



PLAYING CONDITIONS FOR ONE DAY MATCHES DOMESTIC SEASON 2015-2016



PCB shall manage all Domestic One Day matches. All matches will be played under the Laws of Cricket (2000 Code and 5th Edition 2013) and ICC Standard Playing Conditions as adopted hereunder: Almanac will also be applicable

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 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.

12.5 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 be permitted 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').

Note: If Coach/Manager or support personnel has been suspended not allowed even sit in the dressing room.

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 participating team must nominate its 'One day Team Captain' and inform his name to PCB.

If the 'One day Team Captain' is not participating in a tournament, the relevant Team must nominate a replacement 'One day Team Captain' for the tournament. PCB shall advise the Match Referee.

If the 'One 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 PCB Code of Conduct.

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, the following restrictions shall apply to their 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.

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 2.2.1 and 2.2.2, playing time shall comprise the time play is in progress excluding lunch and tea intervals, intervals between innings and official drinks intervals. 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 stop-page 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).

Note: Even batsman batting after 5 wickets falls and his penance time left and innings close before that time it would be applicable in the follow-on or bowling innings.

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:

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, following consultation with the PCB 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. 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.

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

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 sightscreen 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 Kookaburra balls will be used for One day and Pentangular Cup One day tournament for Regions. White Aclin balls will be used for Inter Region U-19 One day tournament. Teams Coaches 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.5,000/- 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. 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.

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 14.5.
 - (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 9 and 11 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 3 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 foot-holes

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 7.3 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 9.2.2 (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.
 - (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 PCB Code of Conduct).
 - (b) Delay or Interruption to the innings of the Team Batting Second (see Appendix 2)
 - (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 are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

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

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.

At the scheduled time for the interval between innings either Captain may make a request for an additional 15 minutes (minimum 4 overs) of extra time in order to complete the game in that session. If in the opinion of the umpires it would bring about a result in that session itself then they would continue for a period of 15 minutes or 4 minimum over whichever comes last.

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) Note: The prescribed interval timings above may be reduced further by the PCB 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.

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 2.2.3).

10 Law 16 - Start of Play; Cessation of Play

Match timings shall be mentioned at the tournament schedule.

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.

In the event of any time allowances being granted to the fielding team under 11.2.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its overrate.

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.

If a team is penalized in a One day match due to slow over rate for 2 or more overs and commits the offence in any match of the same season, the Captain of the same team will be banned for minimum one match of the season.

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 1st 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/objects 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 9.2.2 and 10.1 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

14.5.1 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.

Semi Finals and Final Match

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 23 Dead Ball

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

Law 23.4 – Umpire calling and signalling '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 applied. 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.

Ball hitting a camera or its apparatus or a cable

On field umpires are entitled to check with third Umpire in this respect. If this consultation results in evidence been found of contact then Clause 16 above shall apply in which case the ball will either be re-bowled or the runs scored up to the point of contact will count, as the case may be.

17 Law 24 - No Ball

Law 24 shall apply subject to the following:

17.1 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.

17.2 Free Hit

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

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

Field changes are not permitted for free hit deliveries unless:

- a) There is a change of striker (the provisions of clause 20.2 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 by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

17.3 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.

Note: If any bowler called/reported two times in a season as per above, he will be banned from the

bowling till the clearance from the National Cricket Academy.

18 Law 25 - Wide Ball

18.1 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 wide balls.

19 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.

20 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.

(ii) movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however for 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.

21 Law 41 – The Fielder

Law 41.8 shall apply subject to the following:

Significant movement by fielders once ball comes into play and before the ball reaches the striker

- a) Movement by the outfielders towards the strikers or the striker's wicket is permissible.
- b) Movement by fielders in the directions the striker is playing or showing intent to play is also permissible.
- c) Moving up a few steps and settling in is permitted provided this does not allow him to come within reach of the striker's wicket.

21.1 Restrictions on the placement of fieldsmen

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

21.2.2 In addition to the restriction contained in clause 21.2.1 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.

21.2.3 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. 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 to 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 are overs 11 to 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

21.2.4 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 2nd innings of the match.

Innings duration	Powerpaly 1	Powerpaly 2	Powerpaly 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

21.2.5 If play is interrupted during an innings and the table in 21.2.4 applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid –over.
Illustrations of 21.2

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.

21.2.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle open hand with 4 fingers in second power play & in third power play hand open with five fingers.

21.2.7 The scoreboard shall indicate the current Powerplay in progress.

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

22. Law 42.1 – Fair & Unfair Play - Responsibility of Captain – all breaches SHALL be reported

Law 42.2 – Fair & Unfair Play Responsibilities of Umpires – all breaches SHALL be reported

Law 42.6(a) – The bowling of fast short pitched balls. – Breaches MAY be reported

Law 42.6 (b) – Bowling of High Full Pitched balls - Breaches MAY be reported

Law 42.7 – Action by Umpires to 42.6(a & b) – Warnings not cumulative

Law 42.9 – Time wasting by fielding side – Breaches SHALL be reported

Law 42.10 – Batsman Wasting Time – Breaches SHALL be reported

Law 42.11 – Damaging the pitch – Breaches SHALL be reported

Law 42.12 – Bowler running on protected area – Breaches MAY be reported

Law 42.13 – Fieldsman damaging the pitch – Breaches SHALL be reported

Law 42.14 – Batsman damaging the pitch – Breaches SHALL be reported

Law 42.15 – Bowler running out non-striker before delivering - Bowler has to make a DELIBERATE attempt to run the non-striker out. For example his action of delivering the ball and then appealing would not be interpreted as a deliberate attempt.

Law 42.16 – Batsmen stealing a Run – Breaches MAY be reported

Law 42.17 – Penalty Runs – Breaches SHALL be reported

Law 42.18 – Player conduct – Breaches SHALL be reported

23 Law 42 shall apply subject to the following:

23.1 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 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.

23.1.1 If it is possible to do 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 Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the PCB Code of Conduct.

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

- a) Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
- b) The bowler's end umpire shall issue the captain with a first and final warning, and
- c) Advise him that should there be any further incident by that team during the remainder of the match, steps 23.1.1 a) to e) above will be adopted, with the captain deemed under e) to be the player responsible.

During the inspection of ball, if umpires agree that the team have used the artificial substances, they

will collect the ball after the completion of team's innings and send to PCB for further necessary action.

PCB will examine the ball from the designated laboratory and if it is proved that Vaseline or any other substances have been used, then the concerned team will be fined Rs.50,000/- and two match points will be deducted from the total points gained by that team.

23.2 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.

23.3 Law 42.6 - Dangerous and Unfair Bowling

23.3.1 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 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 23.3.1 (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 delivery 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 23.3.1 (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, 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 23.5 below which umpires are able to apply at any time.

23.4.2 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 23.4.2 (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.)

23.5 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 23.4.1, 23.4.2 and 23.6 the following shall apply at any time during the match:

23.5.1 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.

23.5.2 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.)

23.6 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 23.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

- 23.6.1 Call and signal no ball.
- 23.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.
- 23.6.3 Not allow the bowler to bowl again in that innings.
- 23.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- 23.6.5 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).

23.7 Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 23.4.1, 23.4.2, 23.5 and 23.6 such cautions and warnings are not to be cumulative.

23.8 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:

- 23.8.1 Call and signal dead ball if necessary, and;
- 23.8.2 Award 5 penalty runs to the batting side (see Law 42.17).
- 23.8.3 Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- 23.8.4 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.

23.9 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.

23.10 Law 42.14 Batsman damaging the pitch

Law 42.14 shall apply.
See also clause 19 above.

23.11 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.

If one light tower is off due to power failure or any other reason, the match will continue without any interruption

APPENDIX – 1 (A)

Calculation Sheet for Use When Delays or Interruptions Occur in First Innings

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 (initial, batting side)	_____ + _____ + _____

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)]	_____ (L)
Length of interval	_____ (M)
Second session commencement time (L+ M)	_____ (N)
Rescheduled cessation time = (N + K)	_____ *(O)

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time.

APPENDIX – 1 (B)

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

Proposed re-start time _____ (P)

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

Minutes between P and Q _____ (R)

Potential overs to be bowled [$R / 4.2$] (round up fractions) _____ (S)

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

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

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

APPENDIX – 2 (A)

Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

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

Scheduled length of innings: [$A \times 4.2$] (round up fractions) _____ (B)

Start time _____ (C)

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

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [$A / 5$] _____ overs

Duration of Powerplay overs (initial, batting side) _____ + _____ + _____

APPENDIX – 2 (B)

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

Time

Time at start of innings _____ (A)

Time at start of interruption _____ (B)

Time innings in progress _____ (C)

Restart time _____ (D)

Length of interruption [D – B] _____ (E)

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

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

Overs

Maximum overs at start of innings _____ (H)

Overs lost [G / 4.2] (rounded down) _____ (I)

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

Rescheduled length of innings [J x 4.2 rounded up] _____ (K)

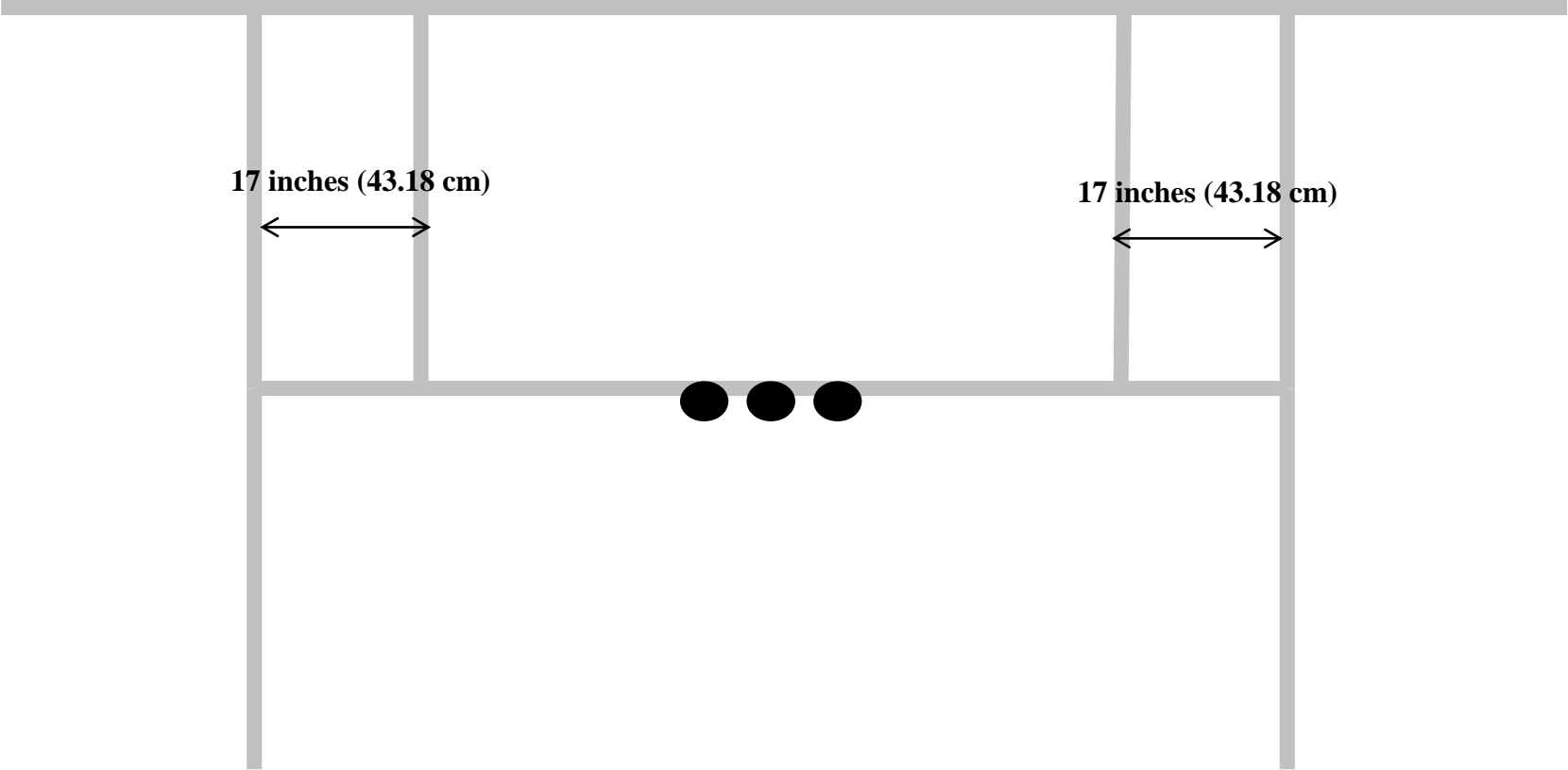
Amended cessation time of innings [D + (K – C)] _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5] _____ overs

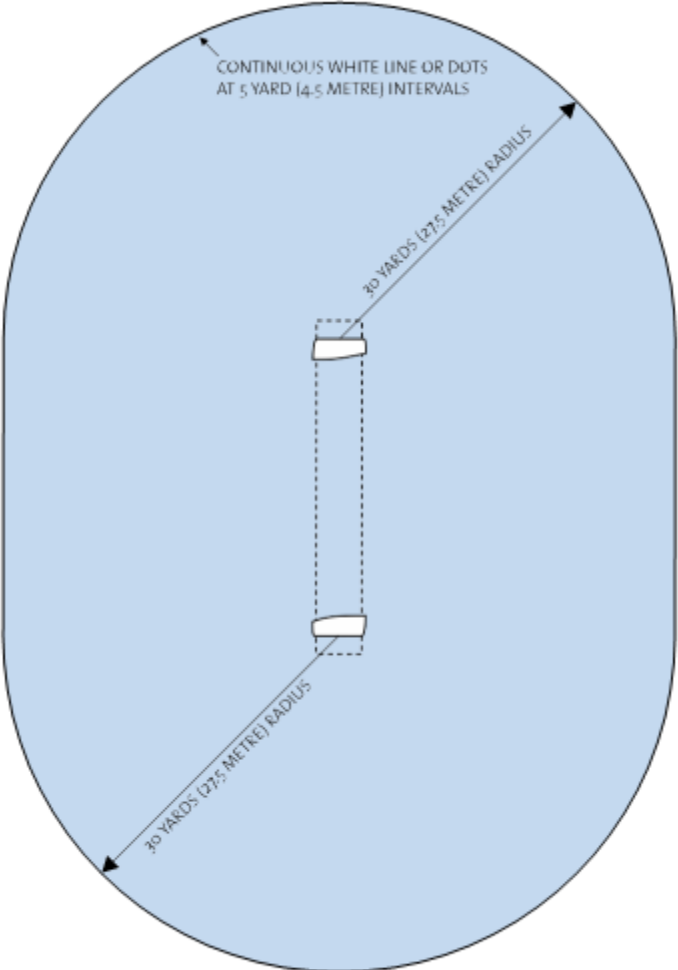
Duration of Powerplay overs (initial, batting side) _____ + _____ + _____

APPENDIX – 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), the third umpire shall first check the fairness of the delivery (foot fault, bowler breaking the wicket, waist high full tosses, bouncers above shoulder height). Additionally, if the third umpire finds 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.

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 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.

c) The third umpire has to determine whether the batsman has been caught. However, when reviewing the television replay(s), the third umpire shall first check the fairness of the delivery (all modes of No ball except for the bowler using an illegal action, [for clarity, a specific type of banned delivery can be

reviewed and called no ball]). 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.

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.

c) The third umpire has to determine whether the ball was a bump ball or not. However, in reviewing the television replay(s), the third umpire shall first check the fairness of the delivery (all modes of No ball except for the bowler using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called no ball]) and whether the batsman has hit the ball. If the delivery was not a fair delivery or 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 and, in the case of an unfair delivery, advise the on-field umpire to signal no ball. See also clause 7 below. 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.

d) The third umpire shall communicate his decision by the system as show on big screen/lights..

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 or six had been scored. A decision 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 has obstructed the field.

b) 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 bowlers 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.

c) Following such consultation with the third umpire, the final decision shall be indicated in the normal fashion by the bowlers 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.

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 two way radio shall apply.

7 NO BALLS

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 (all modes of No ball except for the bowler using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called no ball]) 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 two way radio communication when deciding whether a no-ball should have been called.

For the avoidance of doubt, the third umpire shall apply clause 24.3 when deciding whether a no-ball should have been called.

Intikhab Alam
Director Domestic Cricket Operations
18th August 2015