



# PLAYING CONDITIONS FOR ONE DAY MATCHES 2011-2012



**PCB shall manage all Domestic One Day matches. All matches will be played under the Laws of Cricket (2000 Code and 4<sup>th</sup> Edition 2010) and ICC Standard Playing Conditions as adopted hereunder:**

## **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 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. No change is allowed after the call of play.

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

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

12.4 If any player, other than nominated players

12.5 is found part of playing XI of a match, the Manager and Captain of the team may be banned upto one year in addition to action taken by Match Referee under the PCB Code of Conduct.

### **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.

## **2. Law 2 - Substitutes and Runners, Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings**

Law 2 shall apply subject to the following:

### **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:

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

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 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 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:

- 3.1.1 The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the

ground at least 1 ½ hours before the scheduled start of play.

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

#### **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.

#### **3.5 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 PCB. 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 3.5.4 and 3.5.5 below), 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, 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. See clause 3.5.3 below and Law 7.2 (Fitness of the pitch for play).
- 3.5.3 Suspension of play for adverse conditions of ground, weather or light
- (a) All references to ground include the pitch. See Law 7.1 (Area of 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.

The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place. The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

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

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

### **3.6 Light Meters**

3.6.1 It is the responsibility of the PCB to supply light meters to the match officials through Match Referee to be used in accordance with these playing conditions.

3.6.2 All light meters shall be uniformly calibrated.

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.

### **Light Meter Use**

- i) Use light meters correctly – as a match guideline for improvements.
- ii) There will be different “light meter readings” for slow, medium and fast bowlers.
- iii) Light meters would be used only to assist the umpires in their decision making—they are there as a guide only.
- iv) Referees should be informed first and consulted in Ground, Weather & Light decisions that bring abandonment of play or in times of lengthy delays.

### **3.7 Day Night matches**

3.7.1 Pads and players’ and umpires’ clothing shall be coloured. The colour of the pads and clothing of the players shall be similar.

3.7.2 Sight screens will be black.

### **3.8 Advertising on grounds, perimeter boards and sightscreens**

#### **3.8.1 Advertising on grounds**

The logos on outfielders are to be positioned as follows:

- (a) Behind the stumps – a minimum of 25.15 yards (23 meters) from the stumps.
- (b) Midwicket/cover area – no advertising to be positioned within the 30 yard (27.50 meters) circle.

#### **3.8.2 Sightscreens**

- (a) Sightscreens shall be provided at both ends of all grounds.

- (b) Advertising shall be permitted on the sight screen behind the striker, providing it is removed for the subsequent over from that end.
- (c) Such advertising shall not contain flashing or flickering images and particular care should be taken by the operators that the advertising is not changed at a time which is distracting to the umpire.

#### **4 Law 5 - The Ball**

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

Law 5.2 shall be replaced by the following:

White Super Match balls will be used for One Day tournaments Division I & II. Teams are required to maintain a stock of at least six balls of varying wear of the same make as replacement balls, to the satisfaction of the umpires failing which a fine of Rs.2,000/- may be imposed by Match Referee.

The umpires shall retain possession of the match ball 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 balls and shall retain possession of them at the fall of a wicket, a drinks interval, or any other disruption in play.

Each fielding team shall have two new balls for its innings, to be used in alternate overs, i.e. one from each end.

##### **4.3 Law 5.5 - Ball lost or becoming unfit for play**

Law 5.5 shall be replaced by the following:

4.3.1 In the event of a ball during play being lost, unrecovered or, in the opinion of the umpires, becoming unfit for play through normal use, the umpires shall allow it to be replaced by one of same brand, in their opinion, has had a comparable amount of wear. The changed ball will remain in use even the lost ball is recovered. If the ball is to be replaced, the umpires shall inform the batsmen.

4.3.2 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 being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.

4.3.3 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.

#### **4 Law 7 - The Pitch**

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

The following will apply in addition to Law 7.3:

5.1.1 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 unauthorised access. (The pitch area shall include an area at least 2 metres beyond the rectangle made by the crease markings at both ends of the pitch).

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

- (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 broadcaster(s) (but not news crews).
- (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.

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

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

Law 7.4 shall be replaced by the following:

5.2.1 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 Match Referee.

5.2.2 The on-field umpires and Match Referee shall consult with both captains.

5.2.3 If the captains agree to continue, play shall resume.

5.2.4 If the decision is not to resume play, the on-field umpires together with the Match Referee shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the 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.

5.2.5 If the decision is that the existing pitch cannot be repaired, 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.

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

## **6 Law 9 - The Bowling, Popping and Return Creases**

## **6.1 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)'.

## **6.2 Additional Crease Markings**

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 4 shall be marked in white at each end of the pitch.

## **7 Law 10 - Preparation and Maintenance of the Playing Area**

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

The following shall apply in addition to Law 10.1:

7.1.1 Prior to tossing for 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.

7.1.2 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.

7.1.3 An absorbent roller may be used to remove water from the covers including the cover on the match pitch if available.

### **7.2 Law 10.6 - Maintenance of footholes**

The following shall apply in addition to Law 10.6:

The umpires shall see 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.

### **7.3 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:

- 7.3.1 Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.
- 7.3.2 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.
- 7.3.3 The preparation work shall be carried out under the supervision of the fourth umpire (if appointed).
- 7.3.4 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.
- 7.3.5 The consent of the captains is not required but the umpires shall advise both captains and the Match Referee before the start of the match on what has been agreed.

### **8 Law 11 - Covering the Pitch**

#### **8.1 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 commencement of play.

#### **8.2 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.

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

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

Law 11.3 shall be replaced by the following:

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

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

Law 11.4 shall be replaced by the following:

All covers (including "hessian" covers used to protect the pitch) shall be removed not later than 2 ½ hours before the scheduled start of play provided it is not raining at the 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.

### **9 Law 12 - Innings**

Law 12 shall apply subject to the following (See also clauses 11 and 12 below):

#### **9.1 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.

#### **9.2 Length of Innings**

##### **9.2.1 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 50 overs, 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 PCB Code of Conduct).

#### 9.2.2 Delayed or Interrupted Matches

- (a) Delay or Interruption to the Innings of the Team Batting First (see Appendix 2)
  - (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 multiplied by 4.2, 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 14.28 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.

**Note:** If minimum 170 minutes of playing time is available the match will be played of 20 overs each side with a break of 10 minutes

and calculation of over rate will be made on the basis of 4 minutes per over.

- (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. The interval shall be reduced to enable the second innings to commence at the rescheduled time, subject to there being a minimum interval of 20 minutes (or where the interval has been reduced to a period of less than 20 minutes – such reduced period less than 20 minutes under 15.1 (iii)).
- (vi) Penalties shall apply for slow over rates (refer to PCB Code of Conduct).
- (b) Delay or Interruption to the Innings of the Team Batting Second (see Appendix 3)
  - (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 PCB Code of Conduct).

### **9.3 Number of Overs per Bowler**

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

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

Where the total overs 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, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

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

### **9.4 Law 12.4 – The toss**

Law 12.4 shall be replaced by the following:

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

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

At the time of toss, the Captain should be in proper cricket attire or in blazer.

Only Pakistani coins are permitted for toss.

## **10 Law 15 - Intervals**

Law 15 shall apply subject to the following:

### **10.1 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) If more than 60 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval of 30 minutes prescribed under (ii) above may be reduced further by mutual agreement between the umpires and both captains. In the event of disagreement, the length of the interval shall be determined by the Match Referee. The minimum interval shall be ten minutes.

### **10.2 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 the wearing of bibs – refer to the note in clause 2.1.3).

## **11 Law 16 - Start of Play; Cessation of Play**

Law 16 shall apply subject to the following (see also clauses 11 and 10.4):

### **11.1 Start and Cessation Times**

0930 – 1300 First Session  
1300 – 1345 Interval  
1345 – 1715 Second Session

### **11.2 Minimum Over Rates**

The minimum over rate to be achieved in OD matches will be 14.28 overs per hour.

The actual over rate will be calculated at the end of each innings of the match by the on field umpires/TV umpire.

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

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

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

11.2.3 all third umpire referrals and consultations;

11.2.4 time wasting by the batting side; and

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

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

## **12 Law 17 - Practice on the Field**

Law 17.1 shall apply subject to the following:

### **12.1 Law 17.2 – Practice on the rest of the square**

Law 17.2 shall apply subject to the following:

The use of the square for practice on any day of any match will be restricted to any netted practice area.

## **12.2 Law 17.3 - Practice on the outfield**

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

(ii) 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 Law 17 (b) (iii) and (c).

## **13 Law 19 - Boundaries**

Law 19 shall apply subject to the following:

### **13.1 Law 19.1 - The boundaries of the field of play**

The following shall apply in addition to Law 19.1:

The playing area shall be a minimum of 150 yards (137.16 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 65 yards (59.43 metres). The straight boundary at both ends of the pitch shall be a minimum of 70 yards (64.00 metres). Distances shall be measured from the centre of the pitch to be used.

In all cases the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 meters) from the centre of the pitch to be used.

Any ground which has been approved to host international cricket prior to 1<sup>st</sup> October 2007 or which is currently under construction as of this date which is unable to conform to these new minimum dimensions shall be exempt. In such cases the regulations in force immediately prior to the adoption of these regulations shall apply.

### **13.2 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 the PCB from time to time. Where appropriate the rope should be a required minimum distance (3 yards [2.74 metres] minimum) inside the perimeter fencing or advertising signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 meters) between the boundary and the fence.

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

The following shall apply in addition to Law 19.3:

If an unauthorized person/object enters the playing arena and handles/touches 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 handles/touches the ball. See also Law 19.1 (c).

Note the introduction of Law 19.4 – Ball beyond the boundary, dealing with the catching or fielding of a ball after it has crossed the boundary.

### **14 Law 21 - The Result**

Law 21 shall apply subject to the following:

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

Law 21.2 shall apply in addition to the following:

14.1.1 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.

14.1.2 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.

#### **14.1.3 Law 21.3 – Umpire (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 Match Referee refuses to play and the 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 Match Referee of this fact. The Match Referee shall together with the umpires ascertain the cause of the action. If the 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 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 shall be dealt with in the same manner as provided for in clauses 12.4.2 and 15.1 above.

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

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

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

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.

#### **14.5 Prematurely Terminated Matches - Calculation of the Target Score**

15.5.1 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 current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis Regulations)

14.5.2 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 D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (refer Duckworth/Lewis Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

#### 14.6 Law 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.

#### 14.7 Points

##### 15.7.1 Preliminary Matches

The following points will be awarded in the preliminary matches.

Win	2
Tie	1
No Result	1

In the events of team finishing on equal points, the right to play in the Semi Final, will be determined as follows:-

- \* the team with the most number of wins.
- \* the team which has lesser number of defeats.
- \* the team with the highest net run rate. In a match declared as no result, run rate is not applicable.

##### 14.5.2 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 Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

#### Final Matches

**Semi Finals:** In case of wash out or any other interruption (beyond human control) and no result is achieved then the team which has a better net run rate in all matches of the tournament will play the final. Only in case of a "tie" the winner will be the team, which has scored the runs in lesser number of overs. If still equal then the team losing lesser number of wickets and if still equal then on the spin of the coin.

#### Final

If no result is achieved in a final on the scheduled day of play, both the teams declared joint winner and the prize money would be shared equally between the two competing teams.

#### 15 Law 22 - The Over

Law 22 shall apply subject to the following:

##### 15.1 Law 22.5 - Umpire miscounting

The following shall apply in addition to Law 22.5:

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

#### 16 Law 24 - No Ball

Law 24 shall apply subject to the following:

##### 16.1 Law 24.1 (b) - Mode of delivery

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

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

#### **Definition of fair delivery – the arm**

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is

not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

Note: If any bowler called/reported three times in a season as per above, he will be banned till the clearance from the National Cricket Academy.

## **16.2 Free Hit after a foot-fault no ball**

In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

or any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).

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

## **16.3 No Balls**

Following any mode of dismissal that is not permitted off a no ball (i.e. including lbw) and which is not the subject of an Umpire or Player Review, if the on-field umpire is uncertain as the fairness of the delivery (foot-fault/waist height), he shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery (foot-fault/waist height) 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.

## **17 Law 25 - Wide Ball**

### **17.1 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 legside 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 wide balls.

## **18 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 paragraph 2.4 of Appendices 7 and 8 and paragraph 5 of Appendix 10.

## **19 Law 41 – The Fielder**

Law 41 shall apply subject to the following:

### **19.1 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.

### **19.2 Restrictions on the placement of fieldsmen**

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

19.2.2 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 the Power play Overs) are set out in the following paragraphs.

19.2.3 The following fielding restrictions shall apply:

(a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 5). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

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

During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

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

During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within the applicable fielding restriction area measured from the striker's end at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

19.2.4 During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.3 (a) above.

19.2.5 Subject to the provisions of 41.2.6 below, the Powerplay Overs shall apply for 20 overs per innings to be taken as follows:

- (a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
- (b) For the remaining second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket. In an innings of scheduled duration of at least 40 overs, neither Powerplay may commence earlier than the 16<sup>th</sup> over nor be completed later than the 40<sup>th</sup> over. For innings of scheduled duration of between 20 and 39 overs, no such restriction applies.
- (c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.
- (d) Once a side has nominated a Powerplay, the decision cannot be reversed.
- (e) Should either or both teams choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g. in a 50 over innings with one unclaimed Powerplay, this will begin at the start of the 36<sup>th</sup> over).

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

Innings duration	First Power play	Fielding Power play	Batting Power Play	Power play Total
20 – 21	4	2	2	8
22 – 23	5	2	2	9
24 – 26	5	3	2	10
27 – 28	6	3	2	11
29 – 31	6	3	3	12
32 – 33	7	3	3	13
34 – 36	7	4	3	14
37 – 38	8	4	3	15

39 – 41	8	4	4	16
42 – 43	9	4	4	17
44 – 46	9	5	4	18
47 – 48	10	5	4	19
49	10	5	5	20

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

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

Illustrations of 19.2.8:

(a) A match starts as 50 overs, is interrupted after 12 overs and reduced to 43 overs. (The first 10 overs have been Powerplays (PP); the next two can not be PP.) The new PP allocation is 9+4+4, so there are 3 overs of fielding side selection left and all 4 overs for the batting side. Neither PP can start until the 16<sup>th</sup> over and both must be completed by the 40<sup>th</sup> over.

(b) A match starts as 40 overs, is interrupted after 10 overs and reduced to 30 overs. (The first 8 overs have been PP; the next two can not be PP.) The new PP allocation is 6+3+3, so there is 1 over of fielding side selection left and all 3 overs for the batting sides. Both teams can use their respective 1 and 3 over allocations at any time.

(c) As in (b) above but the match resumes as 23 overs each. The PP allocation is now 5+2+2, so one batting side PP over remains to be taken at their discretion.

19.2.9 If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.

Note that if the second Powerplay is retrospectively deemed to have started immediately after the reduced first

Powerplay has finished, the specified earliest starting point for the second Powerplay no longer applies.

19.2.10 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.

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

Illustrations of 19.2.9, 19.2.10 and 19.2.11

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (a) 43 overs, (b) 38 overs, (c) 28 overs, (d) 20 overs.

(a) Powerplay overs are 9+4+4. 2<sup>nd</sup> Powerplay is in progress with 0.3 out of the fielding team's 4 overs completed, i.e. it covers overs 10 to 13, even though it would not otherwise have started before the 16<sup>th</sup> over. The batting side's 4 over Powerplay can start anytime between the 16<sup>th</sup> and 37<sup>th</sup> overs (so as to finish by over 40).

(b) Powerplay overs are 8+4+3. 2<sup>nd</sup> Powerplay is in progress with 1.3 out of the fielding team's 4 overs completed. The innings is now less than 40 overs, so the batting side's 3<sup>d</sup> over powerplay can start any time after the 12<sup>th</sup> over.

(c) Powerplay overs are 6+3+2. 3<sup>rd</sup> Powerplay is in progress with 0.3 out of 2 overs completed.

(d) Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

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

Illustration of 19.2.12:

*A 50 over innings in which only the 1<sup>st</sup> Powerplay has been taken is interrupted after 29.1 overs and reduced to 32 overs. Powerplay overs are 7+3+3. Powerplays automatically resume for the start of the next over, but only 12 of the 13 scheduled Powerplay overs can be bowled in the innings.*

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

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

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

## **20 Law 42 - Fair and Unfair Play**

### **20.1 Law 42.3 - The Match Ball - changing its condition**

Law 42.3 shall apply, subject to the following:

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

If the umpires together agree that the deterioration in the condition of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall:

- (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 Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the PCB Code of Conduct. If the Match Referee is unable to identify the player(s) responsible for such conduct, the captain shall take responsibility and will be subject to such action as is appropriate under the PCB Code of Conduct.

### **20.2 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 Match Referee under the PCB Code of Conduct.

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

Law 42.5 shall apply subject to the following:

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

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

#### **20.4.1 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 delivery 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 bowlers 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 20.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a 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 the allowable short pitched delivery in that over

- (f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 20.4.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- (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 delivery 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, 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.
- (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 will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

The above is not a substitute for Clause 21.5 below which umpires are able to apply at any time.

#### **20.4.2 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 Clause 21.4.2 (a) above, the umpire at the bowler's end shall call and signal no ball.

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

- (c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signalling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- (f) The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

#### **20.5 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 20.4.1, 20.4.2 and



20.6 the following shall apply at any time during the match:

20.5.1 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.

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

- (a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- (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. 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).
- (e) The bowler thus taken off shall not be able to bowl again in that innings.
- (f) 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.
- (g) The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

## **20.6 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 20.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

20.6.1 Call and signal no ball.

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

20.6.3 Not allow the bowler to bowl again in that innings.

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

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

## **20.7 Action by the umpires for dangerous and unfair Bowling**

Should the umpires initiate the caution and warning procedures set out in Clauses 21.4.1, 21.4.2, 21.5 and 21.6 such cautions and warnings are not to be cumulative.

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

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

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

20.8.1 Call and signal dead ball if necessary, and;

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

20.8.3 Inform the other umpire, the batsmen at the wicket and as soon as possible the

captain of the batting side of what has occurred.

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

## **20.9 Law 42.10 - Batsman Wasting Time**

Law 42.10 shall apply, subject to the following:

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

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

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

Law 42.14 shall apply.

See also clause 19 above.

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

Law 42.15 shall be replaced by the following:

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

## **20.12 Use of Electronic Communications Equipment**

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

**Zakir Khan**  
**Director Domestic Cricket Operations**  
**6<sup>th</sup> September 2011**

# APPENDIX – 1

## Calculation Sheet for Use When Delays or Interruptions Occur in First Innings of One Day Internationals

### Time

Net playing time available at start of the match	<u>420 minutes</u> (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost [C – (D + E)]	_____ (F)
Remaining playing time available (A – F)	_____ (G)
G divided by 4.2 (to 2 decimal places)	_____ (H)
Max overs per team [H/2] (rounded up if not a whole number)	_____ (I)
Max overs per bowler [ I / 5 ]	_____
Duration of Powerplay Overs (Refer to 41.2.6)	_____ + _____ + _____

### Rescheduled Playing Hours

First session to commence or recommence	_____ (J)
Length of innings [I x 4.2]	_____ (K)
Rescheduled cessation time (round up fractions) [J + (K – B)]	_____
Length of interval	_____
Second session commencement time	_____ (L)
Rescheduled cessation time = (L + K)	_____

## APPENDIX – 2

### Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of One Day Internationals

#### Time

Original cessation time of innings \_\_\_\_\_ (A)

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

Restart time \_\_\_\_\_ (C)

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

Extra time available \_\_\_\_\_ (E)

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

Amended cessation time of innings [A + E] \_\_\_\_\_ (G)

#### Overs

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

Overs lost [F / 4.2] ignore fractions \_\_\_\_\_ (I)

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

#### Overs per bowler and Fielding Restrictions

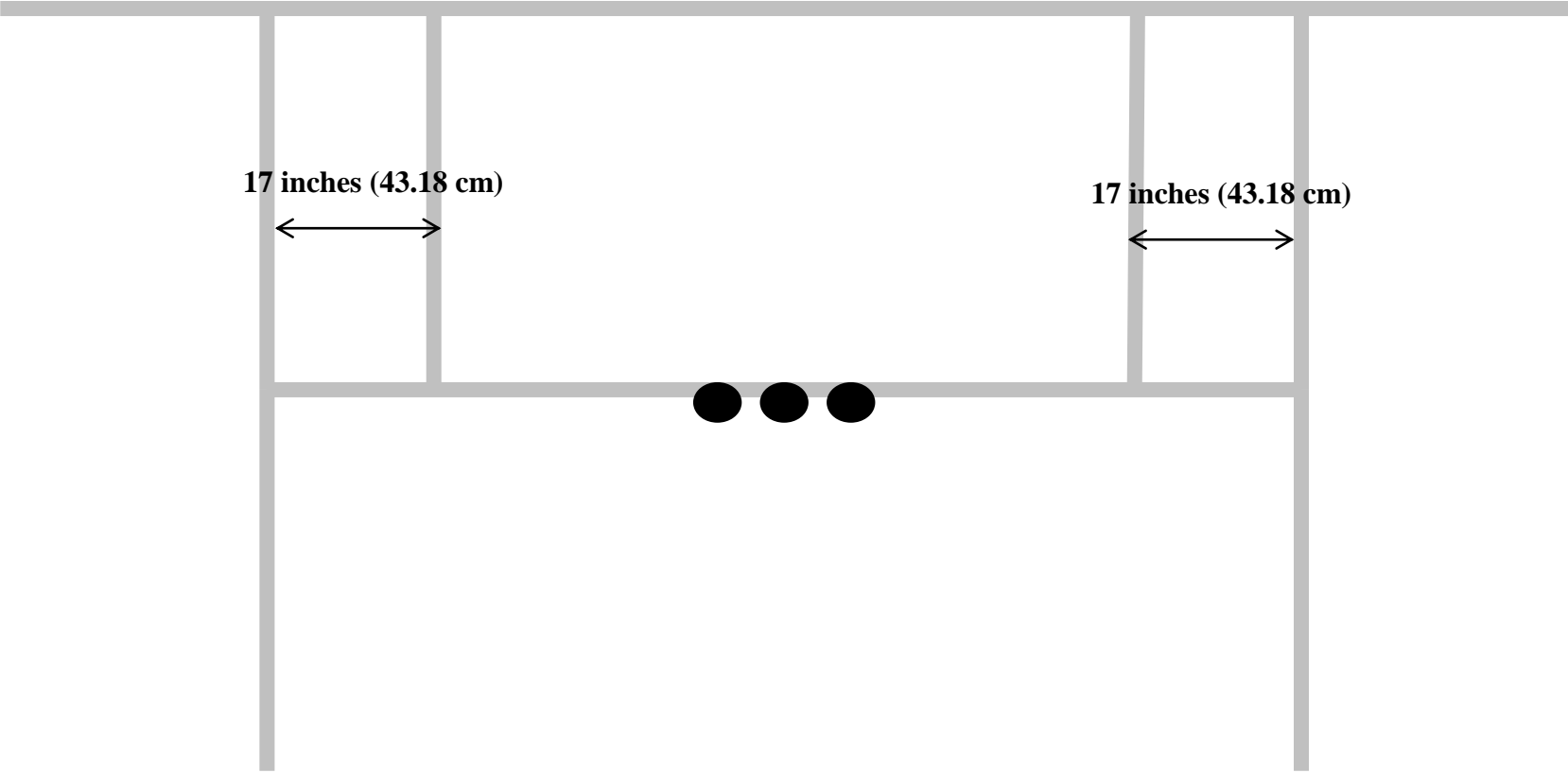
Max. overs per bowler [J / 5] \_\_\_\_\_ overs

Duration of Powerplay overs (initial, fielding team, batting side)

First Innings \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

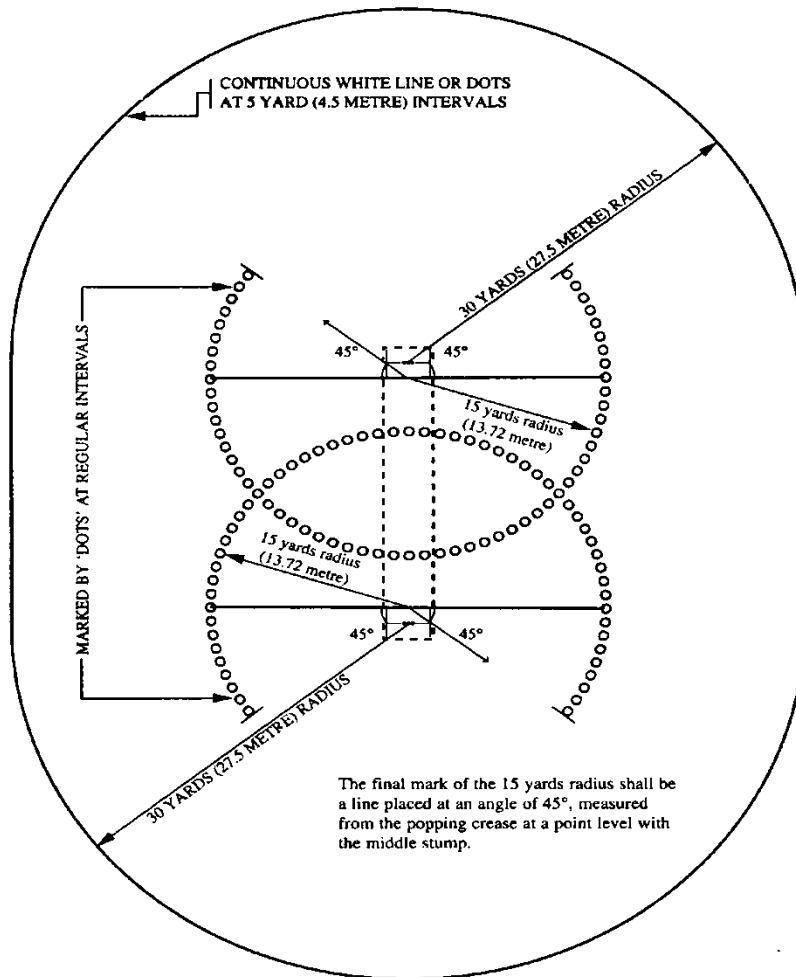
Second Innings \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**APPENDIX – 3**  
**CREASE MARKINGS**



# APPENDIX – 4

## Restriction of the placement of fieldsmen



# APPENDIX – 5

## THIRD UMPIRE TV REPLAY SYSTEM – PLAYING CONDITIONS

### 1. General

- 1.1 In the circumstances detailed in paragraphs 2, 3, 4, 5 and 6 below, the on-field umpire has the discretion to refer the decision to the third umpire or, in the case of paragraph 3.1, 5 and 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 PCB Code of Conduct.

- 1.2 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 a discretion to take more time in order to finalise a decision.

### 2. Run Out, Stumping and Hit Wicket Decisions

- 2.1 The on-field umpire shall be entitled to refer an appeal for a run-out, stumping or hit wicket to the third umpire.
- 2.2 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.
- 2.3 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 signify to the on-field umpires 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 screen may be used for the purpose of conveying the third umpire's decision.)

- 2.4 When reviewing the TV replay(s), if the third umpire finds the batsman has been bowled rather than hit wicket or stumped, he shall indicate that the batsman was dismissed. See also paragraph 6 below.

### 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:

#### 3.1 Clean Catches

- a) Should the bowler's end umpire be unable to decide whether or not a catch was taken cleanly, he shall first consult with the square leg umpire.
- b) Should both umpires be unable to make a decision, they may consult by two-way radio with the third umpire. 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.

- c) The third umpire has to determine whether the batsman has been caught. However, when reviewing the television replay(s), if it is clear to the third umpire that the batsman did not hit the ball, he shall indicate that the batsman is not out. See also paragraph 6 below.
- d) The final decision shall be indicated in the normal fashion by the bowler's end umpire.

### 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 paragraph 2.2.
- (c) The third umpire has to determine whether the ball was a bump ball or not. However, when reviewing the television replay(s), if it is clear to the third umpire that the batsman did not hit the ball, he shall indicate that the batsman is not out. See also paragraph 6 below.
- (d) The third umpire shall communicate his decision by the system as in paragraph 2.3.

## 4. Boundary Decisions

- 4.1 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 beyond the boundary, or whether a four or six had been scored. A decision

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

- 4.2 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.
- 4.3 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.

## 5. Obstructing the Field

- a) 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, in running between the wickets, may have significantly changed his direction (refer clause 37).
- b) Such consultation shall be initiated by the on-field umpire and will be done to help him decide the extent of any change in direction and whether the obstruction was wilful or not.
- c) Following such consultation with the third umpire, the final decision shall be indicated in the normal fashion by the relevant on-field umpire.

## 6. Batsmen Running to the Same End

- 6.1 In the event of both batsmen running to the same end and the umpires are uncertain over which batsmen made his ground first, the on-field umpire may consult with the third umpire.
- 6.2 The procedure in paragraph 4.2 shall apply.