



PCB MEN'S ONE DAY MATCHES PLAYING CONDITIONS FOR DOMESTIC TOURNAMENTS 2019-20

These Playing Conditions shall be read with the PCB Almanac 2019-20 and will apply to all PCB Domestic tournaments with the exclusion of HBL PSL. All matches will be played under the Laws of Cricket 2017 Code (2nd Edition – 2019) and ICC Standard Playing Conditions as adopted hereunder.

These Playing Conditions will operate based on the underlying principle that the PCB organized Domestic Tournaments will take precedence over any privately organized league(s) or competition(s).

Law 1: The Players

1.1 - Number of Players

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. In addition,

Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the Umpire(s)/ PCB 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.
(Ref. Almanac 2019-20)

All the names of the players and players support personnel must be written in full.

If any correction of a name of a nominated player is requested by any team after the toss to the umpire(s)/PCB Match Referee, then the umpire(s)/ PCB Match Referee will be the sole judge(s) of the situation. Umpire(s) / PCB Match Referee may allow the correction in the presence of both the captains and managers of both the participating teams in that match.

If any duplication in the team nomination is found after the toss then the PCB Match Referee is authorized to make necessary changes in the Nomination sheet. (May Ref. COC)

1.2 Nomination of Players

The following shall apply in addition to Law 1.2:

If any player, other than nominated players is found part of playing XI of a match, following action will be taken by Match Referee under the PCB Code of Conduct.

- i) The player, who has replaced the originally nominated player unlawfully, would then become the part of the playing 11 and the original player would not be allowed to participate in the match.
- ii) The defaulting team will get no points out of this match even if it wins that match.
- iii) The defaulting Captain will be banned for the next 2 matches.
- iv) The defaulting Coach will be fined at least Rs.20,000/-
- v) The defaulting manager will be fined at least Rs.20,000/-

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

Note: If a Coach/Manager or support personnel of any team has been suspended, the same will not be allowed to even sit in the PMOA. Replacement of such person is allowed. (Ref. Almanac)

1.3 Captain

1.3.1 If at any time the captain is not available, a deputy (nominated) shall act for him, including the toss.

1.4 Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within The Spirit of Cricket as well as within these Playing conditions.

1.4.1 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Laws, including the toss. See Law 13.4 (The toss).

If a 'Team Captain' plays in a match without being nominated as captain, he will still be considered to be the captain. The penalties should be applied on him under the PCB Code of Conduct. (Ref. Almanac, changing the condition of the ball)

Nominated Teams exchanged before the toss

1: Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to Match Referee before the toss.

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.

3: List of the nominated teams exchanged before the toss should be handed over to Referee/umpires who will also check and countersign the list. For Provincial Inter City Under-19 matches such list should also carry father's name, date of birth and signature of each player.

4: At the time of toss, the Captain should be in match playing attire with or without blazer.

5: Only Pakistani coins are permitted for toss.

Law 2: Umpires

Law 2 Umpires shall be followed by:

2.1 Appointment and attendance

Umpires will be appointed by PCB from its panel of Umpires.

- a. The umpires will report at the ground on the first day one hour before the scheduled time of the start of the match and at least forty-five minutes before, on the subsequent days.
- b. In all televised matches, the 3rd umpire appointed by the PCB shall act as the emergency on field umpire.
- c. A PCB panel Umpire, Match Referee and Scorer shall not act as Selector, Coach and manager for any Regional/Department team or office bearer (President, Secretary and Treasurer) of the respective Club/Zone/District/City/Region) of an Association.
- d. In case umpires from PCB panel of Umpires are not available, then a local umpire shall act until a regular umpire from PCB panel arrives. It will be the responsibility of Local Association/Match Referee to contact PCB to ask for the PCB panel umpire to rush, if the one is not available locally.
- e. If Referee is not appointed then both the Umpires shall take the charge of the ground, from the ground authority not later than 1500 hours on the day before the scheduled start of the match, in case there had been no rains earlier.
- f. Referee being representative of PCB, shall ensure necessary arrangements prior to the start of the match. Referee will work as head of the PCT of the match and will not interfere in the traditional role of the umpires.
- g. Umpires will wear the following dress during the match:
 - a. Black hat/cap
 - b. Black Jacket
 - c. Black dress trousers
 - d. Coloured shirt (Provided by PCB)
 - e. White/black/grey socks
 - f. Black shoes

2.6 Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

2.7 Fitness for play shall apply along with the following;

2.7.1 It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal. The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

2.8 Suspension of play in dangerous or unreasonable circumstances shall be replaced by the following;

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.

- a) 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.

- b) 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 dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.
- c) The Umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- d) 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.
- e) 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 unreasonable or dangerous for play to take place.
- f) 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.
- g) Where play is suspended as per 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 authority.

2.8.1. If in the opinion of the umpires, natural light is deteriorating to an unfit level, they shall allow the ground authority to use the lights (If available and decided prior to the match) (Ref. Almanac)

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

Light Meters

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

2: All light meters shall be uniformly calibrated.

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 of bench mark.

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.

Referees should be informed first and consulted in Ground, Weather & Light decisions that bring abandonment of play or in times of lengthy delays.

Day Night matches

1: Pads and players' and umpires' clothing shall be coloured. The colour of the pads and clothing of the players shall be similar.

2: Sight screens will be black.

Advertising on grounds, perimeter boards and sightscreens

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.

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.

Under Signals 2.13:

The following signal is for Level 4 player conduct offences. The signal has two parts, both of which should be acknowledged separately by the scorers.

- | | |
|-----------------|--|
| Level 4 conduct | Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it. |
| | Part 2 - by raising an index finger, held at shoulder height, to the side of the body |

LAW 3: THE SCORERS

Law 3 The Scorer shall apply

The scorers (in televised matches) shall frequently check to ensure that their records agree. They may agree with the umpires, at least at every interval, other than drinks intervals, and at the conclusion of the match, the runs scored the wickets that have fallen and, where appropriate, the number of overs bowled. See Law 2.15 (Correctness of scores). It is compulsory for the umpires to check the score sheet/book at the end of the day's play or at the conclusion of the match.

Law 4: The Ball

In addition to the Law 4 below shall be followed ;

Cricket Balls

All participating teams shall purchase their requirement of cricket balls from concerned manufacturers as per instructions issued by the PCB:

- I. Province / City Association will approach the manufacturer with a written request of their requirement with a copy to the PCB.
- II. Manufacturer will issue cricket balls as per request and will inform PCB in writing.
- III. Teams Coaches are required to maintain a stock of at least six balls of varying wear of the same make as replacement balls, to be inspected by umpires before the start of match failing which a fine of Rs.5,000/- may be imposed by Match Referee. Match Referee shall ensure that the minimum number (6) of used balls is available with both the teams.

Match Referee shall ensure that the minimum number (6) of used balls is available with both the teams.

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.

4.5 - Ball lost or becoming unfit for play

4.5 shall be replaced by the following:

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.
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.
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.

Law 5: The Bat

Law 5 The Bat, shall apply with the following

5.1.1 The bat consist of two parts, a handle & a blade

5.2 The handle

The handle is to be made principally of cane and/or wood.

The part of the handle that is wholly outside the blade is defined to be the upper portion of the handle. It is a straight shaft for holding the bat.

The upper portion of the handle may be covered with a grip.

5.3 The blade

The blade comprises the whole of the bat apart from the handle as defined in clause 0 .

The blade shall consist solely of wood.

Law 6: The Pitch

6.3 - Selection and preparation

The following will apply in addition to Law 6.3:

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).
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.

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

6.4 - Changing the pitch

1. 6.4 shall be replaced by the following:

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

- B. The on-field umpires and Match Referee shall consult with both captains.
 - C. If both the captains agree to continue, play shall resume.
 - D. 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.
2. 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 **(prematurely terminated matches)**.
 - 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.
 - c) 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 **Start of play; cessation of play** and **Innings** below.
 - d) Throughout the above decision-making processes, the PCB Match Referee shall keep informed both captains and the head of the ground authority. the head of the ground authority shall ensure that suitable and prompt public announcements are made.

Law 7: The Creases

7.3 - The Popping Crease

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

Additional Crease Markings

The following shall apply in addition to Law 7:

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/dark blue at each end of the pitch.

Law 8: The Wickets

8.2 Size of stumps

The following shall apply in addition to Law 8.2:

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

2: LED Wickets the use of LED Wickets/Bails is permitted.

8.3 Dispensing with bails

The umpires may agree to dispense with the use of bails, if necessary. If they so agree, then no bails shall be used at either end. The use of bails shall be resumed as soon as conditions permit.

Law 9: Preparation and Maintenance of the Playing Area

9.1 - Rolling

The following shall apply in addition to Law 9.1:

- A) 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.
- B) 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.
- C) An absorbent roller may be used to remove water from the covers including the cover on the match pitch if available.

9.6 - Maintenance of foot-holes

The following shall apply in addition to Law 9.6:

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.

Protection and preparation of adjacent pitches during matches

1. 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:
2. Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.
3. 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.
4. The preparation work shall be carried out under the supervision of the fourth umpire (if appointed).
5. 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.
6. 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.

9.5 Re-marking creases

9.5 shall apply with the following;

Creases shall be re-marked whenever either umpire considers it necessary during the any intervals including drink intervals.

Law 10: Covering the pitch

10.1 - Before the match

The following shall apply in addition to Law 10.1:

- a) The use of covers before the match is the responsibility of the Ground Authority and may include full covering, only the identified covers as indicated day before shall be used in the match
- b) The pitch shall be entirely protected against rain up to commencement of play.

10.2 - During the match

Law 10.2 shall be replaced by the following:

- a) The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match.
- b) 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.

Law 10.2.2 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.

10.3 - Removal of covers

Law 10.3 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.

Law 11: Intervals

11.1 An interval

The following shall be classed as intervals.

- Intervals between innings.
- Intervals for meals.
- Intervals for drinks.
- Any other agreed interval.

Only these intervals shall be considered as scheduled breaks for the purposes of clause Error! Reference source not found..

11.2 Duration of interval

There shall be a 45 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.3 Allowance for interval between innings

Law 11.3 of the Laws of Cricket shall not apply.

11.4 Changing agreed times of intervals

11.4.1 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.

11.4.2 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.

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

11.4.3.1 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.

11.4.3.2 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).

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

11.4.4 If at the time of the scheduled interval, the team batting second has lost eight (8) wickets or requires no more than 25 runs to win, play shall continue until a result has been achieved, unless the players otherwise have cause to leave the field of play.

Note: In addition to clauses 0, 0 and 0 above, the length of the Interval may be reduced by the Match Referee should exceptional circumstances arise.

11.5 - Intervals for drinks

Two drinks break per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 11.8 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 –

Law 12: Start of Play; Cessation of Play

Match timings shall be mentioned at the tournament schedule.

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:

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

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

12.2.3 All third umpire referrals and consultations;

12.2.4 Time wasting by the batting side; and

12.2.5 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.

Law 13: Innings

Law 13 shall apply subject to the following

13.1 - Number of innings

13.1 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.

Length of Innings

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. **If it has been decided from the start of the tournament that the interval will be of 30 minutes then it will remain 30 minutes even first innings overruns from the scheduled time.** 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).

Delayed or Interrupted Matches

- (a) Delay or Interruption to the Innings of the Team Batting First (see Appendix 1A)
 - (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 has 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).

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.

13.4 – The toss

13.4 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 PCB Match Referee / Umpire(s) if match referee is not appointed, who shall supervise the toss. The toss shall take place not earlier than 30 minutes and no 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).

13.5 Decision to be notified

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the match referee/umpires of this decision. Once notified, the decision cannot be changed.

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

Only Pakistani coins are permitted for toss.

Law 14: Follow-on shall not apply

Law 15: Declaration and Forfeiture shall not apply

Law 16: The Result

Law 16 shall apply subject to the following:

16.2 - A win - one innings match

Law 16.2 shall apply in addition to the following:

1. Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 16.3), 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.
2. Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 16.3), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

Walk over/Awarding of Match

- a) A team shall be deemed to have given a walk over if:
 - I. It fails to turn up on the ground on the first day within the starting time of the match.
 - II. It turns up on the ground on the first day on scheduled time but refuses to start the match before or after the toss on one pretext or the other. The umpires/PCB match referee shall wait till the scheduled time of toss and inform the opposing captain about the situation.
 - III. The umpire(s) and PCB match referee will consider all the possible facts/reasons before conveying the final decision by the PCB match referee.
- b) A team shall be deemed to have lost a match if it has started the match but during the match refuses to continue it on one pretext or the other. Then umpires shall immediately inform the match referee and the opposing captain about the situation. The umpires and match referee may wait up to 30 minutes (Playing Time) to allow the refusing team to reconsider its decision.

The umpire(s) and PCB match referee will consider all the possible facts/reasons before conveying the final decision by the PCB match referee.
- c) In case of a walk over or if a team refuses to play, the points scored by the defaulting team during the tournament will be nullified and the team will be scratched from the tournament and banned for up to five years to participate in any PCB organized/permitted tournament. In addition a fine of Rs.100,000/- shall be imposed.

16.5 (a) - A Tie

The following shall apply in addition to Law 16.5 (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.

1: Prematurely Terminated Matches - Calculation of the Target Score

1.1 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 Stern (DLS)** method. The target set will always be a whole number and one run less will constitute a Tie.

1.2 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 DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.8 - Correctness of result

Any query on the result of the match as defined in Laws 16.2, 16.3, 16.5, 16.8 and 16.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

Points

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:-

- i. The team with the most number of wins.
- ii. If still equal then the team which has lesser number of defeats.
- iii. If still equal then the team with the highest net run rate.

Note: In a match declared as no result, run rate shall not be applicable for that particular match.

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:

i. **Semi Final Tied:**

In case a semi-final match is tied, then the teams shall compete in a Super Over to determine which team progresses to the Final. Refer attached Appendix 6.

If following a tie, weather conditions prevent the Super Over from being completed, then the team which proceeds to the Final will be decided in the following order of priority.

1. The team that finished in the higher position in the Group stage.
2. If still equal, then the team with the higher number of points in the Group stage.
3. If still equal, then the team with the higher number of wins in the Group stage.
4. If still equal, then the team with the higher net run rate in all matches (both Group stage and quarter-final, if played).

ii. **Semi Final Washed Out:**

In case a semi-final match is washed out or due to any other interruption (beyond human control), no result is achieved, then the team which proceeds to the Final will be decided in the following order of priority.

1. The team that finished in the higher position in the Group stage.
2. If still equal, then the team with the higher number of points in the Group stage.
3. If still equal, then the team with the higher number of wins in the Group stage.
4. If still equal, then the team with the higher net run rate in all matches (both Group stage and quarter-final, if played).

Final

- In the event of a tied final, the teams shall compete in a Super Over to determine which team is the winner. Refer attached Appendix 6.
- If following a tie, weather conditions prevent the Super Over from being completed, or if the match is abandoned or a no result, the teams shall be declared joint winners and the prize money would be shared equally between the two competing teams.

16.9 Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match, the result cannot thereafter be changed.

Law 17: The Over

17.2: Start of an over

An over has started when the bowler starts his run-up or, if there is no run-up, starts his action for the first delivery of that over.

17.5: Umpire miscounting

The following shall apply in addition to Law 17.5:

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

Penalty for not achieving over rate

Penalty for the number of overs bowled short shall be determined as per details mentioned under Appendix -2, clause 4.2 (Table) of the Code of Conduct for players and players support personnel in accordance with the playing format.

Note:

- i. The umpires and Match Referees are authorized to assess the time (that was wasted by the batsmen deliberately) in arriving at the number of overs short.
- ii. The batsmen will not leave their respective creases for consultations with each other during the over in progress. They may proceed for consultations in between the overs provided that both the batsmen are back in their respective creases when the bowler is ready to start his bowling run up.
- iii. For purpose of all calculations, a part of an over shall be counted as full over except when calculating run rate then actual number of overs will be counted.

Law 18: Scoring Runs shall apply

Law 18 Scoring Runs shall apply

18.5 Deliberate short runs

Note: No Report considered

Law 19: Boundaries

19.1 – Determining the boundary of the field of play

The following shall apply in addition to 19.1:

- (a) The ground authorities will ensure clear and if possible secure demarcation of boundary line by roping of entire playing area. The boundary shall be the fence or a rope inside the fence.
- (b) 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.
- (c) On large grounds 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.
- (d) 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.

19.2: Identifying and marking the boundary

19.2.1 All boundaries must be designated by a rope, or similar object of a minimum standard as authorised by the PCB from time to time.

19.2.2 If the boundary is marked by means of an object that is in contact with the ground the boundary will be the edge of the grounded part of the object which is nearest the pitch.

19.2.3 An obstacle within the field of play shall not be regarded as a boundary unless so determined by the umpires before the toss.

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

19.4 Ball grounded beyond the boundary

19.4 shall apply

19.5 Fielder grounded beyond the boundary

19.5 shall apply

LAW 20: DEAD BALL

Law 20 shall apply subject to the addition of the following;

20.4 – Umpire calling and signalling 'Dead Ball'

20.4 The following shall apply in addition to 20.1:

- A)** In a match where cameras are being used on or over the field of play (e.g. Spidercam), 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 will be applicable. 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.

- B)** On field umpires are entitled to check with third Umpire in this respect. If this consultation results in evidence been found of contact then the above **A** 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.

20.4.2.5 Shall also apply

The striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.

LAW 21: NO BALL

Law 21: No Ball shall apply

21.2 Fair delivery – the arm

For a delivery to be fair in respect of the arm the ball must not be thrown.

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 instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signaling No ball if he/she considers that the ball has been thrown.

21.3 Ball thrown or delivered underarm – action by umpires

Shall report to the Match Referee.

Illegal Bowling Action

Note: If any bowler is reported two times in a season, he will be banned till the clearance from the National Cricket Academy.

21.9 shall be followed.

21.10 Ball bouncing over the head of striker

21.10 shall be replaced by "The umpire shall call and signal Wide Ball."

21.16 Runs resulting from a No ball – how scored

21.16 shall also apply

Law 22: Wide ball

22.1- Judging a Wide

Law 22 shall apply with the following addition to 22.1:

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.

Law 23: Bye and Leg bye

Law 23 shall apply.

Law 24: Fielder's absence; substitutes

24.1.1 Shall be amended as follow:

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.

24.2 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 24.4 as modified). The umpire shall give consent such as soon as practicable.

If the player is absent from the field, the following restrictions shall apply to their future participation in the match:

If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

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 penalty 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.

1: 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 penalty 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.

2: For the purposes of 1 above, 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 penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

3: 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.

4: 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.

5: The restriction 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).

6: 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).

24.1.2 Shall be replaced by the following

A substitute shall not bowl, act as captain or act as a wicket –keeper.

24.4 Player returning without permission

Note: No Report considered

Law 25: Batsman’s innings; runners

Law 25 shall be applied

25.5 Runners

Runners shall not be permitted in the matches.

Law 26: Practice on the Field

Law 26 shall apply subject to the following:

26.1 – Practice on the pitch or the rest of the square

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

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

26.3 – Practice on the Outfield between the call of play and the call of time

26.3 shall apply and shall be replaced with the following:

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

26.4 Penalties for contravention

Note: No Report considered

Law 27: The wicket-keeper

Law 27 shall apply

Law 28: The fielder

Law 28 shall apply subject to the following:

28.1 – Protective equipment the following shall apply in addition to Law 28.1:

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.

28.2 Fielding the ball

Note: No Report considered

28.3 Protective helmets belonging to the fielding side

Note: 28.3 – In all cases No report considered

Restrictions on the placement of fieldsmen

1. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
2. in addition to the restriction contained in clause 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.
3. the following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. the semi-circles shall have as their centre the middle stump at either end of the pitch. the radius of each of the semi-circles shall be 30 yards (27.43 metres). the semi-circles shall be linked by two parallel straight lines drawn on the field. (refer attached appendix 4). 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.
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

5. If play is interrupted during an innings and the table in 4 applies, the powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 5;

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

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

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.
7. The scoreboard shall indicate the current powerplay in progress.
8. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'no Ball'.

28.6 Movement by any fielder other than the wicket-keeper

26.6 shall apply

Law 29: The wicket is down

Law 29-The wicket is down shall apply

Law 30: Batsman out of his/ ground

30.1.2 Shall apply with following

However, a batsman shall not be considered to be out of his/her ground if, in running or diving towards his/her ground and beyond, and having grounded some part of his/her person or bat beyond the popping crease, there is subsequent loss of contact between the ground and any part of his/her person or bat, or between the bat and person.

Law 31: Appeals

Law 31 shall apply.

Law 32: Bowled

Law 32 shall apply

Law 33: Caught

Law 33 shall apply including the following

The ball can be caught after it strikes a helmet worn by a fielder or the wicket-keeper. Helmet will be deemed as part of the fielder's person.

Note: A catch (or stumping) can be taken after the ball has struck the helmet, or the ball is lodged in the helmet.

Law 34: Hit the ball twice

Law 34 shall apply

Law 35: Hit wicket

Law 35 shall apply

Law 36: Leg before wicket

Law 36 shall apply

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 41.14 shall also apply.

Law 38: Run out

Law 38 shall apply

Law 39: Stumped

Law 39 shall apply.

Law 40: Timed out

Law 40 shall apply

Refer also to 41.10 Batsman wasting time

Law 41: Unfair play

41.1 Fair and unfair play– Responsibility of captains

The captains are responsible for ensuring that play is conducted within The Spirit of Cricket, as described in The Preamble – The Spirit of Cricket, as well as within the Laws.

41.2 Fair and unfair play – responsibility of umpires

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by the Laws, to be unfair he/she shall intervene without appeal and, if the ball is in play, call and signal Dead ball and implement the procedure. Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by the Laws. 41

41.3 The match ball – changing its condition

41.3 shall be replaced with the following:

Procedure in case of identification

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.

Clause 1: If it is possible for the umpires/referee to identify the player(s) responsible:

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

Additionally the bowler's end umpire shall:

b) Award 5 penalty runs to the batting side.

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

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

e) Together with the other **umpire shall 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**.

Procedure in case of non-identification

Clause 2: If it is not possible for the umpires/referee to identify the player(s) responsible:

- a) Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
- b) The bowler's end umpire shall issue the captain with first and final **official** warning (Ref Almanac & COC), and
- c) Advise him that should there be any further incident by that team during the remainder of the match, steps **clause 1**) to e) above will be adopted, with the captain deemed under e) to be the player responsible. The captain in the match shall be treated under the "Identification" procedure.

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.

Note: Umpires must **officially** report to the Match Referee.

PCB will get the ball examined 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.

41.4 Deliberate attempt to distract striker shall apply

41.4 shall apply

Note: May Report to Match Referee

41.5 Deliberate distraction, deception or obstruction of batsman

Note: May Report to Match Referee

41.5 shall apply

41.6 Bowling of dangerous and unfair short pitched deliveries

41.6 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 ball is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the 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 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- e) For the avoidance of doubt any fast short-pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short-pitched deliveries in that over.
- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in (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 one 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 by the same 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 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.

Note: May Report to Match Referee

41.7 Bowling of dangerous and unfair non-pitching deliveries

41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately 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 by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.7.2 Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall:

- call and signal No ball
- When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

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

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally the umpire shall:

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the PCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.7.3 The warning sequence in clauses 41.7.1 and 41.7.2 is independent of the warning and action sequence in clause 41.6.

Note: May report to the PCB match referee

41.7.4

If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall:

- Immediately call and signal No ball.
- When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

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

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the PCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

Note: Shall Report to the PCB match referee

41.8 Bowling of deliberate front-foot No ball

If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he shall:

- Immediately call and signal No ball.
- When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

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

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- Report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the PCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

Note: Must Report to Match Referee

41.9 – Time Wasting by the Fielding Side

41.9 shall apply subject to law 41.9.3 being replaced by the following:

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

- a. Call and signal dead ball if necessary, and;
- b. Award 5 penalty runs to the batting side (see 41.18).
- c. Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d. If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the code of conduct. In such circumstances the captain and, if necessary, members of the team concerned will be charged.

Note: May Report to Match Referee

41.10 – Batsman Wasting Time

41.10 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 41.10 shall apply. in addition, 41.10.3 shall be replaced by the following:

- i. If either umpire considers that there is any further waste of time by any batsman in that innings, the umpire concerned shall:
 - a. Call and signal dead ball if necessary, and;
 - b. Award 5 penalty runs to the fielding side (see law 41.18).
 - c. Inform the other umpire, the other batsman and as soon as possible the captain of the fielding side of what has occurred. in addition, if the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the code of conduct. in such circumstances the batsman concerned will be charged.

Note: May Report to Match Referee

41.11 The protected area

41.11 shall apply

41.12 Fielder damaging the pitch

42.12 shall apply

In addition, the umpires **shall** report the incident to the PCB Match referee under the PCB code of conduct.

Note: Must Report to Match Referee

41.13 Bowler running on protected area

41.13 shall apply

In addition, the umpires **may** report the incident to the PCB Match Referee under the PCB code of conduct.

Note: May Report to Match Referee

41.14 Batsman damaging the pitch

41.14 shall apply

In addition, the umpires shall report the incident to the PCB Match Referee under the PCB code of conduct.

Note: Must Report to Match Referee

41.15 Striker in protected area

41.15 shall apply

In addition, the umpires shall report the incident to the PCB Match Referee under the PCB code of conduct.

Note: Must Report to Match Referee

41.16 Non-striker leaving his ground early

If the non-striker is out of his ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one in the over.

If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

41.17 Batsmen stealing a run

42.17 shall apply, subject to 42.16 last paragraph being replaced by the following:

In addition, the umpires may report the incident to the PCB Match Referee under the PCB code of conduct.

Note: May Report to Match Referee

41.18 Penalty runs

41.18 shall apply

LAW 42: PLAYERS' CONDUCT

42.1 Serious misconduct

The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in clause 0. These offences correspond with Level 4 offences in the PCB Code of Conduct. Level 1 to Level 3 offences continue to be dealt with separately under the PCB Code of Conduct.

If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. The umpires may also consult with the third umpire and the match referee, who may review any audio or video replays to confirm whether an offence has been committed. If so, the umpires shall then apply the related sanctions.

If the offence is committed by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batsmen at the wicket may not deputize for their captain.

42.2 Level 4 offences and action by umpires

42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire
- physically assaulting a player or any other person
- committing any other act of violence.

42.2.2 If such an offence is committed, 0 to 0 shall be implemented.

42.2.2.1 The umpire shall call Time.

42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

42.2.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired – out at the commencement of any subsequent innings in which his team is the batting side.

42.2.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

42.2.2.3.2 If the offending player is a batsman he is to be recorded as Retired – out in the current innings, unless he has been dismissed under any of clauses **Error! Reference source not found.** to **Error! Reference source not found.**, and at the commencement of any subsequent innings in which his team is the batting side. If no further batsman is available to bat, the innings is completed.

42.2.2.4 As soon as practicable, the umpire shall:

- award 5 Penalty runs to the opposing team
- signal the Level 4 penalty to the scorers
- call Play.

42.2.2.5 The umpires shall then report the matter to the PCB Match Referee under the PCB Code of Conduct.

42.3 Captain refusing to remove a player from the field

42.3.1 If a captain refuses to carry out an instruction under 0, the umpires shall invoke clause **Error! Reference source not found.** (Umpires awarding a match).

42.3.2 If both captains refuse to carry out instructions under 0 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in clause **Error! Reference source not found.** and there shall be no result under clause **Error! Reference source not found.**

42.4 Additional points relating to Level 4 offences

42.4.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, clause **Error! Reference source not found.** shall apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.

42.4.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 0.

Use of Electronic Communications Equipment

- i) The use of electronic communication devices during the match by the players and player's support personnel shall not be permitted.
- ii) During the match neither umpires are allowed to use mobile/palmtop/laptop or any communication device.
- iii) Only Managers of the teams will be allowed to use mobile phones during the match.

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	420 minutes(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 **1A**

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

APPENDIX 2A

Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix 1B) _____ (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 2B

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)

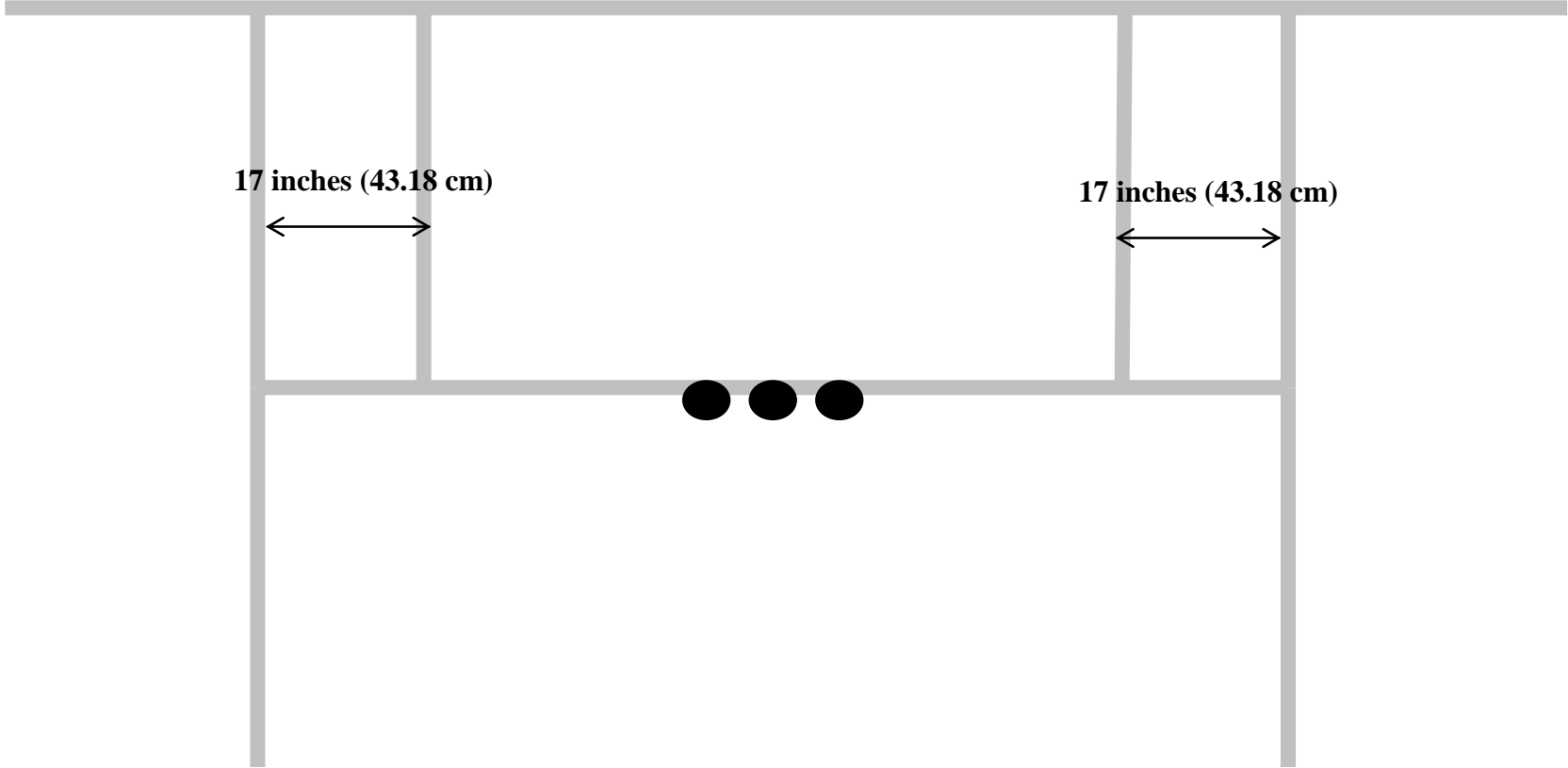
Amended cessation time of innings [D + (K – C)] _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5] _____ overs

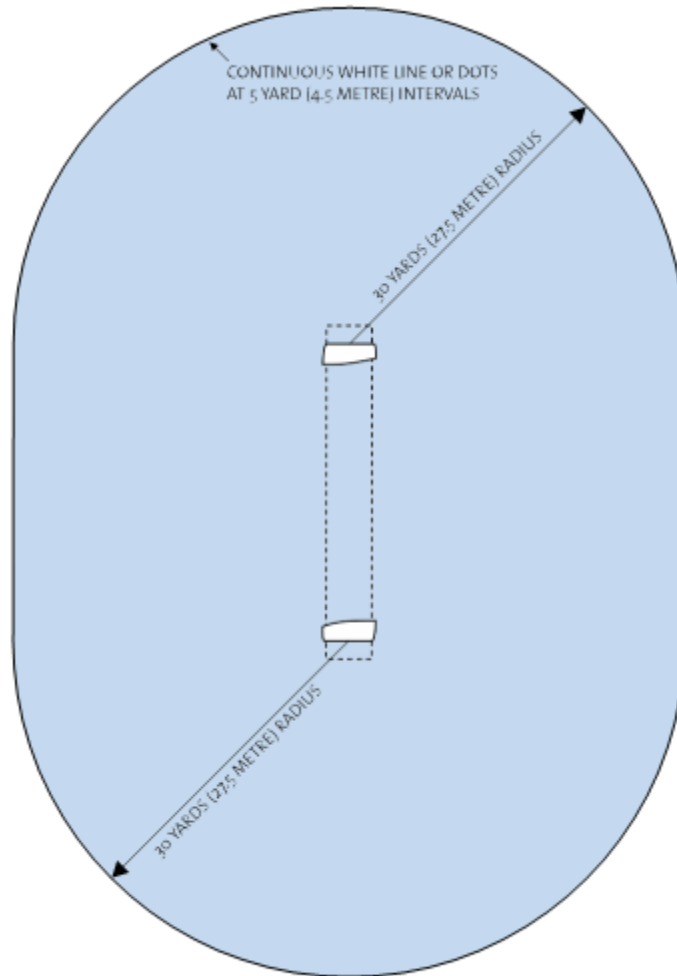
Duration of Powerplay overs (initial, batting side) _____ + _____ + _____

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

bereviewed 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.

LAW 41.5 DELIBERATE DISTRACTION, DECEPTION OR OBSTRUCTION OF BATSMAN

The on-field umpires are also entitled to refer a decision to the third umpire which involves fielder obstructing/distracting batsmen deliberately. The protocol to be followed will be through two way radio communication. The TV umpire may initiate contact with the on field umpires by two way radio if TV coverage shows an infringement or incidence which is conclusive, before the next delivery. The final decision (whether conclusive or inconclusive) shall be made by the on field umpire (Bowling end Umpire) as per the advice from the TV 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 two way radio shall apply.

7 NO BALLS(ALL TYPE OF 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 21.2 when deciding whether a no-ball should have been called.

APPENDIX 6

Procedure for the Super Over

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

- 1 Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the PCB Match Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 2 The amount of extra time allocated to the Super Over is the greater of (a) the extra time allocated to the original match less the amount of extra time actually utilised and (b) the gap between the actual end of the match and the time the original match would have been scheduled to finish had the whole of the extra time provision been utilised. Should play be delayed prior to or during the Super Over once the playing time lost exceeds the extra time allocated, the Super Over shall be abandoned. See clause 15.
- 3 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the PCB Match Referee.
- 4 The umpires shall stand at the same end as that in which they finished the match.
- 5 In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 6 Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- 7 Any penance time being served in the main match shall be carried forward to the Super Over.
- 8 Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 match.
- 9 The team batting second in the match will bat first in the Super Over.
- 10 The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
- 11 The loss of two wickets in the over ends the team's one over innings.
- 12 In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the D/L method, clause 14 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- 13 If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- 14 If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

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

Ball 2	0	1
Ball 1	2	6

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

Extra Time for the Tied Match:

If a match is tied and finishes beyond the scheduled cessation time (without interruption in the match) and for any reason Super Over could not start in 10 minutes the umpires will wait 15 minutes from the time where original match was finished.

Example 1:

Scheduled cessation time 5 pm. Match finishes 5.10 pm. suddenly rain starts, then umpires will wait till 5.25 pm.

If a match is tied and finishes before the scheduled cessation time (without interruption in the match) and for any reason Super Over couldn't start in 10 minutes then umpire will utilise remaining time which left before the scheduled cessation time and then with add 15 minutes extra time.

Example: 2

Scheduled cessation time is 5 pm. Match finishes 4.50 pm. Due to rain match couldn't start. Now umpires will wait till 5.15 pm.

If a match is tied and finishes beyond the scheduled cessation time (interruption occurs during the match). Then no extra time will be given (15 minutes).

Example: 3

For any reason match delay started. 30 minutes lost due to any reason. We already use 15 minutes as extra time. Our original scheduled cessation time was 5 pm but now our rescheduled cessation time is 5.15 pm. Extra time is already has been used so now we can't use for the purpose of Super Over. So even this game is finished 5.10 still we will wait or need to start the match within 10 minutes from the ending time of the original match.

Note: For the avoidance of doubt in non- interrupted games we will use 15 minutes extra time for the Super Over, even the original match overran from the scheduled cessation time.

If original match is interrupted and 15 minutes extra time has already been used then for the Super Over no extra time would be available whether game finishes before the rescheduled cessation time or after that.

Haroon Rashid
Director Cricket Operations
Dated _____2019