more than 30 minutes beyond the scheduled or rescheduled cessation time (permitted overtime). For the sake of clarity, if any of the minimum target number of overs have not been bowled at the completion of the permitted overtime, play shall cease upon completion of the over in progress.  
**The overs not bowled shall be made up on the subsequent day and the closing time shall be rescheduled accordingly. These extra overs shall be in addition to any time carried over from the previous day after playing time has been lost due to ground weather and light conditions.**
- b) On the last day, a minimum of 75 overs (or a minimum of 15 overs per hour) shall be bowled during the playing time other than the last hour of the match where clause 16.1.6 below shall apply. If any of the minimum of 75 overs, or as recalculated, have not been bowled when one hour of the scheduled playing time remains, the last hour of the match for the purposes of clause 16.1.6 shall be the hour immediately following the completion of these overs.



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#### **16.1.2 Reduction in minimum overs**

Except in the last hour of the match, for which clause 16.1.6 makes provision, if play is suspended due to adverse weather or light or any other reason (other than normal intervals) for more than 1 hour on any day, the minimum number of overs shall be reduced by 1 over for each full 4 minutes of the aggregate playing time lost. For the avoidance of doubt, the aggregate of 1 hour shall be inclusive of any time that may have been brought forward from previous days due to playing time lost on such previous days under clause 16.1.3 (b) below.

#### **16.1.3 Making Up Lost Time.**

##### **a) On the Day**

1. Subject to weather and light, except in the last hour of the match, in the event of play being suspended for any reason other than normal intervals, the playing time on that day shall be extended by the amount of time lost up to a maximum of 1 hour. For the avoidance of doubt, the maximum of 1 hour shall be inclusive of any time that may have been added to the scheduled playing time due to playing time having been lost on previous days under clause 16.1.3 (b) below **and any overs carried over from the earlier day under clause 16.1.1 a.**

2. **To make up for time lost after lengthy delays due to ground weather light conditions, the BCCI Match Referee may, further reduce the prescribed interval timings above, after taking into account the intention of not having a prolonged interval after a lengthy interruption. However, the minimum interval time shall not be less than 20 minutes for a Lunch interval and not less than 10 minutes for a Tea Interval.**



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#### b) On Subsequent Days

If any time is lost and cannot be made up under clause 16.1.3 (a) above, additional time of up to a maximum of 30 minutes per day shall be added to the scheduled playing hours for the next day, and subsequent day(s) as required (to make up as much lost time as possible). Where appropriate this additional time shall be added to the second session.

In circumstances where it is not possible to add this additional time to the second session, the additional time may be added to the third session (see also 16.1.4). When such additional time is added, the minimum overs for that day shall be increased by one over for each four minutes of additional time or part thereof.

#### c) On the Last Day only (Refer Appendix-A)

Clause 16.1.3 (a) applies. However, for the purposes of this clause, the definition of playing time shall exclude the last hour. No time is made up in respect of any interruptions that commence after the start of the last hour.

Should play be interrupted prior to the last hour being signaled, the playing time lost will be made up (subject to the maximum of 1 hour described in (a) above) with the previously scheduled time for the last hour being updated to reflect the time made up during this interruption. In order to determine the minimum overs to be bowled prior to the last hour and the rescheduled starting time for the last hour, it is necessary to complete the template in Appendix A.

#### **16.1.4 Change of Intervals**

a) If play has been suspended for any reason other than normal intervals for 30 minutes or more prior to the commencement of the scheduled or rescheduled tea interval on that day, the tea interval shall be delayed for 30 minutes.

b) Notwithstanding the provisions of clause (a) above, the timings of intervals can be altered under Law 15.5 at any time on any day if playing time has been lost irrespective of whether the time has been lost on that day or on any previous days.

#### **16.1.5 Change of Innings**

Where there is a change of innings during a day's play (except where the change of innings occurs at lunch or tea or when play is suspended for any reason) 2 overs will be deducted from the minimum number of overs to be bowled.

The over in progress at the end of an innings is regarded as a completed over for the purposes of determining the minimum number of remaining overs to be bowled in the day.



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#### **16.1.6 Last Hour**

Law 16.6, 16.7 and 16.8 will apply except that a minimum of 15 overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on 1 over for each full 4 minutes (refer clause 16.1.9 below).

On the final day, if both captains (the batsmen at the wicket may act for their captain) accept that there is no prospect of either side achieving a victory, they may agree to finish the match after

- (a) The time for the commencement of the last hour has been reached
- OR
- (b) There are a minimum of 15 overs to be bowled, whichever is later.

**16.1.7** Notwithstanding any other provision, there shall be no further play on any day, other than the last day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within 2 minutes of the scheduled cessation time or thereafter. This shall also apply to the additional time permitted in order to complete the minimum over requirement for the day. If an over is interrupted in these circumstances, stumps shall be drawn for the day and the over shall be completed on the resumption of play.

**16.1.8** An over completed on resumption of a new day's play shall be disregarded in calculating minimum overs for that day.

#### **16.1.9 Stumps Drawn**

Except on the final day:

- a) In the event of play being suspended for any reason at or after the most recently scheduled or rescheduled cessation time, stumps shall be drawn upon play being suspended.
- b) In the event of the players already being off the field for a suspension of play at the most recently scheduled or rescheduled cessation time, then stumps will be drawn at that time.

**16.1.10** The scoreboard shall show:

- a) The total number of overs bowled with the ball currently in use and
- b) The minimum number of overs remaining to be bowled in a day.



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#### **16.1.11 Penalties shall apply for slow over rates**

##### **Calculating the actual Over-rate.**

a) The actual over rate will be calculated at the end of every match by the Umpires officiating in that match. In the case of Multi-day matches, the actual over rate will be the average rate, which is achieved by the fielding team across both of the batting team's innings.

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

- i) treatment given to a player on the field of play by an authorized medical personnel.
- ii) A player being required to leave the field as a result of serious injury.
- iii) All third Umpire referrals and consultations
- iv) Time wasting by the batting side (which may in addition constitute a separate offence pursuant to any of articles 2.1.8, 2.2.11, 2.3.3 or 2.4.4 depending on the context and the seriousness of the incident.
- v) All other circumstances beyond the control of the fielding team.

c) In addition, the following time allowances will be given in Multi-day Matches:

- i) 2 minutes per wicket taken provided that the wicket has not fallen immediately prior to any interval or interruption.

d) If a batting team is bowled out or declares its inning closed in less than 50 overs in any particular innings, no account shall be taken of the actual over rate in that innings when calculating the actual over rate at the end of such Match.

e) In a match where outright result has been obtained penalty for slow over rate will not be applicable for both the teams.

#### **16.2 Extra Time**

*16.2.1* The umpires may decide to play 30 minutes (a minimum of eight overs) extra time at the end of any day (other than the last day) if requested by either captain if, in the umpires opinion, it would bring about a definite result on that day [this is in addition to the additional time provided for in Clause 16.1.3 above]. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time on one or more of these days, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Only the actual amount of playing time up to the maximum 30 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the match shall end earlier on the final day by the amount of time by which play was previously extended under this clause.



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*16.2.2* The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled lunch or tea interval of any day if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Only the actual amount of playing time up to the maximum 15 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the following session of play shall be reduced by the amount of time by which play was previously extended under this clause.

For the avoidance of doubt, Law 15.8, as amended by Clause 15.2, shall still apply subsequent to the application of this clause, i.e. when 9 wickets are down following the extra 15 minutes. However, this clause shall not apply when Law 15.8, as amended by Clause 15.2, has already been applied, i.e. the 15 minutes shall not be added at the end of 30 minutes extra time.

*16.2.3* a) In knock out matches if the first innings lead is not achieved in the allotted match days, the match will be extended by one full day and the last hour will be rescheduled on the extended day and all sections in clause 16 regarding the last hour shall apply.

b) For avoidance of doubt, last hour should not be taken on the originally scheduled last day if after 75 overs or one hour of playing time remains whichever is later and first innings lead is not achieved

c) However the game will continue as any normal day's game till the overs for the day are bowled. If first inning lead is not achieved then the game is extended by one day. But if the first innings lead is achieved after the last hour is dispensed with, the two Captains may agree to call of the match.

d) In such an event where the game goes into an extra day the last hour will be as per clause 16.16(Last hour).

e) When the game is thus extended by an extra day, if first innings lead is achieved then the game is to be stopped immediately

### **16.3 Minimum Over Rates**

The minimum over rate to be achieved in a multi-days match will be 15 overs per hour.

The actual over rate will be calculated at the end of the match by the umpires/Match Referee and will be the average rate, which is achieved by the fielding side across both of the batting team's innings.



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#### **LAW 17 : Practice on the Field**

Law 17 shall apply subject to the following:

##### **17.1 Law 17.1- Practice on the rest of the square**

Law 17.1 shall apply subject to the following:

- a) 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.
- b) 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.

##### **17.2 Law 17.3 - Practice on the outfield between the call of play and call of time**

Law 17.3 shall apply save that Law 17.3 (c) shall be replaced with the following:

- (i) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the law.

**18**

#### **LAW 18 : Scoring Runs**

Law 18 shall apply



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#### **LAW 19 : Boundaries**

Law 19 shall apply subject to the following:

##### **19.1 Law 19.1 - The boundary of the field of play**

The following shall apply in addition to Law 19.1:

The Boundary shall be a minimum of 55 yards (50.29 metres) and a maximum of 70 yards (64 metres). Distances should be measured from the centre of the pitch used.

Sight screens 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 operators should take particular care that the advertising is not changed at a time which is distracting to the umpire.

In addition, advertising on perimeter boards placed in front of the sight screen's is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

##### **19.2 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 or similar object of a minimum standard as authorised by BCCI from time to time. Where appropriate the rope should be required to be a minimum distance of 3 yards (2.74 metres) inside the perimeter fencing for 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.

##### **19.3 Law 19.3 - Scoring a boundary**

The following shall be in addition to Law 19.3:

If an unauthorized 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).

**20**

#### **LAW 20 : Lost Ball**

Law 20 shall apply.



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#### **LAW 21 : The Result**

Law 21 shall apply subject to the following:

##### **21.1 Law 21.2 - A win-one innings match**

Law 21.2 shall not apply

##### **21.2 Law 21.3- Umpire (BCCI Match Referee) awarding a match**

Law 21.3 shall be replaced by the following:

- a) A match shall be lost by a side which either
  - i) concedes defeat or
  - ii) in the opinion of the BCCI Match Referee refuses to play and the BCCI Match Referee shall award the match to the other side.
  
- b) 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 BCCI Match Referee of this fact. The BCCI Match Referee shall together with the umpires ascertain the cause of the action. If the BCCI Match Referee 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 BCCI Match Referee shall award the match in accordance with (a) (ii) above.\*
  
- c) If action as in (b) above takes place after play has started and does not constitute a refusal to play
  - i) playing time lost shall be counted from the start of the action until play recommences, subject to Law 15.5(Changing agreed times for intervals)
  
  - ii) the time for close of play on that day shall be extended by this length of time, subject to Law 3.9 (Suspension of play in dangerous and unreasonable conditions) and provisions of clause 16.

##### **21.3 Law 21- Matches in which there is an agreement under Law 21.1(b)**

Law 21.4 shall not apply

##### **21.4 Law 21.8 - Correctness of result**

Any query on the result of the match as defined in Laws 21.1, 21.3, 21.5, 21.8 and 21.10 shall be resolved as soon as possible and a final decision is to be made by the umpires at close of play.



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#### **21.5 Match Points**

##### *21.5.1* Multi day match on league basis

1	Outright Win	Six Points
2	Innings Win / Win by 10 Wickets	One Bonus Point
3	First Innings Lead but no outright win	Three Points
4	Loss on First Innings	One Point
5	Tie on First Innings without outright result	One Point each
6	Tie on both Innings	Three Points each
7	Outright Loss	Zero Points
8	First Innings results not achieved with or without weather interference	One Points Each

#### **POINTS BEING EQUAL**

If two or more teams secure equal number of points, then their relative position in the table of points shall be determined as under:

- a) In event of equality of points the higher number of outright wins will determine the position in the table points.
- b) Should there be equality in both points and wins, the position shall be determined by the **Net run rate** calculated thus:
  - (i) divide the total number of runs scored by an association by the number of overs (including deliveries from incomplete overs) FACED by it.
  - (ii) divide the total number of runs scored against an association by the total number of overs (including deliveries from incomplete overs) BOWLED by it.
  - (iii) Subtract the latter (ii) from the former (i) and the team having the higher Net Run rate shall be considered to have the better performance.

##### *21.5.2* **Result in a knock out match up to and including the Semi final:**

The result of the match will be decided on the result of the two innings. If two innings are not completed the match will be decided on the result of the first innings.

If no result is obtained on the 1st inning at the end of the scheduled last day of the match, the match will be extended by one full day.

If no result on first inning is obtained at the end of the extended day, or the scores are equal on the result of first innings or the result is a Tie, the winner will be decided by the spin of coin in presence of the BCCI Match Referee or in the absence of the Match Referee, in presence of the 2 field Umpires.



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#### **For the Final Match**

The result of the match will be decided on the result of the two innings. If two innings are not completed the match will be decided on the result of the first innings.

If no result is obtained on the 1st inning at the end of the scheduled last day of the match, the match will be extended by one full day.

If no result on first inning is obtained at the end of the extended day, or the scores are equal on the result of first innings or the result is a Tie, both the teams will be declared as joint winners.

*21.5.3* In all the matches where the home and away format is applicable, if a match is abandoned after the match has been in progress due to digging/ tampering of the pitch on which the match was being played, the visiting team shall be declared as the winner of the match irrespective of the position of the match.

**22**

#### **LAW 22 : The Over**

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

##### **22.1 Law 22.5 - Umpire miscounting**

Whenever possible the BCCI Match Referee shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

**23**

#### **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 signaling 'Dead Ball'**

In a match where cameras are being used on or over the field of play (e.g. Spydercam), should a ball that has been hit by the batsman make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a No ball it shall count and the No ball penalty apply.

No other runs (including penalty runs) apart from the No ball penalty shall be scored. Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, 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.



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#### **24 LAW 24: No Ball**

Law 24 shall apply subject to the following:

##### **24.1 Law 24.1 - 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 followed by dead ball, and the ball is to be re-bowled overarm.

##### **24.2 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.

#### **25 LAW 25: Wide Ball**

##### **25.1 Law 25.1 - Judging a Wide**

Law 25 shall apply with the following addition to Law 25.1 (Judging a wide):

For bowlers attempting to utilize the rough outside a batsman's leg stump, not necessarily as a negative tactic, the strict limited over interpretation for Wides shall be applied.

For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over interpretation for Wides shall be applied.

#### **26 LAW 26: Bye and Leg Bye**

Law 26 shall apply

#### **27 LAW 27: Appeals**

Law 27 shall apply

#### **28 LAW 28: The Wicket is Down**

Law 28 shall apply



## **BCCI : Playing Conditions for Multi-day Matches**

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**29**      **LAW 29: Batsman Out of his Ground**

Law 29 shall apply

**30**      **LAW 30: Bowled**

Law 30 shall apply

**31**      **LAW 31: Timed Out**

Law 31 shall apply. Refer also to clause 42.9 (Law 42.10)

**32**      **LAW 32: Caught**

Law 32 shall apply

**33**      **LAW 33: Handled The Ball**

Law 33 shall apply

**34**      **LAW 34: Hit the Ball Twice**

Law 34 shall apply

**35**      **LAW 35: Hit Wicket**

Law 35 shall apply

**36**      **LAW 36: Leg Before the Wicket**

Law 36 shall apply

**37**      **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.

See also clause 3.2.5

**38**      **LAW 38: Run Out**

Law 38 shall apply



## **BCCI : Playing Conditions for Multi-day Matches**

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39

#### **LAW 39: Stumped**

Law 39 shall apply

40

#### **LAW 40: The Wicket Keeper**

Law 40.4 shall be replaced by the following: After the ball comes into play and before it reaches the striker, it is unfair if the wicket keeper significantly alters his position in relation to the striker's wicket, except for the following:

(i) movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket.

(ii) lateral movement in response to the direction in which the ball has been delivered.

(iii) movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however the provisions of Law 40.3 (Position of the wicket-keeper) shall apply. In the event of unfair movement by the wicket keeper, either umpire shall call and signal Dead ball.

41

#### **LAW 41: The Fielder**

Law 41 shall apply subject to the following:

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

In addition to Law 41.1:

The exchange 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.

Law 41.7 - Movement by fielders and Law 41.8 Definition of significant movement shall be replaced by the following:

(i) minor adjustments to stance or position in relation to the striker's wicket.

(ii) movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position.

(iii) movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

Note also provisions of Law 42.4 (Deliberate attempt to distract the striker).



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#### **LAW 42: Fair and Unfair Play**

Law 42 shall apply subject to the following:

##### **42.1 Law 42.1 – Fair and unfair play – responsibility of captains**

Law 42.1 shall apply.

##### **42.2 Law 42.2 – Fair and unfair play – responsibility of umpires**

Law 42.2 shall apply.

##### **42.3 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 of the ball is inconsistent 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.

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

- a) 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:
- b) Award 5 penalty runs to the batting side.
- c) Inform the captain of the fielding side of the reason for the action taken.
- d) Inform the captain of the batting side as soon as practicable of what has occurred.
- e) Together with the other umpire report the incident to the BCCI Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the BCCI Code of Conduct.



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42.3.2 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 of the fielding side 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, steps 42.1.1 a) to e) above will be adopted, with the captain deemed under e) to be the player responsible

#### **42.4 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 BCCI Match Referee under the BCCI Code of Conduct.

#### **42.5 Law 42.5 - Deliberate distraction or obstruction of batsman**

Law 42.5 shall apply subject to the following:

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

#### **42.6 Law 42.6 - Dangerous and Unfair Bowling**

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

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

- a) A bowler shall be limited to two fast short-pitched deliveries per over.
- b) 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.
- c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to Clause 42.6.1 (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 wide.
- e) For the avoidance of doubt any fast short-pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.



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- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 42.6.1 (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.
- g) If a bowler delivers a third 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.
- h) 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.
- i) 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, another bowler shall complete the over, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) 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.
- l) The umpires **may** then report the matter to the BCCI 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 42.7 below which umpires are able to apply at any time.*

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

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

- a) 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 is it likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.6.2(a) the umpire at the bowler's end shall, call and signal no ball.
- c) 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 signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning.
- d) The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.



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e) 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 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.

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

g) 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.

h) The umpires **may** then report the matter to the BCCI Match Referee who shall take 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.)

#### **42.7 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 42.6.1, 42.6.2 and 42.6 the following shall apply at any time during the match.

**42.7.1** 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.

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

a) At 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.

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

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

d) 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.



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e) 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)

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

g) 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.

h) The umpires may then report the matter to the BCCI 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.)

**Should the umpires initiate the caution and warning procedures set out in Clauses 42.6.1, 42.6.2, and 42.7 such cautions and warnings are not to be cumulative.**

#### **42.8 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 unfair as defined in Clause 42.6.2 was deliberately bowled, then the caution and warning process shall be dispensed with. The umpire at the bowler's end shall:

**42.8.1** Call and signal no ball.

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

**42.8.3** Not allow the bowler to bowl again in that innings.

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

**42.8.5** Report the occurrence to the other umpire, to the captain of the batting side and the BCCI 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).



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#### **42.9 Law 42.9 - Time Wasting by the Fielding Side**

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

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

- a) Call and signal dead ball if necessary, and;
- b) Award 5 penalty runs to the batting side (see Law 42.17).
- c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d) Report the occurrence to the BCCI Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the BCCI Code of Conduct.

#### **42.10 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 shall report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.11 Law 42.11 - Damaging the pitch – area to be protected**

Law 42.11 shall apply.

#### **42.12 Law 42.12 – Bowler running on protected area after delivering the ball.**

Law 42.12 shall apply, subject to 42.12 (d) (iv) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.13 Law 42.13 – Fielder damaging the pitch.**

Law 42.13 shall apply.

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



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#### **42.14 Law 42.14 Batsman damaging the pitch**

Law 42.14 shall apply.

See also clause 37 above.

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

#### **42.15 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 deliberately 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 as possible.

#### **42.16 Law 42.16 – Batsman stealing a run**

Law 42.16 shall apply, subject to 42.16 (vi) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.17 Law 42.17 – Penalty runs**

Law 42.17 shall apply.

#### **42.18 Law 42.18 – Player's Conduct**

Law 42.18 shall apply, subject to 42.18 (iii) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.19 Use of Electronic Communication 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



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### APPENDIX A : Calculation Template for Last Day of Multiday Match

This template applies to any interruption on the last day which causes a loss in actual playing time, (i.e. an interruption longer than the amount of extra time available) and where play resumes after the scheduled tea interval.

Where play resumes prior to tea, then the calculation of overs remaining in the day is performed as per Days other than last day, with the scheduled time for the last hour affected only by the adding of any extra time.

Lines A, B, C, D and E should be completed at the start of an interruption on the final day. If play resumes without any lost playing time, or prior to the tea interval, then this sheet can be discarded.

Once the length of interruption exceeds D and actual playing time is lost, then line F can be completed. Lines G and H can be completed immediately if the interruption starts after tea, otherwise as soon as the interruption includes the tea interval.

A.	Start of interruption	
B.	Minimum overs remaining before start of last hour as at time A (See Note 1)	
C.	Time required to bowl minimum overs @ 4 minutes per over (B x 4)	
D.	Extra time available as at time A	
E.	Scheduled time for last hour as at time A	
F.	Rescheduled time for last hour ( <i>Time basis</i> ) (D + E)	
G.	Length of intervals covered by interruption: 40 (lunch), 20 (tea), 60 (both) or 0 (neither)	
H.	Rescheduled time for last hour ( <i>Overs basis</i> ) (A + C + D + G)	
I.	Later of F and H above	
J.	Time play resumes	
<b>Case A: If J is earlier than I, play resumes prior to the last hour</b>		
K.	Minutes playing time lost (J - A - D - G)	
L.	Overs lost @ 4 minutes per over (see Note 2)	
M.	Minimum overs before start of last hour (B - L) (See Note 1)	
*****The last hour then starts at the later of the time in Line F & the completion of the overs in Line M		
<b>Case B: If J is not earlier than I, play resumes in the last hour</b>		
K.	Time for last hour to finish (I plus 60 minutes)	
L.	Minutes remaining in last hour (K - J)	
M.	Overs remaining in last hour (L / 4 minutes or part thereof) (See Note 1)	

**Note 1:** If an interruption occurs part-way through an over, in Row B enter the number of full overs remaining, ignoring the part over. Then in Row M, add back the part over to the minimum overs to be bowled on resumption.

**Note 2:** The actual overs lost for a given interruption will also reflect any earlier interruptions in the day, so that one over is lost in the day for each full four minutes of aggregated playing time lost. For example, 15 minutes loses 3 overs, but another 15 minute delay loses 4 overs.



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#### APPENDIX B : Guidelines for applying Playing Conditions and the use of Light meter

- 1.1. The umpires shall use light meter readings as a guideline for determining whether the light is unfit/fit for play.
- 1.2. Light meter readings may be used by the umpires:
  - (a) At any time to determine whether there has been a deterioration or improvement in the light.
  - (b) As benchmarks for the remainder of a stoppage in the match

The terms 'unsuitable' or 'unfair' are not valid reasons for suspending play. Conditions need to be 'safe' to continue playing and 'unsafe' to suspend play. Umpires should only suspend play when conditions are 'dangerous'.

#### **In practice the processes will work as follows:**

- (a) On the first occasion when bad light is approaching in a match, the umpires shall consult. Unless the **conditions have suddenly become unsafe with light deteriorating quickly** (in which case the umpires shall stop play immediately), this first consultation **will normally** result in the umpires agreeing to re-evaluate again at a later stage - should the light conditions deteriorate.

NB. A light reading **may** be taken at this stage to assist the umpires in assessing whether the light is deteriorating or not. **(For clarification, this reading, if taken, has nothing to do with any sort of benchmark related to suspension or resumption of play)**

- (b) This initial consultation should also alert the fielding captain to reassess his bowling options, if necessary. Unless conditions are **unsafe**, the umpires will issue a clear instruction that play is to continue.
- (c) After this first consultation, if either of the umpires then considers that the light has deteriorated further, and it is now unsuitable for play, the umpires shall consult again.
- (d) A further light reading shall be taken to check that the light has in fact deteriorated. The umpires shall again determine whether the conditions are unsafe for play, taking into account the bowler who is bowling at the time.

**NB.** In an ideal situation this might be the best time to suspend play.

- (e) However other issues may arise:

If a fast/fast medium bowler is bowling and the umpires are of the view that the light is unfit for this type of bowling but would be satisfactory for a medium/slow bowler they shall inform the fielding captain.

- (f) If the fielding captain chooses not to change the bowler then the umpires shall suspend play. **A light reading shall be taken at this point, which will act as the benchmark for all future light decisions in respect of fast/fast medium bowlers.**
- (g) If the fielding captain changes the bowler to a medium/slow bowler, the umpires have another decision to make and shall probably allow play to continue again.
- (h) If either of the umpires decides that the light has deteriorated further, to the extent that it is now unsafe for medium/slow bowlers, then the umpires shall again consult. If the umpires agree that the light is unfit for play, then play will be suspended and the light reading is taken as the future benchmark for medium/slow bowlers. **A light reading shall be taken at this point, which will act as the benchmark for all future light decisions in respect of medium/slow bowlers.**

**Light meters should be used only to assist the umpires in their decision-making. They are to be used only as a guide, once a previous benchmark has already been set.**

**Setting a "soft" benchmark early in the match could make getting a result and playing longer, much more difficult at the end.**

**Approaches to consider when deciding whether to come off for bad light.**

- 1. The first time that play is suspended for bad light – that reading becomes the benchmark (guide) for the match. That is the time to push the boundaries hard, every time.**
- 2. There should be visible proof of light affecting the fielder's ability to see the ball – not just one occurrence and it should be genuine and not game tactic related.**
- 3. Grounds are different – Each ground is different. So readings at each ground will be different.**

## **Umpiring Technique - judgment**

### **Factors to consider when judging the light (for batsmen)**

- i. Type of bowling (fast or slow)
- ii. Are the batsmen hitting boundaries and scoring freely?
- iii. Factors to consider when judging the light (for all players - **unsafe** to continue)
- iv. Standing at square leg - do you lose the ball in the "V" as it is delivered to the batsman
- v. Are the fielders losing the ball in the background?
- vi. Are lights in and around the ground really bright?

## Teamwork

- i. Use only one (1) light meter - the same one between umpires for the match
- ii. Use signals to know when to consult and to communicate dropping or improving light
- iii. Keep consultations brief (30 seconds maximum)
- iv. A mid over suspension of play may deny the fielding captain from changing his bowlers from fast to slow to extend the possibility of playing. If the light drops sharply during an over - you do not have to wait until the end of the over

Maximize play where possible by keeping the fielding captain in the loop with your thoughts. "We're not too far away from considering the light".

Standing near the center of the pitch, record readings from both ends and in the same spot for consistency - write the readings down.

When the on field umpires are finding it difficult to pick up the ball, this is considered the correct time for the umpires to confer and consider the light and discuss the options. Both on field umpires must agree to suspend play. If only one on field umpire believes that play should be suspended, then play should continue.

Once the umpires have made the decision to suspend play there should be no further debate with the fielding captain. When umpires have made decisions - clear information is to be given to: both captains; the ground authorities; and the official broadcasters.

The umpires should still endeavor to ensure that:

- 1) Playing time is maximized within the parameters set out in the Laws and the playing conditions.
- 2) Umpires should not suspend play as soon as conditions become less than perfect, but only when the conditions are unsafe for play to continue.



# **BCCI : Playing Conditions for One Day Matches**

## **SENIOR AND JUNIOR WOMENS' DOMESTIC TOURNAMENTS 2015-16**

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

**Note:** All the references to 'Governing Body' within the Laws of Cricket shall be replaced by 'The BCCI Match Referee'.

### **1 LAW 1 : The Players**

#### **1.1 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 11 players, one of whom shall be captain.

#### **1.2 Law 1.2 - Nomination of players**

Law 1.2 shall be replaced by the following:

*1.2.1* Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the BCCI 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.

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

*1.2.3* A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

a) Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

b) Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in b) above (for example, the player is not permitted to enter the on-field 'dug-out').

*1.2.4* All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

*1.2.5* In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable BCCI Regulations pertaining to domestic cricket and in particular to the BCCI Code of Conduct, the Anti-Doping Code and the BCCI Anti-Corruption Code.



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#### **1.3 Law 1.3 - Captain**

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

The deputy must be one of the nominated members of the playing eleven.

Each Association must nominate its 'One Day Team Captain' to the BCCI when appointed.

If the 'One Day Team Captain' is not participating in a match, the relevant Association must nominate a replacement 'One Day Team Captain' for the match. The Association shall advise the BCCI Match Referee.

If the 'One Day Team Captain' plays in a match without being the nominated as captain for that match, he will be deemed to be the captain should any penalties be applied for over rate breaches under the BCCI Code of Conduct.

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### **LAW 2 : Substitutes & Runners; Batsman or Fielder Leaving The Field; Batsman Retiring; Batsman Commencing Innings**

#### **2.1 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.

#### **2.2 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 following restrictions shall apply to his future participation in the match:

**2.2.1** The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 120 minutes. If any unexpired penance time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.



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2.2.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 120 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penance time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

For the purposes of clauses 2.2.1 and 2.2.2, playing time shall comprise the time play is in progress excluding lunch and tea intervals and intervals between innings. For clarity, a player's penance time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

However, 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, provided he returns to the field of play immediately after the interruption.

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).

2.2.3 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 or batting 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).

3

### LAW 3 : The Umpires

#### 3.1 Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following:

The following rules for the selection and appointment of One Day Limited Overs Match Umpires shall be followed as far as it is practicable to do so:

3.1.1 Umpires will be appointed based on neutrality as far as possible.

3.1.2 Neutrality shall mean an umpire from a zone other than that of the teams involved in the match.



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*3.1.3* For knock out matches, appointment of neutral umpires may be dispensed with if ICC panel umpires are available.

*3.1.4* Neither team shall have a right of objection to an umpire's appointment.

*3.1.5* Umpires shall be present on the ground at least one and a half hours before the scheduled start of play on any day.

### **3.2 Third Umpire/TV Replays**

The following shall apply in addition to Clause 3.1: (Only for matches, which have TV production for live or delayed telecast of the match)

#### **3.2.1 General**

a) Wherever there is a provision of live or delayed telecast of the match, the BCCI will appoint a third umpire.

b) The host association will ensure a separate room is provided for the third umpire and that he has access to a television monitor and direct sound link with the television control broadcast director to facilitate as many replays as is necessary to assist him in making a decision.

c) In the circumstances detailed in Clauses 3.2.2, 3.2.3, 3.2.4, 3.2.5 and 3.2.6 hereunder, the on-field umpire has the discretion to refer the appeal to the third umpire or, in case of paragraph 3.2.3.1, 3.2.5 and 3.2.6, to consult with the third umpire before making his decision and should take a common sense approach.

Players may not appeal to the umpire to use the replay system- breach of this provision would constitute dissent and the player could be liable for discipline under the BCCI Code of Conduct.

d) The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the third umpire shall have discretion to take more time in order to finalise a decision.

e) The third umpire shall only have access to TV replays for the provisions of paragraphs 3.2.2, 3.2.3, 3.2.4, 3.2.5 and 3.2.6 below. Other technology which may be in use by the broadcaster for telecast purposes (Hot Spot, ball tracking, stump microphone, Snickometer) shall not be permitted.

For Matches which have no Live or delayed telecast Where there is no live or delayed telecast, but the match is covered with static cameras by BCCI, the Match Referee will act as the TV umpire and on referral by field umpire, convey the decision as per 3.2.2 only. If an Umpire Coach is appointed for the match, he shall act as the TV Umpire for the match.

#### **3.2.2 Run Out, Stumping and Hit Wicket Decisions:**

a) The on-field umpire shall be entitled to refer an appeal for a run out, stumping or hit wicket to the third umpire.

b) An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his hands.



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c) If the third umpire decides the batsman is out a red light is displayed; a green light means Not Out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to indicate that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (As an alternative to the red/green light system and where available, the big replay screen may be used for the purpose of conveying the third umpire's decision.)

When BCCI Match Referee act as TV umpire as in 3.2.1.e above, lights may be substituted with red, green and white flags to communicate the decision.

d) In the case of a referral of a hit wicket or stumping decision, the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if the third umpire finds that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made.

e) In a match where only static cameras are used, fairness of delivery only with respect to Foot faults and Bowler breaking the wicket can be referred at the fall of a wicket.

f) In a match where only static cameras are used, when viewing a Stumping or Hit wicket referral, if the BCCI Match Referee/Umpire Coach has conclusive evidence of the Wicket keeper's encroachment, he shall advise the striker's end umpire to signal a No ball, and the striker shall not be dismissed.

#### **3.2.3 Caught Decisions**

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

##### **3.2.3.1 Fair Catches**

a) Should the bowler's end umpire be unable to decide whether or not a catch was taken **fairly**, he shall first consult with the square leg umpire.

b) Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire, then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height. Following such consultation, the final decision will be made and given by the bowler's end umpire, who will take into account the on-field umpires' initial views and any other advice received from the third umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.



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- c) The third umpire has to determine whether the batsman has been caught. However, while reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if it is clear to the third umpire that the batsman, is out by another mode of dismissal (excluding LBW) or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)
- d) The final decision shall be indicated in the normal fashion by the bowler's end umpire.

#### **3.2.3.2 Bump Ball**

- a) Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire.
- b) Should both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke as in Clause 3.2.2(b)
- c) The third umpire has to determine whether the ball was a bump ball or not. However, when reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)
- d) The third umpire shall communicate his decision by the system as in Clause 3.2.2 (c).

#### **3.2.4 Boundary Decisions**

- a) The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched the boundary or when he had any part of his person grounded beyond the boundary, or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.
- b) An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.
- c) The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.



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#### **3.2.5 Obstructing the Field**

*3.2.5.1* Following an appeal from the fielding side, the on-field umpire shall be entitled to consult with the third umpire if he feels that the batsman has obstructed the field.

*3.2.5.2* The bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire (if necessary), then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height.

*3.2.5.3* Following such consultation with the third umpire, the final decision shall be indicated in the normal fashion by the bowler's end umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.

#### **3.2.6 Batsmen Running to the Same End**

a) In the event of both batsmen running to the same end and the umpires are uncertain over which batsman made his ground first, the on-field umpire may consult with the third umpire.

b) The procedure in Clause 3.2.4 (b) shall apply.

#### **3.2.7 NO BALLS**

For matches with a Live or Delayed telecast:

Following any mode of dismissal that is not permitted off a no ball, if the on-field umpire is uncertain as to the fairness of the delivery, he shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery with the third umpire for all modes of no ball except for the bowler using an illegal action with the third umpire. Consultation with the third umpire shall be by way of two-way radio.

If the delivery was not a fair delivery the on-field umpire shall indicate that the batsman is not out and signal no ball. For the avoidance of doubt, the third umpire shall apply clause 23.8 when deciding whether a no ball should have been called.

For matches with Static cameras only:

Fairness of delivery only with respect to Foot faults and Bowler breaking the wicket may be checked.



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#### **3.2.8 Cameras On or Over the Field of Play in a match with live telecast**

The on-field umpire shall be entitled to refer to the third umpire for a decision as to whether the ball has been in contact with any part of the camera, its apparatus or its cables above the playing area.

A decision is to be made immediately and cannot be changed thereafter.

An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.

The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the camera or its cables above the playing area as envisaged under this paragraph.

Refer to clause 23.1.

### **3.3 Law 3.2 - Change of umpire**

Law 3.2 shall be replaced by the following:

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.

### **3.4 Law 3.4 - To inform captains and scorers**

The following shall apply in addition to Law 3.4 (l):

The host association may provide for the ringing of a bell, which shall be rung 5 minutes before the start of the match and termination of an interval or interruption, when the umpires shall go to the wickets.

### **3.5 Law 3.8 - Fitness for play and Law 3.9 - Suspension of play in dangerous or unreasonable conditions**

**3.5.1** The safety of all persons within the ground is of paramount importance to the BCCI.

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 clauses 3.5.5 and 3.5.6, 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 BCCI Match Referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

Laws 3.8 & 3.9 shall be replaced by:



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3.5.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. However the umpires shall involve and consult the BCCI Match referee before deciding not to start/recommence after an interval/interruption. They shall also involve the Match Referee when they need to suspend or call off play in dangerous and unreasonable conditions (Read 3.5.3).

However when play is in progress, the Umpires by themselves will take any decision regarding suspension of play.

See 3.5.3 below and Law 7.2 (Fitness of the pitch for play).

#### **3.5.3 Suspension of play in dangerous or unreasonable conditions**

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

b) 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, following consultation with the match referee. 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.

If circumstances are warranted, the umpires shall stop play and instruct the ground staff to take whatever action they can and use whatever equipment necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.

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

c) 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.

d) 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.

3.5.4 If a shadow from a fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.



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

*3.5.6* Where play is suspended under Clause 3.5.5 above, the decision to abandon or resume play shall be the responsibility of the BCCI Match Referee who shall act only after consultation with the head of ground security and the police.

### **3.6 Light Meters (Refer to Appendix B in multiday section)**

*3.6.1* It is the responsibility of the host association to supply light meters to the match officials to be used in accordance with these playing conditions.

*3.6.2* All light meters shall be uniformly calibrated and supplied by the BCCI.

*3.6.3* The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 3.5.3 (b) above.

*3.6.4* Light meter readings may accordingly be used by the umpires:

- a) To determine whether there has been at any stage any deterioration or improvement in the light.
- b) As benchmarks for the remainder of a stoppage, and the match.

### **3.7 Use of artificial lights**

Artificial Lights shall not be used in Day Matches. In day night matches BCCI Match Referee and Umpires in consultation with the Host Association will decide when the artificial lights will be switched on.

However in the opinion of the Umpires, Natural light is deteriorating to an unsafe level, they will authorise the lights to be switched on earlier.

In the event of power Failure or lights malfunction; the provisions relating to the delay or interruption of play due to bad weather or light shall apply.

### **3.8 Day Night matches**

*3.8.1* Pads and player's and umpire's clothing shall be coloured.

*3.8.2* Sightscreens will be black.

**4**

## **LAW 4 : The Scorers**

Law 4 shall apply



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#### **LAW 5 : The Ball**

##### **5.1 Law 5.2 - Approval and control of balls**

Law 5.2 shall be replaced by the following:

5.1.1 The host association shall provide cricket balls of an approved standard and spare used balls for changing during a match which shall also be of the same brand.

Note :

- a) Wherever coloured clothing is used, White BDM balls will be used.
- b) Wherever white clothing is used, red BDM balls will be used

The fielding captain or his nominee may select the ball(s) with which he wishes to bowl from the supply provided by the host association.

The balls will be selected in the presence of the umpires.

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. Where day/night matches are scheduled in a tournament white balls will be used in all matches (including day matches).

5.1.2 Each fielding team shall have one new balls for its innings.  
For the sake of clarity, In the Under-19 One-day tournaments played with red balls, only one ball shall be used per innings

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

##### **5.2 Law 5.4 - New ball in a match of more than one day's duration**

Law 5.4 shall not apply

##### **5.3 Law 5.5 - Ball lost or becoming unfit for play**

Law 5.5 shall be replaced by the following:

5.3.1 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.

5.3.2 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, and in the opinion of the umpires becoming 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.



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

#### 5.4 Law 5.6 - Specifications

Weight of the ball: 5oz/ 148 gms

Circumference: 8 ¼ inch /21.0 cm to 8 7/8 inches/ 22.5 cm.

Each fielding team will have one new ball for its innings.

## 6

### LAW 6 : The Bat

6.1 Law 6.2 to 6.6 shall be replaced by:

#### Width and length

The bat overall shall not be more than 38 inches/96.5 cm in length. The blade of the bat shall be made solely of wood and shall not exceed 4¼ in/10.8 cm at the widest part. The blade of the bat shall have a conventional 'flat' face.

#### 6.2 Covering the blade

The blade may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 in/1.56 mm in thickness.

6.3 Law 6.8 shall apply subject to the following:

Law 6.8 (b) (iv) shall be replaced by:

(iv) any additional materials permitted under 6.2 above

## 7

### LAW 7 : The Pitch

#### 7.1 Law 7.3 - Selection and preparation

The following will apply in addition to Law 7.3:

7.1.1 The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorized access. (The pitch area shall include an area at least 2 meters beyond the rectangle made by the crease markings at both ends of the pitch).



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*7.1.2* The BCCI Match Referee shall ensure that, prior to the start of play and during any intervals, only authorized staff, the match officials, players, team coaches and authorized television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

- a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- b) Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcasters(s) (but not news crew).
- c) No spiked footwear shall be permitted.
- d) 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.
- e) Access shall not interfere with pitch preparation.

*7.1.3* In the event of any dispute, the BCCI Match Referee will rule and his ruling will be final.

#### **7.2 Law 7.4 - Changing the pitch**

Law 7.4 shall be replaced by the following:

*7.2.1* 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 BCCI Match Referee.

*7.2.2* The on-field umpires and the BCCI Match Referee shall consult with both the captains.

*7.2.3* If the captains agree to continue, play shall resume.

*7.2.4* If the decision is not to resume play, the on-field umpires shall consider one of the options in the following sequence:

- a) whether the existing pitch can be repaired, and the match can be resumed from the point it was stopped. In considering whether to authorize such repairs, the BCCI Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
- b) whether an alternative pitch can be used.
- c) whether the match has to be abandoned.

*7.2.5* When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.



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7.2.6 In the event of a decision being taken in favor of Clauses 7.2.4 (a) or 7.2.4(b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.

7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures as provided herein, shall be the responsibility of the on-field umpires.

7.2.8 In the event that the existing pitch can be made playable after suitable remedial work as in Clause 7.2.4 (a) above, the match shall continue from the point stopped. The playing time lost between the stoppage time of the match and the actual restart time of the match will be covered by the provisions of clause 12 & 16.

7.2.9 If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above). 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 clause 12 & 16.

7.2.10 If the decision is that the existing pitch cannot be repaired, or the match be replayed on a new pitch on the same day at the same venue then the match is to be abandoned with the following consequences:

a) 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.

b) In the event of the required number of overs to constitute a match not having been completed,

7.2.11 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the relevant officials from the Tournament Committee shall agree on whether the match can be replayed within the existing schedule.

### **7.3 Law 7.5 - Non-turf pitches**

Law 7.5 shall not apply.

All matches will be played on natural turf pitches. The use of PVA, other adhesives in the preparation of pitches is not permitted.

## **8**

### **LAW 8 : The Wickets**

#### **8.1 Law 8.2 - Size of stumps**

The following shall apply in addition to Law 8.2:

For televised matches the host association may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be of exactly the same size.



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#### **9**      **LAW 9 : The Bowling, Popping and Return Creases**

##### **9.1 Law 9.3 - The popping crease**

Law 9.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres).

##### **9.2 Additional Crease Markings**

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wide balls on the offside the crease markings detailed in Appendix 3 shall be marked at each end of the pitch.

#### **10**      **LAW 10 : Preparation and Maintenance of the Playing Area**

##### **10.1 Law 10.1 - Rolling**

The following shall apply in addition to Law 10.1:

*10.1.1* Prior to tossing for the choice of innings, the artificial drying of the pitch and outfield shall be at the discretion of the ground curator. Thereafter and throughout the match, the drying of the outfield may be undertaken at any time by the ground curator, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

*10.1.2* The umpires may instruct the ground curator / Ground Staff. to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

*10.1.3* An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

##### **10.2 Law 10.6 - Maintenance of foot holes.**

The following shall apply in addition to Law 10.6:

The umpires shall see to it that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.



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#### **10.3 Protection and preparation of adjacent pitches during matches:**

The protection (by way of an appropriate cover) and preparation of pitches, which are adjacent to the match pitch, will be permitted during the match subject to the following:

*10.3.1* Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.

*10.3.2* Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

*10.3.3* The preparation work shall be carried out under the supervision of the umpires.

*10.3.4* Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.

*10.3.5* The consent of the captains is not required but the umpires shall advise both captains and the BCCI Match Referee before the start of the match on what has been agreed

## **11**

### **LAW 11 : Covering the Pitch**

#### **11.1 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 the commencement of play.

#### **11.2 Law 11.2 - During the match**

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match. It shall be wholly covered at the termination of each day's play or providing the weather is fine, within a period of two hours thereafter.

**Note:** The covers must totally protect the pitch and also the pitch surrounding, a minimum of 5 metres either side of the pitch and any worn or soft areas in the outfield.

#### **11.3 Law 11.3 - Covering bowlers' run ups**

Law 11.3 shall be replaced by the following:

The bowlers' run-ups shall be covered in inclement weather, in order to keep them dry, to a distance of at least 10 x 10 meters.



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#### **11.4 Law 11.4 - Removal of covers**

Law 11.4 shall be replaced by the following:

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2½ hours before the scheduled start of play provided it is not raining at that time, but the pitch will be covered again if rain falls prior to the commencement of play.

Attention is drawn to clauses 3.5 and 10.5 above.

In case of inclement weather and seasonal problems like fog, heavy dew etc. the ground curator may be instructed by the umpires as to when and how to remove the covers and umpires may also specify the time for removing and placing back the covers.

## **12**

### **LAW 12 : Innings**

Law 12 shall apply subject to the following:

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

#### **12.2 Law 12.2 - Alternate innings**

Law 12.2 shall not apply

#### **12.3 Law 12.3 - Completed innings**

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



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#### **12 Length of Innings**

##### **12.4.1 Uninterrupted Matches**

- a) Each team shall bat for 50 overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 30 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.
- c) If the team batting first is dismissed in less than 50overs, the team batting second shall be entitled to bat for 50 overs.
- d) 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.
- e) Penalties shall apply for slow over rates (refer to BCCI Code of Conduct).

##### **12.4.2 Delayed or interrupted Matches**

- a) Delay or Interruption to the Innings of the Team Batting First (see Appendix 1A and 1B)
  - i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15.79 overs per hour i.e. 3.8 minutes per over, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.
  - ii) 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 a result not being achieved earlier.
  - iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 One multiplied by 3.8, then the first inning is terminated and the provisions of 12.3.8 b) below take effect.



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iv) 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 15.79 overs per hour. When calculating the length of playing time available for the match, or the length of 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 time for cessation of play. If required the original time shall be extended to allow for one extra over for each team.

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

vi) Penalties shall apply for slow over rates (refer to BCCI Code of Conduct).

b) Delay or Interruption to the innings of the Team Batting Second (see Appendix 2A and 2B)

i) 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 15.79 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.

ii) 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.

iii) 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.

iv) 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.

v) A fixed time will be specified for the close of play by applying a rate of 15.79 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.

vi) 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.

vii) Penalties shall apply for slow over rates (refer BCCI Code of Conduct).



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#### **12.5 Number of Overs per Bowler**

No bowler shall bowl more than 10 overs in an uninterrupted 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 is 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, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

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

#### **12.6 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 BCCI 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 rescheduled 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 shall apply.

**13**

#### **LAW 13 : Follow-on**

Law 13 shall not apply

**14**

#### **LAW 14 : Declaration and Forfeiture**

Law 14 shall apply.



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15

### LAW 15 : Intervals

#### 15.1 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:

- i) 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.
- ii) 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).
- iii) The prescribed interval timings above may be reduced further by the BCCI 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.

The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled interval if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired. Note: In addition to clauses i), ii) and iii) above, the length of the Interval may be reduced by the BCCI Match Referee should exceptional circumstances arise.

#### 15.2 Law 15.9 - Intervals for drinks

Two drinks breaks per session shall be permitted, each 1 hour 5 minutes apart. 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 wearing of bibs-refer to the clause 2.2.3)

Drinks interval to count as playing time for the purpose of Law 2.5 (Fielder absent or leaving the field)



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**16**

#### **LAW 16 : Start of Play, Cessation of Play**

Law 16 shall apply subject to the following:

##### **16.1 Law16.1 -Start and Cessation Times**

There will be 2 sessions of 3 hours and 10 minutes each, separated by a 45 minutes interval between innings.

##### **16.2 Hours of play:**

9.00a.m. to 12.10 p.m. (First Session)

12.10p.m. to 12.55p.m. (Lunch)(See clause 15.1)

12.55p.m.to 4.05 p.m. (Second Session)

All day-night matches will start at 2.30 pm with length of sessions and Interval time being correspondingly changed as per the above timings.

**16.3** Laws 16.6, 16.7 and 16.8 shall not apply.

**16.4** Laws 16.9, 16.10, and 15.11 shall apply in so far as they are relevant to a one innings limited overs type match.

##### **16.5 Minimum Over Rates**

The minimum over rate to be achieved in a One-day match will be 15.79 overs per hour. The umpires will calculate the actual over rate at the end of the match.

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), the fielding side shall be deemed to have complied with the required minimum over rate.

16.5.1 Calculating the actual Over-rate.

a) The actual over rate will be calculated at the end of every match by the Umpires officiating in that match.

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

i) Treatment given to a player on the field of play by an authorized medical personnel.

ii) A player being required to leave the field as a result of serious injury.

iii) All third Umpire referrals and consultations

iv) Time wasting by the batting side (which may in addition constitute a separate offence pursuant to any of articles 2.1.8, 2.2.11, 2.3.3 or 2.4.4 depending on the context and the seriousness of the incident).



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v) All other circumstances beyond the control of the fielding team.

#### **17 LAW 17 : Practice on the Field**

Law 17 shall apply subject to the following:

##### **17.1 Law 17.1- Practice on the rest of the square**

Law 17.1 shall apply subject to the following:

- a) 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.
- b) 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.

##### **17.2 Law 17.3 - Practice on the outfield between the call of play and call of time**

Law 17.3 shall apply save that Law 17.3 (c) shall be replaced with the following:

- (i) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the law.

#### **18 LAW 18 : Scoring Runs**

Law 18 shall apply

#### **19 LAW 19 : Boundaries**

Law 19 shall apply subject to the following:

##### **19.1 Law 19.1 - The boundary of the field of play**

The following shall apply in addition to Law 19.1:

The Boundary shall be a minimum of 55 yards (50.29 metres) and a maximum of 70 yards (64 metres). Distances should be measured from the centre of the pitch used.

Sight-screens 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.



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

In addition, advertising on perimeter boards placed in front of the sight-Screen's is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

#### **19.2 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 or similar object of a minimum standard as authorised by BCCI from time to time. Where appropriate the rope should be required to be a minimum distance of 3 yards (2.74 metres) inside the perimeter fencing for 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.

#### **19.3 Law 19.3 - Scoring a boundary**

The following shall be in addition to Law 19.3:

If an unauthorized 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).

#### **20 LAW 20 : Lost Ball**

Law 20 shall apply.

#### **21 LAW 21 : The Result**

Law 21 shall apply subject to the following:

##### **21.1 Law 21.1 - A win-two innings match**

Law 21.1 shall not apply

##### **21.2 Law 21.2 - A win - one innings match**

Law 21.2 shall apply in addition to the following:

*21.2.1* 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), 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.

*21.2.2* 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.



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#### **21.3 Law 21.3- Umpire (BCCI Match Referee) awarding a match**

Law 21.3 shall be replaced by the following:

- a) A match shall be lost by a side which either
    - i) concedes defeat or
    - ii) in the opinion of the BCCI Match Referee refuses to play and the BCCI Match Referee shall award the match to the other side.
  
  - b) 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 BCCI Match Referee of this fact. The BCCI Match Referee shall together with the umpires ascertain the cause of the action. If the BCCI Match Referee 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 BCCI Match Referee shall award the match in accordance with (a) (ii) above.\*
  
  - c) If action as in (b) above takes place after play has started and does not constitute a refusal to play
    - i) playing time lost shall be counted from the start of the action until play recommences, subject to Law 15.5(Changing agreed times for intervals)
    - ii) the time for close of play on that day shall be extended by this length of time, subject to Law 3.9 (Suspension of play in dangerous and unreasonable conditions) and provisions of clause 16.
    - iii) if applicable, no over shall be deducted during the last hour of the match solely on account of this time.
- \*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 BCCI Code of Conduct.

#### **21.4 Law 21- Matches in which there is an agreement under Law 21.1(b)**

Law 21.4 shall not apply

#### **21.5 Law 21.5 (a) - A Tie**

Law 21.5(a) shall apply in addition to the following:

*21.5.1* 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.

#### **21.6 Law 21.5 (b) - A Draw**

Law 21.5(b) shall not apply.



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#### **21.7**

##### **21.7.1 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 VJD System. The target set will always be a whole number and one run less will constitute a Tie.

##### **21.7.2 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 VJD System 'Par Score' determined at the instant of the suspension by the VJD System method. 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.

#### **21.8 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.

#### **21.9 Match Points**

##### *21.9.1. Preliminary Matches*

1	Win	Four Points
2	Tie or No result	Two Points
3	Loss	Zero Point



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#### **POINTS BEING EQUAL**

In the event of teams finishing on equal points, the right to play in the final match or knock out will be determined as follows:

1. The team with the most number of wins.
2. If still equal, the team with the highest net run rate
3. In the unlikely event that Teams cannot be separated by the above, this will be done by draw of lots.

In a match declared as no result, run rate is not applicable.

4. At knock out stage up to and including the semi-finals if result cannot be obtained by VJD System the result will be decided as under:

a) The team with the highest net run rate throughout the tournament up to the previous match, including the league phase

b) If (a) above is equal, the team with highest number of victories up to the previous match, including the league phase.

c) If (b) above is equal, the team with highest number of points in league phase

d) If (c) above is equal, Winner of the match between the two teams if they have played each other in the league phase will qualify.

e) If result cannot be achieved by applying (a) to (d) above the winner shall be decided by toss of coin, in presence of Match Referee or the Umpires if Match Referee is not present.

#### **21.9.2 Final Match**

If no result is achieved in a final the match shall be declared as a No Result and both the teams will be declared as joint winners.

#### **21.9.3 Result in a knock out match where there is no stage of league matches**

If a match cannot be decided by VJD System the result will be decided as under:

a) Up to and including the semi final the winner will be decided by spin of a coin in the presence of the BCCI Match Referee or in the absence of the BCCI Match Referee in the presence of the Umpires.

b) In the finals both teams will be declared as joint winners



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#### **21.9.4 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 shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under VJD System, 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 VJD System 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.

## **22**

### **LAW 22 : The Over**

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

#### **22.1 Law 22.5 - Umpire miscounting**

Whenever possible the BCCI Match Referee shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

## **23**

### **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 signaling 'Dead Ball'**

In a match where cameras are being used on or over the field of play (e.g. Spydercam), should a ball that has been hit by the batsman make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a No ball it shall count and the No ball penalty shall apply, including if appropriate a free hit from the next delivery. No other runs (including penalty runs) apart from the No ball penalty shall be scored. For the sake of clarity no warnings, penalties, or other actions by the players will be taken into account for the purpose of this clause other than the No ball infringement. Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, 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.



## **BCCI : Playing Conditions for One Day Matches**

### **SENIOR AND JUNIOR WOMENS' DOMESTIC TOURNAMENTS 2015-16**

24

#### **LAW 24: No Ball**

Law 24 shall apply subject to the following:

##### **24.1 Law 24.1 - 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 followed by dead ball, and the ball is to be re-bowled overarm.

##### **Free Hit**

In addition to the above, the delivery following a no ball called (for all modes of No ball) shall be free hit for whichever batsman is facing it. If the delivery for a 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 free hit was called a wide ball.

Field changes are not permitted for free hit deliveries unless

- a. There is a change of striker (the provision of clause 41.2 shall apply) or
- b. The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

The umpires will signal a free hit (after the normal No Ball signal) by extending one arm straight upward and moving it in a circular motion.

##### **23.8 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.



## **BCCI : Playing Conditions for One Day Matches**

### **SENIOR AND JUNIOR WOMENS' DOMESTIC TOURNAMENTS 2015-16**

#### **25 LAW 25: Wide Ball**

##### **25.1 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 Leg side delivery, which in the opinion of the umpire does not give the batsman a reasonable opportunity to score, shall be called 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 as wide balls.

#### **26 LAW 26: Bye and Leg Bye**

Law 26 shall apply

#### **27 LAW 27: Appeals**

Law 27 shall apply

#### **28 LAW 28: The Wicket is Down**

Law 28 shall apply

#### **29 LAW 29: Batsman Out of his Ground**

Law 29 shall apply

#### **30 LAW 30: Bowled**

Law 30 shall apply

#### **31 LAW 31: Timed Out**

Law 31 shall apply. Refer also to clause 42.9 (Law 42.10)

#### **32 LAW 32: Caught**

Law 32 shall apply

#### **33 LAW 33: Handled The Ball**

Law 33 shall apply

#### **34 LAW 34: Hit the Ball Twice**

Law 34 shall apply



## **BCCI : Playing Conditions for One Day Matches**

### **SENIOR AND JUNIOR WOMENS' DOMESTIC TOURNAMENTS 2015-16**

#### **35 LAW 35: Hit Wicket**

Law 35 shall apply

#### **36 LAW 36: Leg Before the Wicket**

Law 36 shall apply

#### **37 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.  
See also clause 3.2.5

#### **38 LAW 38: Run Out**

Law 38 shall apply

#### **39 LAW 39: Stumped**

Law 39 shall apply

#### **40 LAW 40: The Wicket Keeper**

Law 40.4 shall be replaced by the following:

After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:

(i) movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket.

(ii) lateral movement in response to the direction in which the ball has been delivered.

(iii) movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however the provisions of Law 40.3 (Position of the wicket-keeper) shall apply. In the event of unfair movement by the wicket keeper, either umpire shall call and signal Dead ball.

#### **41 LAW 41: The Fielder**

Law 41 shall apply subject to the following:



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#### **41.2 Restrictions on the placement of fieldsmen**

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

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

*41.2.3* 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 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 1). 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.

At the instant of delivery:

a) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1-10 inclusive.

b) Powerplay 2- no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs these overs are 11-40 inclusive

c) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive .

*41.2.4* In circumstances when the number of overs of the batting team is reduced the number of overs within each phase of the innings 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 the 2nd innings of the match.



## BCCI : Playing Conditions for One Day Matches

### SENIOR AND JUNIOR WOMENS' DOMESTIC TOURNAMENTS 2015-16

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

41.2.5 If play is interrupted during an innings and the table in 41.2.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

#### Illustrations of 41.2.5

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.



## **BCCI : Playing Conditions for One Day Matches**

### **SENIOR AND JUNIOR WOMENS' DOMESTIC TOURNAMENTS 2015-16**

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

*41.2.6* At the commencement of the middle and final phases of an innings, the Umpire shall signal such commencement to the scorers by rotating his arms in a large circle.

*41.2.7* The scoreboard shall indicate the current Powerplay in Progress.

*41.2.8* In event of infringement of any of the field restrictions above, the Striker's end Umpire shall call and signal No ball.

**41.3 Law 41.7 - Movement by fielders and Law 41.8 Definition of significant movement** shall be replaced by the following:

Movement by any fielder other than the wicket keeper

Any movement by any fielder, excluding the wicket keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

- (i) minor adjustments to stance or position in relation to the striker's wicket.
- (ii) movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position.
- (iii) movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play. Note also the provisions of Law 42.4 (Deliberate attempt to distract the striker)

Refer also to clause 40 - Law 40.4 (Movement by the wicket-keeper)

**42**

#### **LAW 42: Fair and Unfair Play**

Law 42 shall apply subject to the following:

**42.1 Law 42.1 – Fair and unfair play – responsibility of captains**

Law 42.1 shall apply.

**42.2 Law 42.2 – Fair and unfair play – responsibility of umpires**

Law 42.2 shall apply.



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### **SENIOR AND JUNIOR WOMENS' DOMESTIC TOURNAMENTS 2015-16**

#### **42.3 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 of the ball is inconsistent 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.

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

- a) 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:
- b) Award 5 penalty runs to the batting side.
- c) Inform the captain of the fielding side of the reason for the action taken.
- d) Inform the captain of the batting side as soon as practicable of what has occurred.
- e) Together with the other umpire report the incident to the BCCI Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the BCCI Code of Conduct.

*42.3.2* 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 of the fielding side 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, steps 42.1.1 a) to e) above will be adopted, with the captain deemed under e) to be the player responsible

#### **42.4 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 BCCI Match Referee under the BCCI Code of Conduct.



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### **SENIOR AND JUNIOR WOMENS' DOMESTIC TOURNAMENTS 2015-16**

#### **42.5 Law 42.5 - Deliberate distraction or obstruction of batsman**

Law 42.5 shall apply subject to the following:

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

#### **42.6 Law 42.6 - Dangerous and Unfair Bowling**

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

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

- a) A bowler shall be limited to two fast short-pitched deliveries per over.
- b) 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.
- c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to Clause 42.6.1 (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 wide.
- e) For the avoidance of doubt any fast short-pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 42.6.1 (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.
- g) If a bowler delivers a third 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.
- h) 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.



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- i) 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, another bowler shall complete the over, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) 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.
- l) The umpires **may** then report the matter to the BCCI 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 42.7 below which umpires are able to apply at any time.*

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

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

- a) 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 is it likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.6.2(a) the umpire at the bowler's end shall, call and signal no ball.
- c) 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 signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning.
- d) The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- e) 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 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.
- f) The bowler thus taken off shall not be allowed to bowl again in that innings.



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g) 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.

h) The umpires **may** then report the matter to the BCCI Match Referee who shall take 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.)

#### **42.7 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 42.6.1, 42.6.2 and 42.6 the following shall apply at any time during the match.

*42.7.1* 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.

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

a) At 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.

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

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

d) 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.



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e) 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)

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

g) 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.

h) The umpires **may** then report the matter to the BCCI 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.)

**Should the umpires initiate the caution and warning procedures set out in Clauses 42.6.1, 42.6.2, and 42.7 such cautions and warnings are not to be cumulative.**

#### **42.8 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 unfair as defined in Clause 42.6.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowlers' end shall:

**42.8.1** Call and signal no ball.

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

**42.8.3** Not allow the bowler to bowl again in that innings.

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

**42.8.5** Report the occurrence to the other umpire, to the captain of the batting side and the BCCI 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).



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#### **42.9 Law 42.9 - Time Wasting by the Fielding Side**

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

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

- a) Call and signal dead ball if necessary, and;
- b) Award 5 penalty runs to the batting side (see Law 42.17).
- c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d) Report the occurrence to the BCCI Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the BCCI Code of Conduct.

#### **42.10 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 **shall** report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.11 Law 42.11 - Damaging the pitch – area to be protected**

Law 42.11 shall apply.

#### **42.12 Law 42.12 – Bowler running on protected area after delivering the ball.**

Law 42.12 shall apply, subject to 42.12 (d) (iv) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.13 Law 42.13 – Fielder damaging the pitch.**

Law 42.13 shall apply.

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



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#### **42.14 Law 42.14 Batsman damaging the pitch**

Law 42.14 shall apply.

See also clause 37 above.

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

#### **42.15 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 deliberately 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 as possible.

#### **42.16 Law 42.16 – Batsman stealing a run**

Law 42.16 shall apply, subject to 42.16 (vi) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.17 Law 42.17 – Penalty runs**

Law 42.17 shall apply.

#### **42.18 Law 42.18 – Player's Conduct**

Law 42.18 shall apply, subject to 42.18 (iii) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.19 Use of Electronic Communication 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

All penalty runs in the Laws of Cricket (2000 Code 5th Edition - 2013) apply in BCCI Tournaments except where modified by the BCCI Playing Conditions.

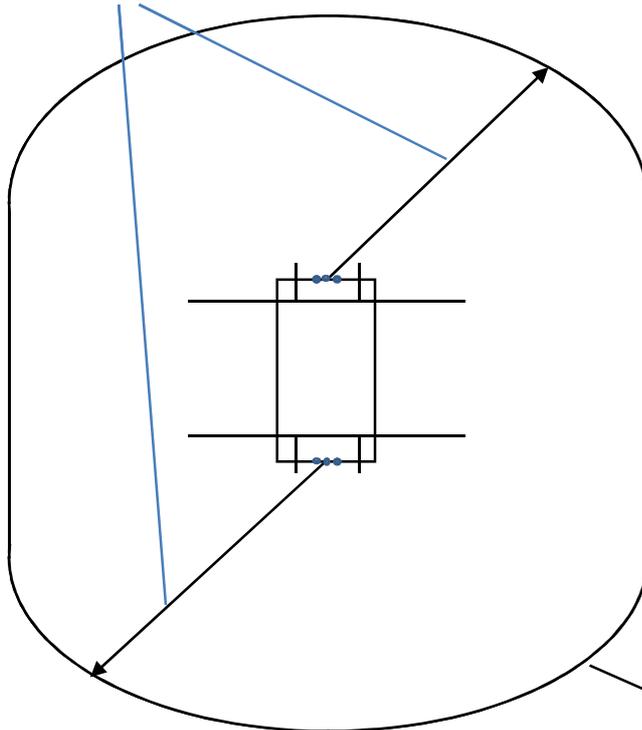


# BCCI : Playing Conditions for One Day Matches

## SENIOR AND JUNIOR WOMENS' DOMESTIC TOURNAMENTS 2015-16

### APPENDIX 1 : Restriction of the placement of fieldsmen

25.15 yards (23 mtr radius)



Continuous White Line or  
Dots at 5 yards Interval

**\* Fielding restrictions (41.2.3)**

**\* No mandatory catchers / No 15 yard circle (now same as T20)**

\* 3 PowerPlays in an innings

Overs 1-10 : max 2 fielders outside

Overs 11-40: max 4 fielders outside

Overs 41-50: max 5 fielders outside



# BCCI : Playing Conditions for One Day Matches

SENIOR AND JUNIOR WOMENS' DOMESTIC TOURNAMENTS 2015-16

## APPENDIX 1A : BCCI ODM INTERRUPTED MATCH CALCULATION SHEETS (2015/16) Calculation Sheet for use when a delay or interruptions occur in the First Innings

A.	Net playing time available at start of the match	380 Minutes
B.	Time innings in progress	
C.	Playing time lost	
D.	Extra time available	NIL
E.	Time made up from reduced interval	
F.	Effective playing time lost $[C - (D + E)]$	
G.	Remaining playing time available $[A - F]$	
H.	G divided by 3.8 (to 2 decimal places)	
I.	Max overs per team $[H/2]$ (round up fractions)	
	Maximum overs per bowler $[I / 5]$	
	Duration of Powerplay Overs	
	<b>Rescheduled Playing Hours</b>	
J	First session to commence or recommence	
K	Length of innings $[I \times 3.8]$ (round up fractions)	
L	Rescheduled first innings cessation time $[J + (K - B)]$	
M	Length of interval	
N	Second innings commencement time $[L + M]$	
O	Rescheduled second innings cessation time $[N+K]$	

Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Clause 12.3.8 a) iv). If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.



## BCCI : Playing Conditions for One Day Matches

SENIOR AND JUNIOR WOMENS' DOMESTIC TOURNAMENTS 2015-16

### APPENDIX 1B : BCCI ODM INTERRUPTED MATCH CALCULATION SHEETS (2015/16) Calculation Sheet to check whether an interruption during the First Innings should terminate the innings

P.	Proposed re-start time	
Q.	Rescheduled cut-off time allowing for full use of any extra time provision	
R.	Minutes between P and Q	
S.	Potential overs to be bowled $[R / 3.8]$ (round up fractions)	
T.	Number of complete overs faced to date in first innings	

\* If S is greater than T then revert to Appendix 1A

\* If S is less than or equal to T then the first innings is terminated and go to Appendix 2A

### APPENDIX 2A : BCCI ODM INTERRUPTED MATCH CALCULATION SHEETS (2015/16) Calculation sheet for the start of the Second Innings

A	Maximum overs to be bowled <i>(If first innings was terminated, S from Appendix 1B)</i>	
B.	Scheduled length of innings: $[A \times 3.8]$ (round up fractions)	
	Start Time	
	Scheduled Cessation Time $[C+B]$	
	Maximum overs per bowler $[A / 5]$	
	Duration of Powerplay Overs	



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## APPENDIX 2B : BCCI ODM INTERRUPTED MATCH CALCULATION SHEETS (2015/16) Calculation Sheet when interruptions occurs after the start of the Second Innings

Time		
A.	Time at start of innings	
B.	Time at start of interruption	
C.	Time innings in progress	
D.	Restart time	
E.	Length of interruption $[D - B]$	
F.	Additional time available: If the second innings has started earlier than the scheduled time.	
G.	Total playing time lost $[E - F]$	
Overs		
H.	Maximum overs at start of innings	
I.	Overs lost $[G / 3.8]$ (rounded down)	
J.	Adjusted maximum length of innings $[H - I]$	
K.	Rescheduled length of innings $[J \times 3.8]$ rounded up	
L.	Amended cessation time of innings $[D + (K - C)]$	
Overs per bowler and Fielding Restrictions		
	Maximum overs per bowler $[J / 5]$	
	Duration of Powerplay Overs	



# BCCI : Playing Conditions for T20 Matches

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

**Note:** All the references to 'Governing Body' within the Laws of Cricket shall be replaced by 'The BCCI Match Referee'.

### 1 **LAW 1 : The Players**

#### **1.1 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 11 players, one of whom shall be captain.

#### **1.2 Law 1.2 - Nomination of players**

Law 1.2 shall be replaced by the following:

*1.2.1* Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the BCCI 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.

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

*1.2.3* A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

a) Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

b) Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in b) above (for example, the player is not permitted to enter the on-field 'dug-out').

*1.2.4* All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

*1.2.5* In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable BCCI Regulations pertaining to domestic cricket and in particular to the BCCI Code of Conduct, the Anti-Doping Code and the BCCI Anti-Corruption Code.



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#### **1.3 Law 1.3 - Captain**

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

The deputy must be one of the nominated members of the playing eleven.

Each Association must nominate its 'T20 Team Captain' to the BCCI when appointed.

If the 'T20 Team Captain' is not participating in a match, the relevant Association must nominate a replacement 'T20 Team Captain' for the match. The Association shall advise the BCCI Match Referee.

If the 'T20 Team Captain' plays in a match without being the nominated as captain for that match, he will be deemed to be the captain should any penalties be applied for over rate breaches under the BCCI Code of Conduct.

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## **LAW 2 : Substitutes & Runners; Batsman or Fielder Leaving The Field; Batsman Retiring; Batsman Commencing Innings**

#### **2.1 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.

#### **2.2 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 following restrictions shall apply to his future participation in the match:

**2.2.1** The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 120 minutes. If any unexpired penance time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.



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2.2.2 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.

2.2.3 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 or batting 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).

## 3

### LAW 3 : The Umpires

#### 3.1 Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following:

The following rules for the selection and appointment of T20 Limited Overs Match Umpires shall be followed as far as it is practicable to do so:

3.1.1 Umpires will be appointed based on neutrality as far as possible.

3.1.2 Neutrality shall mean an umpire from a zone other than that of the teams involved in the match.

3.1.3 For knock out matches, appointment of neutral umpires may be dispensed with if ICC panel umpires are available.

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

3.1.5 Umpires shall be present on the ground at least one and a half hours before the scheduled start of play.



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#### **3.2 Third Umpire/TV Replays**

The following shall apply in addition to Clause 3.1: (Only for matches, which have TV production for live or delayed telecast of the match)

##### **3.2.1 General**

- (a) Where ever there is provision for live or delayed telecast BCCI will appoint a third umpire.
- (b) The host association will ensure thata separate room is provided for the third umpire and that he has access to a television monitor and direct sound link with the television control unit director to facilitate as many rep-lays as is necessary to assist him in making a decision.

(c) In the circumstances detailed in Clauses 3.2.2, 3.2.3, 3.2.4, 3.2.5 and 3.2.6 below, the on-field umpire has the discretion whether to refer the appeal to the third umpire or, in the case of Clauses 3.2.3.1, 3.2.5 and 3.2.6 to consult with the third umpire before making his decision and should take a common sense approach.

Players may not appeal to the umpire to use the replay system - breach of this provision would constitute dissent and the player could be liable for discipline under the BCCI Code of Conduct.

(d) The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the third umpire shall have dis-cretion to take more time in order to finalise a decision.

(e) The third umpire shall only have access to TV replays for the provisions of paragraphs 3.2.2, 3.2.3, 3.2.4, 3.2.5 and 3.2.6 below. Other technology that may be in use by the broadcaster for broadcast purposes (Hot Spot, ball tracking, stump microphone, Snickometer) shall not be permitted. (Applicable for live or delayed telecast matches only)

For Matches which have no live or delayed telecastWhere there is no live or delayed telecast, but the match is covered with static cameras by BCCI, the Match Referee will act as the TV umpire and on referral by field umpire, convey the decision as per 3.2.2 only.

##### **3.2.2 Run Out, Stumping and Hit Wicket Decisions:**

- a) The on-field umpire shall be entitled to refer an appeal for a run out, stumping or hit wicket to the third umpire.
- b) An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his hands.



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c) If the third umpire decides the batsman is out a red light is displayed; a green light means Not Out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to indicate that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (As an alternative to the red/green light system and where available, the big replay screen may be used for the purpose of conveying the third umpire's decision.)

When BCCI Match Referee act as TV umpire as in 3.2.1.e above, lights may be substituted with red, green and white flags to communicate the decision.

d) In the case of a referral of a hit wicket or stumping decision, the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if the third umpire finds that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made.

e) In a match where only static cameras are used, fairness of delivery only with respect to Foot faults and Bowler breaking the wicket can be referred at the fall of a wicket.

f) In a match where only static cameras are used, when viewing a Stumping or Hit wicket referral, if the BCCI Match Referee has conclusive evidence of the Wicket keeper's encroachment, he shall advise the striker's end umpire to signal a No ball, and the striker shall not be dismissed.

### **3.2.3 Caught Decisions**

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

#### **3.2.3.1 Fair Catches**

a) Should the bowler's end umpire be unable to decide whether or not a catch was taken **fairly**, he shall first consult with the square leg umpire.

b) Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire, then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height. Following such consultation, the final decision will be made and given by the bowler's end umpire, who will take into account the on-field umpires' initial views and any other advice received from the third umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.



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- c) The third umpire has to determine whether the batsman has been caught. However, while reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if it is clear to the third umpire that the batsman, is out by another mode of dismissal (excluding LBW) or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)
- d) The final decision shall be indicated in the normal fashion by the bowler's end umpire.

#### **3.2.3 Bump Ball**

- a) Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire.
- b) Should both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke as in Clause 3.2.2(b)
- c) The third umpire has to determine whether the ball was a bump ball or not. However, when reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all modes of No ball except for the bowler using an illegal action. Additionally, if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)
- d) The third umpire shall communicate his decision by the system as in Clause 3.2.2 (c).

#### **3.2.4 Boundary Decisions**

- a) The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched the boundary or when he had any part of his person grounded beyond the boundary, or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.
- b) An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.
- c) The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.



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#### **3.2.5 Obstructing the Field**

**3.2.5.1** Following an appeal from the fielding side, the on-field umpire shall be entitled to consult with the third umpire if he feels that the batsman has obstructed the field.

**3.2.5.2** The bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire (if necessary), then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height.

**3.2.5.3** Following such consultation with the third umpire, the final decision shall be indicated in the normal fashion by the bowler's end umpire. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.

#### **3.2.6 Batsmen Running to the Same End**

a) In the event of both batsmen running to the same end and the umpires are uncertain over which batsman made his ground first, the on-field umpire may consult with the third umpire.

b) The procedure in Clause 3.2.4 (b) shall apply.

#### **3.2.7 NO BALLS**

For matches with a Live or Delayed telecast:

Following any mode of dismissal that is not permitted off a no ball, if the on-field umpire is uncertain as to the fairness of the delivery, he shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery with the third umpire for all modes of no ball except for the bowler using an illegal action with the third umpire. Consultation with the third umpire shall be by way of two-way radio.

If the delivery was not a fair delivery the on-field umpire shall indicate that the batsman is not out and signal no ball. For the avoidance of doubt, the third umpire shall apply clause 24.2 when deciding whether a no ball should have been called.

For matches with Static cameras only:

Fairness of delivery only with respect to Foot faults and Bowler breaking the wicket may be checked.



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#### **3.2.8 Cameras On or Over the Field of Play in a match with live telecast**

The on-field umpire shall be entitled to refer to the third umpire for a decision as to whether the ball has been in contact with any part of the camera, its apparatus or its cables above the playing area.

A decision is to be made immediately and cannot be changed thereafter.

An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.

The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the camera or its cables above the playing area as envisaged under this paragraph.

Refer to clause 23.1.

#### **3.3 Law 3.2 - Change of umpire**

Law 3.2 shall be replaced by the following:

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.

#### **3.4 Law 3.4 - To inform captains and scorers**

The following shall apply in addition to Law 3.4 (l):

The host association may provide for the ringing of a bell, which shall be rung 5 minutes before the start of the match and termination of an interval or interruption, when the umpires shall go to the wickets.

#### **3.5 Law 3.8 - Fitness for play and Law 3.9 - Suspension of play in dangerous or unreasonable conditions**

**3.5.1** The safety of all persons within the ground is of paramount importance to the BCCI.

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 clauses 3.5.5 and 3.5.6, 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 BCCI Match Referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

Laws 3.8 & 3.9 shall be replaced by:



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3.5.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. However the umpires shall involve and consult the BCCI Match referee before deciding not to start/recommence after an interval/interruption. They shall also involve the Match Referee when they need to suspend or call off play in dangerous and unreasonable conditions (Read 3.5.3).

However when play is in progress, the Umpires by themselves will take any decision regarding suspension of play.

See 3.5.3 below and Law 7.2 (Fitness of the pitch for play).

#### 3.5.3 Suspension of play in dangerous or unreasonable conditions

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

b) 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, following consultation with the match referee. 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.

If circumstances are warranted, the umpires shall stop play and instruct the ground staff to take whatever action they can and use whatever equipment necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.

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

c) 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.

d) 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.

3.5.4 If a shadow from a fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

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



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*3.5.6* Where play is suspended under Clause 3.5.5 above, the decision to abandon or resume play shall be the responsibility of the BCCI Match Referee who shall act only after consultation with the head of ground security and the police.

#### **3.6 Light Meters (Refer to Appendix B in multiday section)**

*3.6.1* It is the responsibility of the host association to supply light meters to the match officials to be used in accordance with these playing conditions.

*3.6.2* All light meters shall be uniformly calibrated and supplied by the BCCI.

*3.6.3* The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 3.5.3 (b) above.

*3.6.4* Light meter readings may accordingly be used by the umpires:

- a) To determine whether there has been at any stage any deterioration or improvement in the light.
- b) As benchmarks for the remainder of a stoppage, and the match.

#### **3.7 Use of artificial lights**

Artificial Lights shall not be used in Day Matches. In day night matches BCCI Match Referee and Umpires in consultation with the Host Association will decide when the artificial lights will be switched on.

However in the opinion of the Umpires, Natural light is deteriorating to an unsafe level, they will authorise the lights to be switched on earlier.

In the event of power Failure or lights malfunction; the provisions relating to the delay or interruption of play due to bad weather or light shall apply.

#### **3.8 Day Night matches**

*3.8.1* Pads and player's and umpire's clothing shall be coloured.

*3.8.2* Sightscreens will be black.

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### **LAW 4 : The Scorers**

Law 4 shall apply



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#### **LAW 5 : The Ball**

##### **5.1 Law 5.2 - Approval and control of balls**

Law 5.2 shall be replaced by the following:

Note : White BDM balls will be used for Women's T20 matches

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

The balls will be selected in the presence of the umpires.

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 or any other disruption in play.

Each fielding team shall have one new ball for its innings

##### **5.2 Law 5.4 - New ball in a match of more than one day's duration**

Law 5.4 shall not apply

##### **5.3 Law 5.5 - Ball lost or becoming unfit for play**

Law 5.5 shall be replaced by the following:

*5.3.1* 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.

*5.3.2* 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 becoming 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.

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

##### **5.4 Law 5.6 - Specifications**

Weight of the ball: 5oz/ 148 gms

Circumference: 8 ¼ inch /21.0 cm to 8 7/8 inches/ 22.5 cm.



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#### **6**      **LAW 6 : The Bat**

**6.1** Law 6.2 to 6.6 shall be replaced by:

##### **Width and length**

The bat overall shall not be more than 38 inches/96.5 cm in length. The blade of the bat shall be made solely of wood and shall not exceed 4¼ in/10.8 cm at the widest part. The blade of the bat shall have a conventional 'flat' face.

##### **6.2 Covering the blade**

The blade may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 in/1.56 mm in thickness.

**6.3** Law 6.8 shall apply subject to the following:

- Law 6.8 (b) (iv) shall be replaced by:
- (iv) any additional materials permitted under 6.2 above

#### **7**      **LAW 7 : The Pitch**

##### **7.1 Law 7.3 - Selection and preparation**

The following will apply in addition to Law 7.3:

*7.1.1* The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorized access. (The pitch area shall include an area at least 2 meters beyond the rectangle made by the crease markings at both ends of the pitch).

*7.1.2* The BCCI Match Referee shall ensure that, prior to the start of play and during any intervals, only authorized staff, the match officials, players, team coaches and authorized television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

- a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- b) Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcasters(s) (but not news crew).
- c) No spiked footwear shall be permitted.
- d) 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.
- e) Access shall not interfere with pitch preparation.

*7.1.3* In the event of any dispute, the BCCI Match Referee will rule and his ruling will be final.



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#### **7.2 Law 7.4 - Changing the pitch**

Law 7.4 shall be replaced by the following:

*7.2.1* 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 BCCI Match Referee.

*7.2.2* The on-field umpires and the BCCI Match Referee shall consult with both the captains.

*7.2.3* If the captains agree to continue, play shall resume.

*7.2.4* If the decision is not to resume play, the on-field umpires shall consider one of the options in the following sequence:

a) whether the existing pitch can be repaired, and the match can be resumed from the point it was stopped. In considering whether to authorize such repairs, the BCCI Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

b) whether an alternative pitch can be used.

c) whether the match has to be abandoned.

*7.2.5* When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.

*7.2.6* In the event of a decision being taken in favor of Clauses 7.2.4 (a) or 7.2.4(b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.

*7.2.7* The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures as provided herein, shall be the responsibility of the on-field umpires.

*7.2.8* In the event that the existing pitch can be made playable after suitable remedial work as in Clause 7.2.4 (a) above, the match shall continue from the point stopped. The playing time lost between the stoppage time of the match and the actual restart time of the match will be covered by the provisions of clause 12 & 16.

*7.2.9* If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above). 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 clause 12 & 16.



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7.2.10 If the decision is that the existing pitch cannot be repaired, or the match be replayed on a new pitch on the same day at the same venue then the match is to be abandoned with the following consequences:

a) 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.

b) 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.

7.2.11 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the relevant officials from the Tournament Committee shall agree on whether the match can be replayed within the existing schedule.

#### **7.3 Law 7.5 - Non-turf pitches**

Law 7.5 shall not apply.

All matches will be played on natural turf pitches. The use of PVA, other adhesives in the preparation of pitches is not permitted.

## **8 LAW 8 : The Wickets**

#### **8.1 Law 8.2 - Size of the stumps**

The following shall apply in addition to Law 8.2:

For televised matches the host association may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be of exactly the same size.

## **9 LAW 9 : The Bowling, Popping and Return Creases**

#### **9.1 Law 9.3 - The popping crease**

Law 9.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres).

#### **9.2 Additional Crease Markings**

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wide balls on the offside the crease markings detailed in Appendix 3 shall be marked at each end of the pitch.



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#### **LAW 10 : Preparation and Maintenance of the Playing Area**

##### **10.1 Law 10.1 - Rolling**

The following shall apply in addition to Law 10.1:

*10.1.1* Prior to tossing for the choice of innings, the artificial drying of the pitch and outfield shall be at the discretion of the ground curator. Thereafter and throughout the match, the drying of the outfield may be undertaken at any time by the ground curator, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

*10.1.2* The umpires may instruct the ground curator / ground Staff. to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

*10.1.3* An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

##### **10.2 Law 10.6 - Maintenance of foot holes.**

The following shall apply in addition to Law 10.6:

The umpires shall see to it that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.

##### **10.3 Protection and preparation of adjacent pitches during matches:**

The protection (by way of an appropriate cover) and preparation of pitches, which are adjacent to the match pitch, will be permitted during the match subject to the following:

*10.3.1* Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.

*10.3.2* Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

*10.3.3* The preparation work shall be carried out under the supervision of the umpires.

*10.3.4* Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.

*10.3.5* The consent of the captains is not required but the umpires shall advise both captains and the BCCI Match Referee before the start of the match on what has been agreed.



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#### **11 LAW 11 : Covering the Pitch**

##### **11.1 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 the commencement of play.

##### **11.2 Law 11.2 - During the match**

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match. It shall be wholly covered at the termination of each day's play or providing the weather is fine, within a period of two hours thereafter.

**Note:** The covers must totally protect the pitch and also the pitch surrounding, a minimum of 5 metres either side of the pitch and any worn or soft areas in the outfield.

##### **11.3 Law 11.3 - Covering bowlers' run ups**

Law 11.3 shall be replaced by the following:

The bowlers' run-ups shall be covered in inclement weather, in order to keep them dry, to a distance of at least 10 x 10 meters.

##### **11.4 Law 11.4 - Removal of covers**

Law 11.4 shall be replaced by the following:

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2½ hours before the scheduled start of play provided it is not raining at that time, but the pitch will be covered again if rain falls prior to the commencement of play.

Attention is drawn to clauses 3.5 and 10.5 above.

In case of inclement weather and seasonal problems like fog, heavy dew etc. the ground curator / ground staff may be instructed by the umpires as to when and how to remove the covers and umpires may also specify the time for removing and placing back the covers.

#### **12 LAW 12 : Innings**

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

##### **12.1 Law 12.1 - Number of innings**

Law 12.1 shall be replaced by the following:



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All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration.

#### **12.2 Law 12.2 - Alternate innings**

Law 12.2 shall not apply

#### **12.3 Law 12.3 - Completed innings**

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

### **12 Length of Innings**

#### **12.4.1 Uninterrupted Matches**

- a) Each team shall bat for 20 overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the schedule time. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings
- c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- e) Penalties shall apply for slow over rates (refer BCCI Code of Conduct).

#### **12.4.2 Delayed or interrupted Matches**

- a) Delay or Interruption to the Innings of the Team Batting First (see Appendix 1A and 1B)
  - i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 16 overs per hour i.e. 3.75 minutes per over in the total remaining time available for play.
  - ii) 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 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
  - iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by, 3.75, then the first innings is terminated and the provisions of 12.4.2 (b) below take effect.



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iv) 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 16 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 the interval 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.

v) 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.

vi) Penalties shall apply for slow over rates (refer to the BCCI Code of Conduct).

b) Delay or Interruption to the innings of the Team Batting Second (see Appendix 2A and 2B)

i) 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 16 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

ii) 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.

iii) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

iv) 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.

v) A fixed time will be specified for the close of play by applying a rate of 16 overs per hour. 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.

vi) 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.

vii) Penalties shall apply for slow over rates (refer BCCI Code of Conduct).



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#### **12.5 Number of Overs per Bowler**

No bowler shall bowl more than 4 overs in an uninterrupted 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 is 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, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

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

#### **12.6 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 BCCI 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 rescheduled 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 shall apply.

#### **13 LAW 13 : Follow-on**

Law 13 shall not apply

#### **14 LAW 14 : Declaration and Forfeiture**

Law 14 shall apply.

#### **15 LAW 15 : Intervals**

Law 15 shall apply subject to the following:

##### **15.1 Law 15.5 - Changing agreed times for intervals**

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. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or rescheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes.



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However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the BCCI Match Referee may, at his discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes.

Such discretion should only be exercised after determining the adjusted overs per side based on a 20 minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

#### 15.2 Law 15.9 - Intervals for drinks

Law 15.9 shall not apply.

## 16

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

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

#### 16.1 Law16.1 -Start and Cessation Times

There will be two sessions of 1 hour and 15 minutes each, separated by a 15 minutes interval between innings:

#### 16.2 Hours of play:

Session	Day Games		Night Game
	Match 1	Match 2	
First Session	10.00 am to 11.15 am	2.00 pm to 3.15 pm	6.30 pm to 7.45 pm
Break	11.15 am to 11.30 am	3.15 pm to 3.30 pm	7.45 pm to 8.00 pm
Second Session	11.30 am to 12.45 pm	3.30 pm to 4.45 pm	8.00 pm to 9.15 pm

#### 16.3 Minimum Over Rates

The minimum over rate to be achieved in T20 matches will be 16 overs per hour. The actual over rate will be calculated at the end of the match by the umpires.

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), the fielding side shall be deemed to have complied with the required minimum over rate.



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#### **16.3.1** Calculating the actual Over-rate.

- a) The actual over rate will be calculated at the end of every match by the Umpires officiating in that match.
- b) In calculating the actual over rate for a match, allowances will be given for the actual time lost as a result of any of the following:
  - i) Treatment given to a player on the field of play by an authorized medical personnel.
  - ii) A player being required to leave the field as a result of serious injury.
  - iii) All third Umpire referrals and consultations
  - iv) Time wasting by the batting side (which may in addition constitute a separate offence pursuant to any of articles 2.1.8, 2.2.11, 2.3.3 or 2.4.4 depending on the context and the seriousness of the incident).
  - v) 1 minute of allowance each for the 6th, 7th, 8th, 9th wicket taken provided they are taken prior to the start of the last over.
  - vi) 1 minute for every 3 complete overs reduced in an interrupted match.
  - vii) Any other circumstances beyond the control of the fielding team.

**17**

### **LAW 17 : Practice on the Field**

Law 17 shall apply subject to the following:

#### **17.1 Law 17.1- Practice on the rest of the square**

The following shall apply in addition to Law 17.1:

- a) 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.
- b) 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.

#### **17.2 Law 17.3 - Practice on the outfield between the call of play and call of time**

Law 17.3 shall apply save that Law 17.3 (c) shall be replaced with the following:

- (i) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the law.



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#### **18      LAW 18 : Scoring Runs**

Law 18 shall apply

#### **19      LAW 19 : Boundaries**

Law 19 shall apply subject to the following:

##### **19.1 Law 19.1 - The boundary of the field of play**

The following shall apply in addition to Law 19.1:

The Boundary shall be a minimum of 55 yards (50.29 metres) and a maximum of 70 yards (64 metres). Distances should be measured from the centre of the pitch used.

Sight-screens 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 operators should take particular care that the advertising is not changed at a time which is distracting to the umpire.

In addition, advertising on perimeter boards placed in front of the sight-Screen's is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

##### **19.2 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 or similar object of a minimum standard as authorised by BCCI from time to time. Where appropriate the rope should be required to be a minimum distance of 3 yards (2.74 metres) inside the perimeter fencing for 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.

##### **19.3 Law 19.3 - Scoring a boundary**

The following shall be in addition to Law 19.3:

If an unauthorized 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).

#### **20      LAW 20 : Lost Ball**

Law 20 shall apply.



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21

#### **LAW 21 : The Result**

Law 21 shall apply subject to the following:

##### **21.1 Law 21.1 - A win-two innings match**

Law 21.1 shall not apply

##### **21.2 Law 21.2 - A win - one innings match**

Law 21.2 shall apply in addition to the following:

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

*21.2.2* 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 5 overs, shall be declared no result.

##### **21.3 Law 21.3- Umpire (BCCI Match Referee) awarding a match**

Law 21.3 shall be replaced by the followings

a) A match shall be lost by a side which either

i) concedes defeat or

ii) in the opinion of the BCCI Match Referee refuses to play and the BCCI Match Referee shall award the match to the other side.

b) 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 BCCI Match Referee of this fact. The BCCI Match Referee shall together with the umpires ascertain the cause of the action. If the BCCI Match 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 BCCI Match Referee shall award the match in accordance with (a) (ii) above.\*

c) 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 the delay or interruption in play shall be dealt with in the same manner as provided for in clause 12.4.2 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.



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iii) if applicable, no over shall be deducted during the last hour of the match solely on account of this time.

\*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 BCCI Code of Conduct.

#### **21.4 Law 21- Matches in which there is an agreement under Law 21.1(b)**

Law 21.4 shall not apply

#### **21.5 Law 21.5 (a) - A Tie**

The following shall apply in addition to Law 21.5 (a)

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

In the event of a tied match the teams shall compete in a Super Over to determine the winner.

#### **Refer Appendix 2**

#### **21.6 Law 21.5 (b) - A Draw**

Law 21.5(b) shall not apply.

#### **21.7**

##### **21.7.1 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 5 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 VJD System. The target set will always be a whole number and one run less will constitute a Tie.

##### **21.7.2 Prematurely Terminated Matches**

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the VJD System 'Par Score' determined at the instant of the suspension by the VJD System method. 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.

#### **21.8 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.



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#### **21.9 Match Points**

##### *21.9.1. Preliminary Matches*

1	Win	Four Points
2	Tie or No result	Two Points
3	Loss	Zero Point

#### **POINTS BEING EQUAL**

In the event of teams finishing on equal points, the right to play in the final match or knock out will be determined as follows:

1. The team with the most number of wins.
2. If still equal, the team with the highest net run rate
3. In the unlikely event that Teams cannot be separated by the above, this will be done by draw of lots.

In a match declared as no result, run rate is not applicable.

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, the calculation of its net run rate shall be based on the full quota of overs to which it would be entitled and not on the number of overs in which the team was dismissed.

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

Where a match is abandoned, but a result is achieved under VJD System, 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 VJD System 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.

At knock out stage: In the event of a result not being obtained and further the match cannot be decided by VJD System, for matches up to and including the semi finals the result will be decided as under:

- The team with the most number of wins in the matches up to the previous match
- If still equal, the team with the highest net run rate throughout the tournament up to the previous match, including the league phase.
- If still equal then by toss of coin in presence of the BCCI Match Referee or in his absence, in the presence of umpires. In the event of a result not being obtained in the Final and if the match is not decided by VJD System, the Teams will be declared as joint winners.



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#### **21.10 Result in a knock out Tournament (Where the Tournament does not have League Phase)**

If a match cannot be decided by VJD System the result will be decided as under:

- a) Up to and including the semi final the winner will be decided by spin of a coin in the presence of the BCCI Match Referee or in the absence of the BCCI Match Referee in the presence of the umpires.
- b) In the finals both teams will be declared as joint winners.

#### **22 LAW 22 : The Over**

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

##### **22.1 Law 22.5 - Umpire miscounting**

Whenever possible the BCCI Match Referee shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

#### **23 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 signaling 'Dead Ball'**

In a match where cameras are being used on or over the field of play (e.g. Spydercam), should a ball that has been hit by the batsman make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a No ball it shall count and the No ball penalty shall apply, including if appropriate a free hit from the next delivery. No other runs (including penalty runs) apart from the No ball penalty shall be scored. For the sake of clarity no warnings, penalties, or other actions by the players will be taken into account for the purpose of this clause other than the No ball infringement. Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, 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.





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#### **25 LAW 25: Wide Ball**

##### **25.1 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 Leg side delivery, which in the opinion of the umpire does not give the batsman a reasonable opportunity to score, shall be called 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 as wide balls.

#### **26 LAW 26: Bye and Leg Bye**

Law 26 shall apply

#### **27 LAW 27: Appeals**

Law 27 shall apply

#### **28 LAW 28: The Wicket is Down**

Law 28 shall apply

#### **29 LAW 29: Batsman Out of his Ground**

Law 29 shall apply

#### **30 LAW 30: Bowled**

Law 30 shall apply

#### **31 LAW 31: Timed Out**

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls. Dugouts may be provided.

#### **32 LAW 32: Caught**

Law 32 shall apply

#### **33 LAW 33: Handled The Ball**

Law 33 shall apply



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**34      LAW 34: Hit the Ball Twice**

Law 34 shall apply

**35      LAW 35: Hit Wicket**

Law 35 shall apply

**36      LAW 36: Leg Before the Wicket**

Law 36 shall apply

**37      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. See also clause 3.2.5

**38      LAW 38: Run Out**

Law 38 shall apply

**39      LAW 39: Stumped**

Law 39 shall apply

**40      LAW 40: The Wicket Keeper**

Law 40.4 shall be replaced by the following:

After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:

(i) movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket.

(ii) lateral movement in response to the direction in which the ball has been delivered.

(iii) movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however the provisions of Law 40.3 (Position of the wicket-keeper) shall apply. In the event of unfair movement by the wicket keeper, either umpire shall call and signal Dead ball.

**41      LAW 41: The Fielder**

Law 41 shall apply subject to the following:



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#### **41.1 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.

#### **41.2 Restrictions on the placement of fieldsmen**

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

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

a) Subject to 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Power play overs).

b) 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 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 1). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

c) During the Power play overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

d) During the non Power play overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2 (b) above.

*41.2.3* In a circumstance when the number of overs of the batting team is reduced, the number of Power play overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table should apply to both the 1st and 2nd innings of the match.



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Innings Duration	Number of overs for which fielding restrictions in an Innings in Clauses 41.2.2 a, 41.2.2 c above will apply
05-08	2
09-11	3
12-14	4
15-18	5
19-20	6

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

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

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#### **LAW 42: Fair and Unfair Play**

Law 42 shall apply subject to the following:

##### **42.1 Law 42.1 – Fair and unfair play – responsibility of captains**

Law 42.1 shall apply.

##### **42.2 Law 42.2 – Fair and unfair play – responsibility of umpires**

Law 42.2 shall apply.



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#### **42.3 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 of the ball is inconsistent 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.

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

- a) 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:
- b) Award 5 penalty runs to the batting side.
- c) Inform the captain of the fielding side of the reason for the action taken.
- d) Inform the captain of the batting side as soon as practicable of what has occurred.
- e) Together with the other umpire report the incident to the BCCI Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the BCCI Code of Conduct.

**42.3.2** 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 of the fielding side 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, steps 42.1.1 a) to e) above will be adopted, with the captain deemed under e) to be the player responsible

#### **42.4 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 BCCI Match Referee under the BCCI Code of Conduct.



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#### **42.5 Law 42.5 - Deliberate distraction or obstruction of batsman**

Law 42.5 shall apply subject to the following:

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

#### **42.6 Law 42.6 - Dangerous and Unfair Bowling**

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

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

- a) A bowler shall be limited to one fast short-pitched deliveries per over.
- b) 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.
- c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to Clause 42.6.1 (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 wide.
- e) For the avoidance of doubt any fast short-pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- f) In the event of a bowler bowling more than one fast short-pitched deliveries in an over as defined in Clause 42.6.1 (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.
- g) 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.
- h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.



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- i) 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, another bowler shall complete the over, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) 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.
- l) The umpires **may** then report the matter to the BCCI 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 42.7 below which umpires are able to apply at any time.*

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

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

- a) 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 is it likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2 (a) the umpire at the bowler's end shall, in the first instance, call and signal no ball.
- c) 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 signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning.
- d) The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- e) 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 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.
- f) The bowler thus taken off shall not be allowed to bowl again in that innings.



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g) 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.

h) The umpires **may** then report the matter to the BCCI Match Referee who shall take 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.)

#### **42.7 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 42.6.1, 42.6.2 and 42.6 the following shall apply at any time during the match.

*42.7.1* 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.

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

a) At 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.

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

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

d) 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.



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e) 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)

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

g) 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.

h) The umpires **may** then report the matter to the BCCI 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.)

**Should the umpires initiate the caution and warning procedures set out in Clauses 42.6.1, 42.6.2, and 42.7 such cautions and warnings are not to be cumulative.**

#### **42.8 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 unfair as defined in Clause 42.6.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowlers' end shall:

*42.8.1* Call and signal no ball.

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

*42.8.3* Not allow the bowler to bowl again in that innings.

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

*42.8.5* Report the occurrence to the other umpire, to the captain of the batting side and the BCCI 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).



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#### **42.9 Law 42.9 - Time Wasting by the Fielding Side**

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

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

- a) Call and signal dead ball if necessary, and;
- b) Award 5 penalty runs to the batting side (see Law 42.17).
- c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d) Report the occurrence to the BCCI Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the BCCI Code of Conduct.

#### **42.10 Law 42.10 - Batsman Wasting Time**

Law 42.10 shall apply, subject to the following:

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

#### **42.11 Law 42.11 - Damaging the pitch – area to be protected**

Law 42.11 shall apply.

#### **42.12 Law 42.12 – Bowler running on protected area after delivering the ball.**

Law 42.12 shall apply, subject to 42.12 (d) (iv) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.13 Law 42.13 – Fielder damaging the pitch.**

Law 42.13 shall apply.

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



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#### **42.14 Law 42.14 Batsman damaging the pitch**

Law 42.14 shall apply.

See also clause 37 above.

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

#### **42.15 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 deliberately 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 as possible.

#### **42.16 Law 42.16 – Batsman stealing a run**

Law 42.16 shall apply, subject to 42.16 (vi) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.17 Law 42.17 – Penalty runs**

Law 42.17 shall apply.

#### **42.18 Law 42.18 – Player's Conduct**

Law 42.18 shall apply, subject to 42.18 (iii) being replaced by the following:

In addition, the umpires may report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

#### **42.19 Use of Electronic Communication 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

All penalty runs in the Laws of Cricket (2000 Code 5th Edition - 2013) apply in BCCI Tournaments except where modified by the BCCI Playing Conditions.

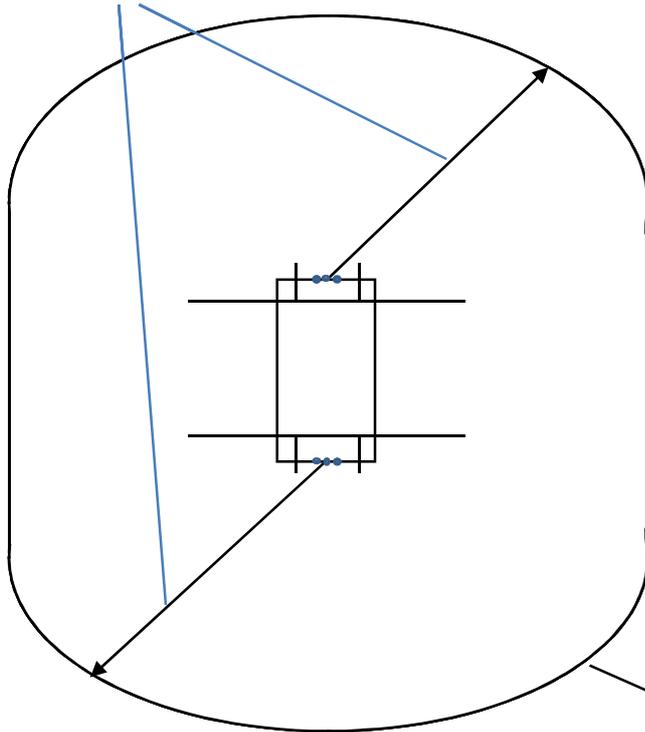


# BCCI : Playing Conditions for T20Matches

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## APPENDIX 1 : Restriction of the placement of fieldsmen

25.15 yards (23 mtr radius)



Continuous White Line or  
Dots at 5 yards Interval



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### APPENDIX 1A : BCCI T20 INTERRUPTED MATCH CALCULATION SHEETS (2015/16) Calculation Sheet for use when a delay or interruptions occur in the First Innings

A.	Net playing time available at start of the match	150 Minutes
B.	Time innings in progress	
C.	Playing time lost	
D.	Extra time available	
E.	Time made up from reduced interval	
F.	Effective playing time lost $[C - (D + E)]$	
G.	Remaining playing time available $[A - F]$	
H.	G divided by 3.75 (to 2 decimal places)	
I.	Max overs per team $[H/2]$ (round up fractions)	
Maximum overs per bowler $[I / 5]$		
Number of Powerplay Overs		
<b>Rescheduled Playing Hours</b>		
J	First session to commence or recommence	
K	Length of innings $[I \times 3.75]$ (round up fractions)	
L	Rescheduled first innings cessation time $[J + (K - B)]$	
M	Length of interval	
N	Second innings commencement time $[L + M]$	
O	Rescheduled second innings cessation time $[N+K]$	

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.



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### APPENDIX 1B : BCCI T20 INTERRUPTED MATCH CALCULATION SHEETS (2015/16)

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

P.	Proposed re-start time	
Q.	Rescheduled cut-off time allowing for full use of any extra time provision	
R.	Minutes between P and Q	
S.	Potential overs to be bowled $[R / 3.75]$ (round up fractions)	
T.	Number of complete overs faced to date in first innings	

\* If S is greater than T then revert to Appendix 1A

\* If S is less than or equal to T then the first innings is terminated and go to Appendix 2A

### APPENDIX 2A : BCCI ODM INTERRUPTED MATCH CALCULATION SHEETS (2015/16)

**Calculation sheet for the start of the Second Innings**

A.	Maximum overs to be bowled <i>(If first innings was terminated, S from Appendix 1B)</i>	
B.	Scheduled length of innings: $[A \times 3.75]$ (round up fractions)	
C.	Start Time	
D.	Scheduled cessation time $[C + B]$	
<b>Overs per bowler and Fielding Restrictions</b>		
	Maximum overs per bowler $[A / 5]$	
	Duration of Powerplay Overs	



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**APPENDIX 2B : BCCI ODM INTERRUPTED MATCH CALCULATION SHEETS (2015/16)**  
**Calculation Sheet when interruptions occurs after the start of the Second Innings**

<b>Time</b>		
A.	Time at start of innings	
B.	Time at start of interruption	
C.	Time innings in progress	
D.	Restart time	
E.	Length of interruption $[D - B]$	
F.	Additional time available: Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings	
G.	Total playing time lost $[E - F]$	
<b>Overs</b>		
H.	Maximum overs at start of innings	
I.	Overs lost $[G / 3.75]$ (rounded down)	
J.	Adjusted maximum length of innings $[H - I]$	
K.	Rescheduled length of innings $[J \times 3.75]$ rounded up	
L.	Amended cessation time of innings $[D + (K - C)]$	
<b>Overs per bowler and Fielding Restrictions</b>		
	Maximum overs per bowler $[J / 5]$	
	Number of Powerplay Overs	



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### **APPENDIX 2 : Procedure for the Super Over**

The following procedure will apply should the provision for a one over per side eliminator 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 BCCI 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 30 minutes. 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.
- 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 BCCI 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 BCCI match.
- 9 The team batting second in the match will bat first in the one over eliminator.



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- 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 will 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 VJD 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 over per side eliminator) shall be the winner.
- 14 If still equal, a count-back from the final ball of the one over eliminator 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 unbowled 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. If still equal the following shall apply:

\* In the league stage, the result will be a tie and the points shared accordingly.



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\* At the knock out stage winner will be decided as under: Including and up to the Semi Finals following procedure to be followed:

- a) The team with most wins in all previous matches including league matches.
- b) If still equal, the teams with higher net run rate in all previous matches including the league matches where results are achieved.
- c) If still equal, the team with the higher number of wickets per balls bowled in all previous matches including the league matches in which results are achieved.
- d) If still equal then by toss of coin in presence of Match Referee or in the absence of BCCI Match Referee in the presence of the umpires.

In the finals both teams will be declared as joint winners.

#### **Clause 2 examples**

- 1 Scheduled finish 5.00 p.m. Super Over scheduled to start by 5.10 p.m. 30 minutes extra time available, so game must start by 5.40 p.m. otherwise Super Over is abandoned.
- 2 Match finishes at 5.10 p.m. Super Over is scheduled to start at 5.20 p.m. with 30 minutes of extra time. It starts at 5.20 p.m. but is interrupted at 5.25 p.m. Play must resume by 5.55 p.m., otherwise Super Over is abandoned.
- 3 Match finishes at 5.20 p.m. Super Over is scheduled to start at 5.30 p.m. but is delayed, in which case it must start by 6.00 p.m. Otherwise the Super Over is abandoned.



# BCCI : Playing Conditions for One Day & T20 Matches

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## APPENDIX 3 : Crease Markings

