



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

INTRODUCTION

These playing conditions are applicable to all **Pakistan Junior League (PJP)** matches and supersede any previous playing conditions applicable to **PJP**.

Note: *For the purposes of these Playing Conditions*, all references to 'Governing Body responsible for the match' within the Laws of Cricket shall be replaced by 'PJP Match Referee'.

1: The Players

1.1 - Number of Players

A match is played between two sides, each of eleven players, one of whom shall be captain.

1.2 – Nomination and Replacement of Players

- 1.2.1 Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the PJP Match Referee before the toss. No player (member of the playing eleven) may be changed after the toss and before the commencement of the match without the consent of the opposing captain.

Note: No player shall be changed after the Call of Play except 1.2.7 (Concussion replacement)

- 1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match (subject to clause 1.2.6), unless the PJP Match Referee, in exceptional circumstances, allows subsequent additions.
- 1.2.3 All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and have been included in the teams registered squad of players as announced to PCB per the Player Regulations and by such nomination the nominees shall warrant that they are so eligible.
- 1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable PCB and PJP Regulations and in particular, the Clothing and Equipment Regulations, the PJP Code of Conduct for Players and Player Support Personnel (hereafter referred to as the PJP Code of Conduct), the PCB Anti-Racism Code, the PCB Anti-Doping Code and the PCB Anti-Corruption Code for Participants.
- 1.2.5 Each captain shall nominate 11 players plus a maximum of 4 substitutes in writing to the PJP Match Referee before the toss. Each playing ELEVEN shall comprise of at least 7 and not more than 8 local players and at least 3 or at most 4 foreign players. No more than 4 overseas players can be on the field at any time during the match. Thus, if the team names the maximum 4 overseas players in its playing eleven, an overseas player may only take the field as a substitute fielder if the player that he is replacing is an overseas player.

Note: In case of concussion replacement, local player shall replace overseas player but overseas player shall not replace local player.

Covid Outbreak

- 1.2.5.1 If a team suffers from a covid19 outbreak then in coordination with the PJP Match Referee, each captain shall ascertain the number of players that have tested negative.

- 1.2.5.2 If the captain so ascertains that up-to 13 players in the squad are negative for covid19, then the suffering team must play the match.

- 1.2.5.3 If the captain so ascertains that the team does not have 13 players that are negative for covid19, then the captain in coordination with the PJP Match Referee, can use the team's reserve players to get the squad up-to 13 players.

- 1.2.5.4 If even after including reserve players a team is unable to form a squad of 13 players, then the match is to be either postponed or called off.

Note: In case of a covid19 outbreak, where it is not possible for the captain to comply with clauses 1.2.1 and 1.2.5 in light of the squad available that has tested negative, then only to the extent it is not



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

possible to comply with the clauses, they shall not be applicable with respect to formation and composition of the playing 11.

1.2.6 *If the team names less than 4 Overseas players in its playing eleven, Overseas players may only enter the field of play as substitute fielders to the extent that by doing so, they do not take the total number of Overseas players representing that team on the field to more than 4.*

1.2.7 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:

1.2.7.1 be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

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

A player who has been suspended from participating in a match shall, from the toss of the coin and for the remainder of the match thereafter, be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in 1.2.7.2 (for example, the player is not permitted to enter the on-field 'dug-out').

Note: *If Coach/Manager or Support personnel has been suspended, then he would not be allowed even to sit in the dressing room. Replacement is allowed.*

Concussion Replacement

If a player sustains a concussion or suspected concussion as a result of a head or neck injury during the course of the relevant match, a Concussion Replacement may be permitted in the following circumstances:

1.2.7.3 the head or neck injury must have been sustained during play and within the playing area.

1.2.7.4 a concussion or suspected concussion must have been formally diagnosed by the Team Medical Representative;

1.2.7.5 the Team Medical Representative or Team Manager shall submit a Concussion Replacement Request to the PJP Match Referee on a standard form, which shall:

1.2.7.5.1 identify the player who has sustained the concussion or suspected concussion;

1.2.7.5.2 specify the incident in which the concussion or suspected concussion was sustained, including the time at which it occurred;

1.2.7.5.3 confirm that, following an examination, the Team Medical Representative believes or suspects that the player has sustained a concussion as a result of the incident specified in 1.2.7.5.2 above; and

1.2.7.5.4 identify the requested Concussion Replacement, who shall be a like-for-like replacement for the player who has sustained the concussion or suspected concussion.

This paragraph is subject to clause 1.2.5 and the Note following the clause.

1.2.7.6 The Concussion Replacement Request must be submitted as soon as possible after the incident specified in 1.2.7.5.2 if a Concussion Replacement is to be permitted.

1.2.8 The PJP Match Referee should ordinarily approve a Concussion Replacement Request if the replacement is a like-for-like player whose inclusion will not excessively advantage his team for the remainder of the match. In exceptional circumstances, where the Match Referee is satisfied that a like-for-like replacement is not possible in a manner that complies with clause 1.2.5, the Match Referee may approve the nominated Concussion Replacement notwithstanding the fact that for the remainder of the match the Playing Eleven shall not be in accordance with clause 1.2.5.

1.2.8.1 In assessing whether the nominated Concussion Replacement should be considered a like-for-like player, the PJP Match Referee should consider the likely role the concussed player would have played during the remainder of the match, and the normal role that would be performed by the nominated Concussion Replacement.

1.2.8.2 If the PJP Match Referee believes that the inclusion of the nominated Concussion Replacement, when performing their normal role, would excessively advantage their team, the Match



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

Referee may impose such conditions upon the identity and involvement of the Concussion Replacement as he/she sees fit, in line with the overriding objective of facilitating a like-for-like replacement for the concussed player.

1.2.8.3 The PJP Match Referee may, in reviewing a Concussion Replacement Request made in accordance with clause 1.2.7.5, request any such further information as may be required in order to make the determination required under clauses 1.2.8.1 and 1.2.8.2.

1.2.9 The decision of the PJP Match Referee in relation to any Concussion Replacement Request shall be final and neither team shall have any right of appeal.

1.2.10 Once the Concussion Replacement has been approved by the PJP Match Referee, the replaced player shall play no further part in the match.

1.2.11 Both the Concussion Replacement and the replaced player shall be considered to have played in the match for records and statistical purposes.

Note: Concussion Replacement can be taken from the team's entire squad.

1.3 Captain

1.3.1 If at any time the captain is not available, a deputy shall act for him.

1.3.2 If a captain is not available to nominate the players, then any person associated with that team may act as his deputy to do so. See clause 1.2.

1.3.3 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 Playing Conditions, including at the toss. See clause 13.4 (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.

Note: If the 'T-20 Team Captain' plays in a match without being the nominated captain for that match, he will be deemed to be the captain should any penalties be applied for changing the condition of the ball (non-identification)-(if already warned under the PJP Code of Conduct/Playing Conditions).

2 THE UMPIRES

2.1 Appointment and attendance

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

2.1.1 The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least two hours before the scheduled start of play.

2.1.2 PCB shall establish a panel of International/PCB First Class contracted umpires who shall officiate at PJP Matches.

2.1.3 PCB shall appoint both umpires to stand in each match. Such umpires shall be selected from the group referred to in paragraph 2.1.2

2.1.4 **PCB shall appoint the on-field, third and fourth umpires for all the PJP matches. The fourth umpire shall act as the emergency on-field umpire.**

2.1.4.1 The playing conditions governing the use of the DRS and the third umpire are included in Appendix D.

2.1.5 PCB shall also appoint a match referee for all matches.

2.1.6 Neither team will have a right of objection to the appointment of any umpire or match referee.

2.2 Change of umpire



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

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

Note: If any of the on field umpire gets sick, ill or injured, then it shall be the discretion of Match Referee whether to replace with the TV umpire or Reserve umpire.

2.3 Consultation with Relevant Ground Authority

Before the match, the umpires shall consult with the relevant ground authority of the Venue to determine;

- 2.3.1 the balls to be used during the match. See clause 4 (The ball).
- 2.3.2 the hours of play and the times and durations of any agreed intervals.
- 2.3.3 which clock or watch and back-up time piece is to be used during the match.
- 2.3.4 the boundary of the field of play. See clause 19 (Boundaries).
- 2.3.5 the use of covers. See clause 10 (Covering the pitch).
- 2.3.6 any special conditions of play affecting the conduct of the match.

and inform the scorers of agreements in 2.3.2, 2.3.3, 2.3.4 and 2.3.6.

2.4 The wickets, creases and boundaries

Before the toss and during the match, the umpires shall satisfy themselves that

- 2.4.1 the wickets are properly pitched. See clause 8 (The wickets);
- 2.4.2 the creases are correctly marked. See clause 7 (The creases); and
- 2.4.3 the boundary of the field of play complies with the requirements of clauses 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary).

2.5 Conduct of the match, implements and equipment

Before the toss and during the match, the umpires shall satisfy themselves that:

- 2.5.1 the conduct of the match is strictly in accordance with these Playing Conditions.
- 2.5.2 the implements used in the match conform to the following:
 - 2.5.2.1 clause 4 (The ball).
 - 2.5.2.2 externally visible requirements of clause 5 (The bat) and paragraph 1 of Appendix B.
 - 2.5.2.3 either clauses 8.2 (Size of stumps) and 8.3 (The bails).
- 2.5.3 no player uses equipment other than that permitted. See paragraph 2 of Appendix A. Note particularly therein the interpretation of 'protective helmet'.
- 2.5.4 the wicket-keeper's gloves comply with the requirements of clause 27.2 (Gloves).

2.6 Fair and unfair play

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

2.7 Fitness for play

- 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.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

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.

- 2.7.2 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- 2.7.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
- 2.7.4 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 dangerous and unreasonable for play to take place.

2.8 Suspension of play in dangerous or unreasonable circumstances

- 2.8.1 All references to ground include the pitch. See clause 6.1 (Area of pitch).
- 2.8.2 If at any time the umpires together agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence. 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 PJP Match Referee.
- 2.8.3 If circumstances are warranted, the umpires shall stop play and instruct the Ground Authority 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.
- 2.8.4 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

2.8.5 Light Meters

Light Meters are not used in PJP

2.8.6 Use of artificial lights

For the afternoon matches, PJP Match Referee and Umpires in consultation with the relevant ground authority will decide when the artificial lights will be switched on.

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

For the night matches, PJP Match Referee and Umpires in consultation with the relevant ground authority will decide when the artificial lights will be switched on at a suitable time before the toss.

In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather will apply.

- 2.8.7 When there is a suspension of play, it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.
- 2.8.8 The safety of all persons within the ground is of paramount importance to the PJP. In the event of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the PJP Match Referee, should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, PJP Match Referee, the head of the relevant Ground Authority, the head of ground security and/or the police as the circumstances may require.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- 2.8.9 Where play is suspended under clause 2.8.8 above the decision to abandon or resume play shall be the responsibility of the PJP Match Referee who shall act only after consultation with the head of ground security and the police.

2.9 Position of umpires

The umpires shall stand where they can best see any act upon which their decision may be required.

Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.

The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided he informs the captain of the fielding side, the striker and the other umpire.

2.10 Umpires changing ends

Shall not apply.

2.11 Disagreement and dispute

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also clause 31.6 (Consultation by umpires).

2.12 Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

2.13 Signals

2.13.1 The following code of signals shall be used by umpires.

2.13.1.1 Signals made while the ball is in play

No ball - by extending one arm horizontally.

Out - by raising an index finger above the head. (If not out, the umpire shall call Not out.)

Wide - by extending both arms horizontally.

Dead ball - by crossing and re-crossing the wrists below the waist.

2.13.1.2 When the ball is dead, the bowler's end umpire shall repeat the signals in clause 2.13.1.1, with the exception of the signal for Out, to the scorers.

2.13.1.3 The signals listed below shall be made to the scorers only when the ball is

dead. Boundary 4 - by waving an arm from side to side finishing with the arm across the chest. Boundary 6 - by raising both arms above the head. Bye - by raising an open hand above the head.

Five Penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.

Five Penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder.

Leg bye - by touching a raised knee with the hand.

Revoke last signal - by touching both shoulders, each with the opposite hand.

Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

Free Hit - after signaling the no ball, the bowler's end umpire extends one arm straight upwards and moves it in a circular motion.

Powerplay Over - by rotating his/her arm in a large circle.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

Strategic Time Out – by tapping the raised wrist

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.

2.13.1.4 All the signals in clause 2.13.1.3 are to be made by the bowler's end umpire except that for Short run, which is to be signaled by the umpire at the end where short running occurs. However, the bowler's end umpire shall be responsible both for the final signal of Short run to the scorers and, if more than one run is short, for informing them as to the number of runs to be recorded.

2.13.2 The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.

If several signals are to be used, they should be given in the order that the events occurred.

2.14 Informing the umpires

Wherever the umpires are to receive information from captains or other players under these Playing Conditions, it will be sufficient for one umpire to be so informed and for him to inform the other umpire.

2.15 Correctness of scores

Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.

The umpires shall ensure that they are able to contact the scorers at any time during the match and at its conclusion to address any issues relating to the correctness of scores.

3 THE SCORERS

3.1 Appointment of scorers

Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

3.2 Correctness of scores

The scorers shall frequently check to ensure that their records agree and consult with the umpires if necessary. See clause 2.15 (Correctness of scores).

3.3 Acknowledging signals

The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.

4 THE BALL

4.1 Weight and size

The ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

4.2 Approval and control of balls

4.2.1 PJP shall provide white cricket balls of an approved standard for T20 cricket and spare used balls for changing during a match, which shall also be of the same brand.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- 4.2.2 The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the PJP. The fourth umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.
- 4.2.3 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.
- 4.2.4 During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

4.3 New ball

- 4.3.1 One new ball shall be used at the start of each innings.

4.4 Ball lost or becoming unfit for play

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batsmen and the fielding captain.

Note: *Lost ball recovered even after one delivery may not be replaced immediately but may be used if another ball is lost or needs to be replaced.*

5 THE BAT

5.1 The bat

- 5.1.1 The bat consists of two parts, a handle and a blade.
- 5.1.2 The basic requirements and measurements of the bat are set out in this clause with detailed specifications in paragraph 1 of Appendix B.

5.2 The handle

- 5.2.1 The handle is to be made principally of cane and/or wood.
- 5.2.2 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.
- 5.2.3 The upper portion of the handle may be covered with a grip as defined in paragraph 1.2.2 of Appendix B.

5.3 The blade

- 5.3.1 The blade comprises the whole of the bat apart from the handle as defined in clause 5.2 and in paragraph 1.3 of Appendix B.
- 5.3.2 The blade shall consist solely of wood.

Note: *No artificial color other than normal wood color can be used in front of the bat's blade and on the bat's edges.*

5.4 Protection and repair

Subject to the specifications in paragraph 1.4 of Appendix B and providing clause 5.5 is not contravened,

5.4.1 solely for the purposes of either protection from surface damage to the face, sides and shoulders of the blade or repair to the blade after surface damage, material that is not rigid, either at the time of its application to the blade or subsequently, may be placed on these surfaces.

5.4.2 for repair of the blade after damage other than surface damage

5.4.2.1 solid material may be inserted into the blade.

5.4.2.2 The only material permitted for any insertion is wood with minimal essential adhesives.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- 5.4.3 to prevent damage to the toe, material may be placed on that part of the blade but shall not extend over any part of the face, back or sides of the blade.

5.5 Damage to the ball

- 5.5.1 For any part of the bat, covered or uncovered, the hardness of the constituent materials and the surface texture thereof shall not be such that either or both could cause unacceptable damage to the ball.
- 5.5.2 Any material placed on any part of the bat, for whatever purpose, shall similarly not be such that it could cause unacceptable damage to the ball.
- 5.5.3 For the purpose of this clause, unacceptable damage is any change that is greater than normal wear and tear caused by the ball striking the uncovered wooden surface of the blade.
- 5.5.4 To prevent damage to the toe, material may be placed on that part of the blade but shall not extend over any part of the face, back or sides of the blade which damage to the ball.

5.6 Contact with the ball

In these clauses,

- 5.6.1 reference to the bat shall imply that the bat is held in the batsman's hand or a glove worn on his hand, unless stated otherwise.
- 5.6.2 contact between the ball and any of 5.6.2.1 to 5.6.2.4
- 5.6.2.1 the bat itself
- 5.6.2.2 the batsman's hand holding the bat
- 5.6.2.3 any part of a glove worn on the batsman's hand holding the bat
- 5.6.2.4 any additional materials permitted under 5.4 shall be regarded as the ball striking or touching the bat or being struck by the bat.

5.7 Bat size limits

- 5.7.1 The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38 in/96.52 cm.
- 5.7.2 The blade of the bat shall not exceed the following dimensions:
- Width: 4.25in / 10.8 cm
- Depth: 2.64in / 6.7 cm
- Edges: 1.56in / 4.0cm.
- Furthermore, it should also be able to pass through a bat gauge as described in paragraph 1.6 of Appendix B.
- 5.7.3 The handle shall not exceed 52% of the overall length of the bat.
- 5.7.4 The material permitted for covering the blade in clause 5.4.1 shall not exceed 0.04 in/0.1 cm in thickness.
- 5.7.5 The maximum permitted thickness of protective material placed on the toe of the blade is 0.12 in/0.3 cm.

5.8 Categories of bat

- 5.8.1 Type A bats conform to clauses 5.1 to 5.7 inclusive.
- 5.8.2 Only Type A bats may be used in PJP matches.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

6 THE PITCH

6.1 Area of pitch

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centers of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. See clauses 8.1 (Description, width and pitching) and 7.2 (The bowling crease).

6.2 Fitness of pitch for play

The umpires shall be the sole judges of the fitness of the pitch for play. See clauses 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable conditions).

6.3 Selection and preparation

Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

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

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

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

6.3.2.2 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). Additionally, one sponsor representative from the home team will be present at the toss.

6.3.2.3 No spiked footwear shall be permitted.

6.3.2.4 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.

6.3.2.5 Access shall not interfere with pitch preparation.

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

6.4 Changing the pitch

6.4.1 If the on-field umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise the PJP Match Referee.

6.4.2 The on-field umpires and the PJP Match Referee shall then consult with both captains.

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

6.4.4 If the decision is not to resume play, the on-field umpires together with the PJP 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 authorize such repairs, the PJP 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.

6.4.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:

6.4.5.1 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 16.4.2.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- 6.4.5.2 In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.
- 6.4.6 If the abandonment occurs on the day of the match, the PJP Match Referee shall consult with the PJP Technical Committee with the objective of finding a way for a new match (including a new nomination of teams and toss) to commence on the same date and venue. Such a match may be played either on the repaired pitch or on another pitch, subject to the PJP Match Referee and the relevant Ground Authority both being satisfied that the new pitch will be of the required PJP 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 clause 12.
- 6.4.7 If it is not possible to start a new match on the scheduled day of the match, the PJP Technical Committee shall determine whether the match can be replayed within the existing league schedule.
- 6.4.8 Throughout the above decision making processes, the PJP 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.

6.5 Non-turf pitches

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

7 THE CREASES

7.1 The creases

The positions of a bowling crease, a popping crease and two return creases shall be marked by white lines, as set out in clauses 7.2, 7.3 and 7.4, at each end of the pitch. See paragraph 1 of Appendix C.

7.2 The bowling crease

The bowling crease, which is the back edge of the crease marking, is the line that marks the end of the pitch, as in clause 6.1 (Area of pitch). It shall be 8 ft 8 in/2.64 m in length.

7.3 The popping crease

The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. The popping crease shall be marked to a minimum of 15 yards/13.71 m on either side of the imaginary line joining the centers of the two middle stumps and shall be considered to be unlimited in length.

7.4 The return creases

The return creases, which are the inside edges of the crease markings, shall be at right angles to the popping crease at a distance of 4 ft 4 in/1.32 m either side of the imaginary line joining the centers of the two middle stumps. Each return crease shall be marked from the popping crease to a minimum of 8 ft/2.44 m behind it and shall be considered to be unlimited in length.

7.5 Additional Crease Markings

As a guideline to the umpires for the calling of wides on the offside, the crease markings detailed in paragraph 1 of Appendix C shall be marked in white/Black or dark blue at each end of the pitch.

8 THE WICKETS

8.1 Description, width and pitching

Two sets of wickets shall be pitched opposite and parallel to each other in the centers of the bowling creases. Each set shall be 9 in/22.86 cm wide and shall consist of three wooden stumps with two wooden bails on top. See paragraph 2 of Appendix B.

8.2 Size of stumps

The tops of the stumps shall be 28 in/71.12 cm above the playing surface and shall be dome shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical apart from the domed top, with circular section of diameter not less than 1.38 in/3.50 cm nor more than 1.5 in/3.81 cm. See paragraph 2 of Appendix B.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

PCB will 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.

8.3 The bails

8.3.1 The bails, when in position on top of the stumps,

- shall not project more than 0.5 in/1.27 cm above them.
- shall fit between the stumps without forcing them out of the vertical.

8.3.2 Each bail shall conform to the following specifications (see paragraph 2 of Appendix B).

Overall length 4.31 in/10.95 cm
Length of barrel 2.13 in /5.40 cm

Longer spigot 1.38 in/3.50 cm

Shorter spigot 0.81 in/2.06 cm.

8.3.3 The two spigots and the barrel shall have the same center line.

8.4 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. See clause 29.4 (Dispensing with bails).

8.5 LED Wickets

The use of approved LED Wickets is permitted. Refer also to paragraphs 3.8.1.5 and 4.2 of Appendix D.

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

9.1 Rolling

The pitch shall not be rolled during the match except as permitted in clauses 9.1.1 and 9.1.2.

9.1.1 Frequency and duration of rolling

During the match the pitch may be rolled at the request of the captain of the side batting second, for a period of not more than 7 minutes, before the start of the second innings.

9.1.2 Rolling after a delayed start

In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

9.1.3 Choice of rollers

If there is more than one roller available, the captain of the batting side shall choose which one is to be used.

The following provisions shall apply in addition to clause 9.1:

9.1.4 Prior to the scheduled time for the toss, the artificial drying of the pitch and outfield shall be at the discretion of the Ground Authority. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Ground Authority, 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.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- 9.1.5 The umpires may instruct the Ground Authority to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.
- 9.1.6 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

9.2 Clearing debris from the pitch

- 9.2.1 The pitch shall be cleared of any debris
- 9.2.1.1 between innings. This shall precede rolling if any is to take place.
- 9.2.2 The clearance of debris in clause 9.2.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.
- 9.2.3 In addition to clause 9.2.1, debris may be cleared from the pitch by hand, without sweeping and whenever either umpire considers it necessary.

9.3 Mowing

- 9.3.1 Responsibility for mowing
- 9.3.1.1 All mowing which are carried out before the match shall be the sole responsibility of the Ground Authority.

9.4 Watering the pitch

The pitch shall not be watered during the match.

9.5 Re-marking creases

Creases shall be re-marked whenever either umpire considers it necessary.

9.6 Maintenance of foot holes

The umpires shall ensure that the holes made by the bowlers and batsmen are cleaned out and dried whenever necessary to facilitate play.

The umpires shall allow, if necessary, the re-turfing of foot holes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

In addition, 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.

9.7 Securing of footholds and maintenance of pitch

During play, umpires shall allow the players to secure their footholds by the use of sawdust provided that no damage to the pitch is caused and that clause 41 (Unfair play) is not contravened.

9.8 Protection and preparation of adjacent pitches during matches

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

- 9.8.1 Such measures will only be possible if requested by the Ground Authority and approved by the umpires before the start of the match.
- 9.8.2 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.
- 9.8.3 The preparation work shall be carried out under the supervision of the fourth umpire.
- 9.8.4 The consent of the captains is not required but the umpires shall advise both captains and the PJP Match Referee before the start of the match on what has been agreed.

10 COVERING THE PITCH



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

10.1 Before the match

The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required.

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

However, the Ground Authority shall grant suitable facility to the captains to inspect the pitch before the nomination of their players and to the umpires to discharge their duties as laid down in clauses 2 (The umpires), 6 (The pitch), 7 (The creases), 8 (The wickets), and 9 (Preparation and maintenance of the playing area).

10.2 During the match

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

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

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

10.3 Removal of covers

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 1 hour 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.

11 INTERVALS

11.1 An interval

11.1.1 The following shall be classed as intervals.

- Intervals between innings.
- *Strategic Time-Outs*
- Any other agreed interval.

11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of clause

24.2.6.

11.2 Duration of interval

11.2.1 There shall be a 20 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. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. *The minimum time for the interval in an uninterrupted match will be 15 minutes.*

11.4.2 However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the PJP Match Referee may, at his discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes.



PAKISTAN JUNIOR LEAGUE (PJP) **T-20 PLAYING CONDITIONS**

11.4.3 Such discretion should only be exercised after determining the adjusted overs per side based on a 20-minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

11.5 Intervals for drinks

11.5.1 No drinks intervals shall be permitted.

11.5.2 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in clause 24.1.4).

11.6 Strategic Time-Outs

11.6.1 Only the fielding captain may request the time out of 3 minutes in each innings. (At the Start of 11th over to 15th over. After the completion of the 15th over time out will be applicable automatically if not requested earlier. Umpires and players must start to move back into their positions within 3 minutes in order to resume play when the countdown clock reaches zero seconds.

11.6.2 Drinks may be brought out on to the field during the time-out. No practice is allowed.

11.6.3 If there is a stoppage in play (whether for a wicket or injury or any other reason) during an over once a time-out has been requested pursuant to clause 11.6.5 below or the 11th or 15th over if the relevant time-out has not yet been taken, then the umpires shall, if they believe that it will speed up the game, not wait for the end of the over and may immediately call the time-out.

11.6.4 Time-out should be called by only fielding captain (as appropriate in accordance with clause 11.6.3) notifying one of the two on field umpires, before the bowler starts his run up to deliver the final ball of the over in progress. Any notification once the bowler has started his run up or if he has no run up, his bowling action will not be valid and the captain will be asked if he wants the time out to take place after the end of the following over. If the fielding captain does not make a decision, then umpires will call time-out at the end of the 15th over.

For the sake of clarity, no other team representative is permitted to advise or request a time-out other than the captain of the fielding side.

11.6.5 The umpires will clearly signal the time-out by tapping a raised wrist (left or right).

11.6.6 In any match which is interrupted (such that the scheduled number of overs in respect thereof is less than 20) then the time-outs will occur as follows:

Scheduled Number of Overs	Earliest Fielder Time out (End of over)	Latest Fielder Time out (End of over)
20	10	15
19	10	15
18	10	14
17	9	14



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

16	9	13
15	8	12
14 or less	None	None

If the scheduled number of overs in the innings in an interrupted match is 14 overs or less, there will be no time-outs. Furthermore following a lengthy delay or interruption prior to any of the time-outs, the PJP Match Referee may, at his discretion, cancel all of the remaining time-outs.

11.7 Scorers to be informed

The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this clause.

12 START OF PLAY; CESSATION OF PLAY

12.1 Call of Play

The bowler's end umpire shall call Play before the first ball of the match and on the resumption of play after any interval or interruption.

12.2 Call of Time

The bowler's end umpire shall call Time, when the ball is dead, at the end of any session of play or as required by these Playing Conditions. See also clause 20.3 (Call of Over or Time).

12.3 Removal of bails

After the call of Time, the bails shall be removed from both wickets.

12.4 Starting a new over

Another over shall always be started at any time during the match, if the umpire, walking at normal pace, has arrived at the position behind the stumps at the bowler's end before the time agreed for the next interval has been reached.

12.5 Conclusion of match

12.5.1 The match is concluded

12.5.1.1 as soon as a result as defined in clauses 16.1 to 16.5 (The result) is reached.

12.5.1.2 as soon as the prescribed number of overs have been completed

12.5.2 The match is concluded if, without a conclusion having been reached under 12.5.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

12.6 Hours of Play; Minimum Overs Requirement

12.6.1 To be determined by the PCB subject to there being 2 sessions of 1 hour 25 minutes each (excluding 3 minutes time-out), separated by a 20 minute interval between innings.

12.7 Minimum Over Rates

12.7.1 The minimum over rate to be achieved in PJP Matches shall be 14.11 overs per hour (ignoring the time taken by time-outs **3 MINUTES**).



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

In uninterrupted matches, this means that the 20th over should start within 85 minutes (being 85 minutes of playing time, excluding 3 minutes of time-out) of the start of the innings. For delayed or interrupted matches where an innings is scheduled to be less than 20 overs, the maximum time of 85 minutes shall be reduced by 4 minutes 15 seconds for every over by which the innings is reduced.

Note: *Time Out 3 minutes always be given as Discretionary allowances.*

12.7.2 The actual over rate shall be calculated at the end of each innings by the umpires.

12.7.3 In calculating the actual over rate for the match, allowances shall be given as follows:

- 12.7.3.1 The time lost as a result of treatment given to a player by authorized medical personnel on the field of play;
- 12.7.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;
- 12.7.3.3 The time taken for all third umpire referrals and consultations and any umpire or player reviews;
- 12.7.3.4 The time lost as a result of time wasting by the batting side; and
- 12.7.3.5 The time lost due to all other circumstances that are beyond the control of the fielding side.

12.7.4 In the event of any time allowances being granted to the fielding team under clause 12.7.3.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate. The fourth umpire should ensure that the batting captain (if not at the wicket) and the team managers are both aware of any warnings.

12.7.5 In addition to the allowances as provided for above,

- 12.7.5.1 in the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted.
 - 12.7.5.2 an additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings, except if there is a stoppage in play pursuant to 11.6.4
- 12.7.6 If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

13 INNINGS

13.1 Number of innings

A match shall be one innings for each side.

13.2 Alternate innings

Each side shall take their innings alternately.

13.3 Completed innings

A side's innings is to be considered as completed if any of the following applies

- 13.3.1 the side is all out.
- 13.3.2 at the fall of a wicket or the retirement of a batsman, further balls remain to be bowled but no further batsman is available to come in.
- 13.3.3 the prescribed number of overs have been bowled to the batting side.

13.4 The toss



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the PJP Match Referee, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 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 umpires of this decision. Once notified, the decision cannot be changed.

13.6 Duration of Match

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

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

13.7 Length of Innings

13.7.1 Uninterrupted Matches.

- 13.7.1.1 Each team shall bat for 20 overs unless all out earlier.
- 13.7.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the later of the scheduled time or 15 minutes from the cessation of the first innings. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- 13.7.1.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- 13.7.1.4 If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- 13.7.1.5 Penalties shall apply for slow over rates (refer to the PJP Code of Conduct).

13.7.2 Delayed or Interrupted Matches

- 13.7.2.1 Delay or Interruption to the Innings of the Team Batting First (see Tables 1 and 2 of Appendix E)
 - 13.7.2.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.11 overs per hour in the total remaining time available for play.
 - 13.7.2.1.2 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
 - 13.7.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.25, then the first innings is terminated and the provisions of 13.7.2.2 below take effect.
 - 13.7.2.1.4 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.11 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play and the intervals 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.



PAKISTAN JUNIOR LEAGUE (PJP) T-20 PLAYING CONDITIONS

- 13.7.2.1.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- 13.7.2.1.6 Penalties shall apply for slow over rates (refer to the PJP Code of Conduct).
- 13.7.2.2 Delay or Interruption to the innings of the Team Batting Second (see Tables 3 and 4 of Appendix E)
- 13.7.2.3 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.11 overs per hour, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- 13.7.2.3.1 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.
- 13.7.2.3.2 To constitute a match, a minimum of **5** overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- 13.7.2.3.3 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.
- 13.7.2.3.4 A fixed time will be specified for the close of play by applying a rate of 14.11 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- 13.7.2.3.5 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.
- 13.7.2.3.6 Penalties shall apply for slow over rates (refer PJP Code of Conduct).
- 13.7.3 Extra Time
- There shall be 30 minutes of extra time allocated to all matches throughout the PJP. For clarity, the changeover period (maximum 10 mins) for a Super Over after the main match is not to be taken into account when applying any permitted extra time available.

13.8 Over-Rate Penalties

- 13.8.1 The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings (calculated in accordance with clause 13.7). In delayed or interrupted matches where there has been a reduction of 3 or more overs pursuant to clause 13.7.2, the fielding side shall be in position to bowl the first ball of the penultimate over of the innings by the scheduled (or re-scheduled) cessation time for the innings.
- 13.8.2 Where this requirement is not met, clause 28.7.5 shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area referred to in clause 28.7.3.
- 13.8.3 Clause 13.8.2 shall not apply where:
- 13.8.3.1 a side's innings is reduced to less than 10 overs, unless the over-rate penalty has been applied prior to such reduction; or
- 13.8.3.2 a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.
- 13.8.4 The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:



PAKISTAN JUNIOR LEAGUE (PJL)

T-20 PLAYING CONDITIONS

13.8.4.1 the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and

13.8.4.2 any time allowances pursuant to clause 12.8.3 as and when they arise.

13.8.5 Over-rate penalties pursuant to clause 13.8 shall be applied in addition to the relevant provisions under these Playing Conditions and the PJL Code of Conduct.

13.9 Number of Overs per Bowler

13.9.1 No bowler shall bowl more than 4 overs in an innings.

13.9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;

13.9.2.1 for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

13.9.2.2 for innings of rescheduled length of between **5 and 9 overs**, no bowler may bowl more than two overs.

13.9.3 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.

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

14 THE FOLLOW-ON

Shall not apply.

15 DECLARATION AND FORFEITURE

Shall not apply.

16 THE RESULT

16.1 A Win

16.1.1 The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See clause 13.3 (Completed innings). Note also clause 16.4 (Winning hit or extras).

16.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 16.2), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

16.1.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared a No Result.

16.2 PJL Match Referee awarding a match

16.2.1 A match shall be lost by a side which either

16.2.1.1 concede defeat or

16.2.1.2 in the opinion of the PJL Match Referee refuses to play and the PJL Match Referee shall award the match to the other side.

16.2.2 If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the PJL Match Referee of this fact. The PJL Match Referee shall together with the umpires ascertain the cause of the action. If the PJL Match Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

by one side, he/she shall so inform the captain of that side. If the captain persists in the action the PJP Match Referee shall award the match in accordance with clause 16.2.1.2 above.

- 16.2.3 If action as in clause 16.2.2 above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 13.7.2 (Delayed and Interrupted Matches) and 11.4 (Changing agreed times for intervals) above.

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

16.3 All other matches – A Tie or No Result

16.3.1 A Tie

The result of a match shall be a Tie when both innings have been completed and the scores are equal.

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match the teams shall compete in a Super Over to determine the winner. Refer to Appendix F.

16.3.2 No Result

See 16.1.3 above.

16.4 Prematurely Terminated Matches - Calculation of the Target Score

16.4.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations)

16.4.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.5 Winning hit or extras

- 16.5.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.18.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.8.

- 16.5.2 The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the batsmen before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.

- 16.5.3 If a boundary is scored before the batsmen have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

16.6 Statement of result

If the side batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall.

If, without having scored a total of runs in excess of the total scored by the opposing side, the side batting last has lost all its wickets, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

If the side fielding last wins the match, the result shall be stated as a win by runs.

If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.

16.7 Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires. See clause 2.15 (Correctness of scores).

16.8 Mistakes in scoring

If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to clause 16.9, they shall adopt the following procedure.

16.8.1 If, when the players leave the field, the side batting last has not completed its innings and, either the number of overs to be bowled in that innings has not been completed, or the end of the innings has not been reached then, unless one side concedes defeat, the umpires shall order play to resume.

Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed. The number of overs shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.

16.8.2 If, at this call of Time, the overs have been completed and no Playing time remains, or if the side batting last has completed its innings, the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

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 – see clauses 2.15 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.

16.10 League Table

16.10.1 The league competition table for the League shall be compiled by PJP Technical Committee, the positions of teams shall be determined by the number of points gained with points being awarded as follows:

Point System – Double League Matches:-

Each team will play every other team twice on double league basis.

- ☐ Two points will be awarded for a win,
- ☐ one point for no result / abandoned match, one point for each team in any match which is tied (where it was not possible to complete a Super Over at the end of play)
- ☐ No point for a loss

Note: Maximum three Super Overs will be played to get the result. One (1) point each shall be awarded to both teams if match is still tied after the third (3rd) super over.

The team with the highest number of points shall be at the top of the table and the team with the lowest shall be at the bottom.

16.10.2 Where teams have an equal number of points their relative positions shall be determined by the following:

In the events of team finishing on equal points, the right to play in the play-offs will be:

- (a) The team having won the higher number of matches shall be the top team of the league table.



PAKISTAN JUNIOR LEAGUE (PJP) **T-20 PLAYING CONDITIONS**

- (b) If there are teams with equal points and equal wins during the PJP Event, then in such case the team with a higher net run rate will be placed in higher position.
- (c) If following the net run rate calculation above there are teams which are still equal, then the team with the higher number of wickets taken per fair balls bowled in the matches played that season in which results were achieved will be placed in the higher position;
- (d) If still equal at the end of the double league matches then the team position will be determined by flip of coin.

16.11 Play-Offs

Qualifier 1 (winner of 1 vs 2)

Eliminator (Winner of 3 vs 4)

Qualifier 2 (Loser of Qualifier 1 vs Winner of Eliminator)

In case of any play-off match being washed out or any other interruption (Beyond human control) and no result is achieved then the team which has a higher standing at the completion of the double league matches of the tournament of PJP T20 will qualify for the next stage.

16.11.1 Final

In case of the final match being washed out or due to the occurrence of any other interruption (beyond human control) no result is achieved on the scheduled date of the final then:

16.11.1.1 The Reserve Day shall be utilized to complete the remainder of the final in accordance with Appendix G;

16.11.1.2 If no play has taken place on the scheduled date of the final then the entire match is to be played on the Reserve Day; and

16.11.1.3 If no result is achieved on the Reserve Day either due to it being washed out or the occurrence of any other interruption (beyond human control) then the team having higher standing at the completion of double league matches of PJP will be declared champion.

16.12 Net Run Rate

16.12.1 A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the event, the average runs per over scored against that team throughout the season.

16.12.2 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.

16.12.3 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/Stern, 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/Stern 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.

Note: There will be single Reserve Day for the Final, however, there will be no reserve day for the play offs or the double league matches.

17 THE OVER

17.1 Number of balls

The ball shall be bowled from each end alternately in overs of 6 balls.

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.

17.3 Validity of balls

17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in clause 41.16 (Non-striker leaving his ground early) a batsman may be dismissed or some other incident occurs without the ball having been delivered.

17.3.2 A ball delivered by the bowler shall not count as one of the 6 balls of the over



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- 17.3.2.1 if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See clause 20.6 (Dead ball; ball counting as one of over).
- 17.3.2.2 if it is called dead in the circumstances of clause 20.4.2.6. Note also the special provisions of clause 20.4.2.5. (Umpire calling and signaling Dead ball).
- 17.3.2.3 if it is a No ball. See clause 21 (No ball).
- 17.3.2.4 if it is a Wide. See clause 22 (Wide ball).
- 17.3.2.5 when any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker), or 41.5 (Deliberate distraction, deception or obstruction of batsman) is applied.

17.3.3 Any deliveries other than those listed in clause 17.3.1 and 17.3.2 shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.

17.4 Call of Over

When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. See also clause 20.3 (Call of Over or Time).

17.5 Umpire miscounting

- 17.5.1 If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.
- 17.5.2 If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, he/she may subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball.
- 17.5.3 Whenever possible, the third umpire shall liaise with the scorers and if possible inform the on field umpires if the over has been miscounted.

17.6 Bowler changing ends

A bowler shall be allowed to change ends as often as desired, provided he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in the same innings.

17.7 Finishing an over

- 17.7.1 Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under these Playing Conditions.
- 17.7.2 If for any reason, other than the end of an innings, an over is left uncompleted at the start of an interval or interruption, it shall be completed on resumption of play.

17.8 Bowler incapacitated or suspended during an over

If for any reason a bowler is incapacitated while running up to deliver the first ball of an over, or is incapacitated or suspended during an over, the umpire shall call and signal Dead ball. Another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

18 SCORING RUNS

18.1 A run

The score shall be reckoned by runs. A run is scored

- 18.1.1 so often as the batsmen, at any time while the ball is in play, have crossed and made good their ground from end to end.
- 18.1.2 when a boundary is scored. See clause 19 (Boundaries).
- 18.1.3 when Penalty runs are awarded. See clause 18.6.

18.2 Runs disallowed



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

Wherever in these Playing Conditions provision is made for the scoring of runs or awarding of penalties, such runs and penalties will be subject to any provisions that may be applicable for the disallowance of runs or for the non-award of penalties.

When runs are disallowed, the one run penalty for No ball or Wide shall stand and 5 run penalties shall be allowed, except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

18.3 Short runs

18.3.1 A run is short if a batsman fails to make good his ground in turning for a further run.

18.3.2 Although a short run shortens the succeeding one, the latter if completed shall not be regarded as short. A striker setting off for the first run from in front of the popping crease may do so also without penalty.

18.4 Unintentional short runs

Except in the circumstances of clause 18.5,

18.4.1 if either batsman runs a short run, the umpire concerned shall, unless a boundary is scored, call and signal Short run as soon as the ball becomes dead and that run shall not be scored. In accordance with paragraph 2.4.3 of Appendix D, the third umpire shall review a call of short run and communicate their decision to the relevant on-field umpire.

18.4.2 if, after either or both batsmen run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal Short run.

18.4.3 if both batsmen run short in one and the same run, this shall be regarded as only one short run.

18.4.4 if more than one run is short then, subject to clauses 18.4.2 and 18.4.3, all runs called as short shall not be scored.

18.4.5 if there has been more than one short run, the umpire shall inform the scorers as to the number of runs to be recorded.

18.5 Deliberate short runs

18.5.1 If either umpire considers that one or both batsmen deliberately ran short at that umpire's end, the umpire concerned shall, when the ball is dead, call and signal Short run and inform the other umpire of what has occurred and apply clause 18.5.2.

18.5.2 The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball or Wide to the scorers, if applicable
- award 5 Penalty runs to the fielding side
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side)
- inform the scorers as to the number of runs to be recorded, and
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

18.6 Runs awarded for penalties

Runs shall be awarded for penalties under clause 18.5 (Deliberate short runs), 24.4 (Player returning without permission), 26.4 (Penalties for contravention), 21 (No ball), 22 (Wide ball), 28.2 (Fielding the ball), 28.3 (Protective helmets belonging to the fielding side) and 41 (Unfair play). Note, however, the restrictions on the award of Penalty runs in clauses 23.3 (Leg byes not to be awarded), 28.3 (Protective helmets belonging to the fielding side) and 34 (Hit the ball twice).

18.7 Runs scored for boundaries



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

Runs shall be scored for boundary allowances under clause 19 (Boundaries).

18.8 Runs scored when a batsman is dismissed

When a batsman is dismissed, any runs for penalties awarded to either side shall stand.

No other runs shall be credited to the batting side, except as follows.

18.8.1 If a batsman is dismissed Obstructing the field, the batting side shall also score any runs completed before the offence.

If, however, the obstruction prevented a catch being made, no runs other than penalties shall be scored.

18.8.2 If a batsman is dismissed Run out, the batting side shall also score any runs completed before the wicket was put down.

18.9 Runs scored when the ball becomes dead other than at the fall of a wicket

When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in these Playing Conditions, any runs for penalties awarded to either side shall be scored. Note however the provisions of clauses 23.3 (Leg byes not to be awarded) and 28.3 (Protective helmets belonging to the fielding side).

Additionally the batting side shall be credited with all runs completed by the batsmen before the incident or call of Dead ball and the run in progress if the batsmen had already crossed at the instant of the incident or call of Dead ball. Note specifically, however, the provisions of clause 41.5.7 (Deliberate distraction, deception or obstruction of batsman).

18.10 Crediting of runs scored

Unless stated otherwise in these Playing Conditions,

18.10.1 if the ball is struck by the bat, all runs scored by the batting side shall be credited to the striker, except for the following:

- an award of 5 Penalty runs, which shall be scored as Penalty runs
- the one run penalty for a No ball, which shall be scored as a No balls extra.

18.10.2 if the ball is not struck by the bat, runs shall be scored as Penalty runs, Byes, Leg byes, No ball extras or Wides as the case may be. If Byes or Leg byes accrue from a No ball, only the one run penalty for No ball shall be scored as such, and the remainder as Byes or Leg byes as appropriate.

18.10.3 the bowler shall be debited with:

- all runs scored by the striker - all runs scored as No ball extras - all runs scored as Wides.

18.11 Batsman returning to original end

18.11.1 When the striker is dismissed in any of the circumstances in clauses 18.11.1.1 to 18.11.1.5, the not out batsman shall return to his original end.

18.11.1.1 Bowled.

18.11.1.2 Stumped.

18.11.1.3 Hit the ball twice.

18.11.1.4 LBW.

18.11.1.5 Hit wicket.

18.11.2 The batsmen shall return to their original ends in any of the cases of clauses 18.11.2.1 to 18.11.2.3.

18.11.2.1 A boundary is scored.

18.11.2.2 Runs are disallowed for any reason.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

18.11.2.3 A decision by the batsmen at the wicket to do so, under clause 41.5 (Deliberate distraction, deception or obstruction of batsman).

18.12 Batsman returning to wicket he has left

18.12.1 When a batsman is dismissed in any of the ways in clauses 18.12.1.1 to 18.12.1.3, the not out batsman shall return to the wicket he has left but only if the batsmen had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out batsman shall return to his original end.

18.12.1.1 Caught

18.12.1.2 Obstructing the field

18.12.1.3 Run out.

18.12.2 If, while a run is in progress, the ball becomes dead for any reason other than the dismissal of a batsman, the batsmen shall return to the wickets they had left, but only if they had not already crossed in running when the ball became dead. If, however, any of the circumstances of clauses 18.11.2.1 to 18.11.2.3 apply, the batsmen shall return to their original ends.

19 BOUNDARIES

19.1 Determining the boundary of the field of play

19.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See clause 2.3.4 (Consultation with relevant Ground Authority).

19.1.2 The boundary shall be determined such that no part of any sight-screen, will, at any stage of the match, be within the field of play.

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

In all cases the aim shall be to provide the largest playing area, subject to no boundary exceeding 85 yards (77.71 meters) from the center of the pitch to be used.

19.1.3 PCB shall determine the dimensions for any ground which is unable to conform to the above minimum dimensions.

Note: *PJP Technical Committee may reduce the measurement of the boundary.*

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 authorized by the PCB from time to time. The rope should be positioned a required minimum distance (3 yards (2.74 meters) minimum) inside the perimeter fencing or advertising signs, or from any solid object located between the rope and the fence/signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 meters) between the boundary and the fence.

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

19.3 Restoring the boundary

If a solid object used to mark the boundary is disturbed for any reason, then:

19.3.1 the boundary shall be considered to be in its original position.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

19.3.2 the object shall be returned to its original position as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.

19.3.3 if some part of a fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.

Note: *If the skirting/toblerone is removed from the boundary rope & comes inside the field of play and some part of it is still attached with the rope, the same will be considered part of boundary.*

19.4 Ball grounded beyond the boundary

19.4.1 The ball in play is grounded beyond the boundary if it touches

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is grounded beyond the boundary.

19.4.2 The ball in play is to be regarded as being grounded beyond the boundary if

- a fielder, grounded beyond the boundary as in clause 19.5, touches the ball;
- a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

19.5 Fielder grounded beyond the boundary

19.5.1 A fielder is grounded beyond the boundary if some part of his person is in contact with any of the following:

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is in contact with the ground beyond the boundary;
- another fielder who is grounded beyond the boundary.

19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if his final contact with the ground, before his first contact with the ball after it has been delivered by the bowler, was not entirely within the boundary.

19.6 Boundary allowances

19.6.1 6 runs shall be allowed for a boundary 6; and 4 runs for a boundary 4. See also clause 19.7.

19.7 Runs scored from boundaries

19.7.1 A boundary 6 will be scored if and only if the ball has been struck by the bat and is first grounded beyond the boundary without having been in contact with the ground within the field of play. This shall apply even if the ball has previously touched a fielder.

19.7.2 A boundary 4 will be scored when a ball that is grounded beyond the boundary - whether struck by the bat or not, was first grounded within the boundary, or - has not been struck by the bat.

19.7.3 When a boundary is scored, the batting side, except in the circumstances of clause 19.8, shall be awarded whichever is the greater of

19.7.3.1 the allowance for the boundary

19.7.3.2 the runs completed by the batsmen together with the run in progress if they had already crossed at the instant the boundary is scored.

19.7.4 When the runs in clause 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of clause 18.12.

19.7.5 The scoring of Penalty runs by either side is not affected by the scoring of a boundary.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

19.8 Overthrow or willful act of fielder

If the boundary results from an overthrow or from the willful act of a fielder, the runs scored shall be any runs for penalties awarded to either side and the allowance for the boundary and the runs completed by the batsmen, together with the run in progress if they had already crossed at the instant of the throw or act. Clause 18.12.2 (Batsman returning to wicket he has left) shall apply as from the instant of the throw or act.

20 DEAD BALL

20.1 Ball is dead

20.1.1 The ball becomes dead when

20.1.1.1 it is finally settled in the hands of the wicket-keeper or of the bowler.

20.1.1.2 a boundary is scored. See clause 19.7 (Runs scored from boundaries).

20.1.1.3 a batsman is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.

20.1.1.4 whether played or not it becomes trapped between the bat and person of a batsman or between items of his clothing or equipment.

20.1.1.5 whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.

20.1.1.6 there is an award of Penalty runs under either of clauses 24.4 (Player returning without permission) or 28.2 (Fielding the ball). The ball shall not count as one of the over.

20.1.1.7 there is a contravention of clause 28.3 (Protective helmets belonging to the fielding side).

20.1.1.8 the match is concluded in any of the ways stated in clause 12.5 (Conclusion of match).

20.1.2 The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batsmen at the wicket have ceased to regard it as in play.

20.1.3 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 shall be applied. All the penalty runs including No ball penalty shall be scored.

20.1.4 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.

20.1.5 Refer also to paragraph 2.6 of Appendix D.

20.2 Ball finally settled

Whether the ball is finally settled or not is a matter for the umpire alone to decide.

20.3 Call of Over or Time

Neither the call of Over (see clause 17.4), nor the call of Time (see clause 12.2) is to be made until the ball is dead, either under clauses 20.1 or 20.4.

20.4 Umpire calling and signaling Dead ball

20.4.1 When the ball has become dead under clause 20.1, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.

20.4.2 Either umpire shall call and signal Dead ball when

20.4.2.1 intervening in a case of unfair play.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

20.4.2.2 a possibly serious injury to a player or umpire occurs.

20.4.2.3 leaving his/her normal position for consultation.

20.4.2.4 one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.

20.4.2.5 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.

20.4.2.6 the striker is distracted by any noise or movement or in any other way while preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also clause 20.4.2.7. The ball shall not count as one of the over.

20.4.2.7 there is an instance of a deliberate attempt to distract under either of clauses 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate distraction, deception or obstruction of batsman). The ball shall not count as one of the over.

20.4.2.8 the bowler drops the ball accidentally before delivery.

20.4.2.9 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under clause 41.16 (Non-striker leaving his ground early).

20.4.2.10 satisfied that the ball in play cannot be recovered.

20.4.2.11 required to do so under any of the Playing Conditions not included above.

20.5 Ball ceases to be dead

The ball ceases to be dead – that is, it comes into play – when the bowler starts his run-up or, if there is no run-up, starts his bowling action.

20.6 Dead ball; ball counting as one of over

20.6.1 When a ball which has been delivered is called dead or is to be considered dead then, other than as in clause 20.6.2,

20.6.1.1 it will not count in the over if the striker has not had an opportunity to play it.

20.6.1.2 unless No ball or Wide ball has been called, it will be a valid ball if the striker has had an opportunity to play it, except in the circumstances of clauses 20.4.2.6 and 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker) and 41.5 (Deliberate distraction, deception or obstruction of batsman).

20.6.2 In clause 20.4.2.5, the ball will not count in the over only if both conditions of not attempting to play the ball and having an adequate reason for not being ready are met. Otherwise the delivery will be a valid ball.

21 NO BALL

21.1 Mode of delivery

21.1.1 The umpire shall ascertain whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall so inform the striker.

It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.

21.1.2 Underarm bowling shall not be permitted.

21.2 Fair delivery – the arm

21.2.1 For a delivery to be fair in respect of the arm the ball must not be delivered with an Illegal Bowling Action.

21.2.2 An Illegal Bowling Action is defined as a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).

Should either umpire or the PJP Match Referee suspect that a bowler has used an Illegal Bowling Action, they shall complete the PJP Match Officials report of suspected illegal bowling action report form at the conclusion of the match.

21.2.3 *If a bowler is reported on his suspected bowling action in the event, 1st and final warning shall be issued. PJP Technical Committee shall communicate the matter to the respective board of the player. **If the same bowler is reported for 2nd time on his suspected bowling action in the event, he shall be suspended from bowling until cleared by an accredited assessment center duly approved by PJP.***

21.3 Ball thrown or delivered underarm – action by umpires

21.3.1 If, in the opinion of either umpire, the ball has been thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or delivered underarm, he/she shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
- inform the captain of the fielding side of the reason for this action.
- inform the batsmen at the wicket of what has occurred.

21.3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or delivered underarm, he/she shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
- inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

21.3.3 The umpires together shall report the occurrence as soon as possible after the match to the PJP Match Referee, who shall take such action as is considered appropriate against the bowler concerned.

21.4 Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering the delivery stride, either umpire shall call and signal No ball. See clause 41.17 (Batsmen stealing a run).

However, the procedure stated in clause 21.3 of caution, informing, final warning, action against the bowler and reporting shall not apply.

21.5 Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride

21.5.1 the bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.

21.5.2 the bowler's front foot must land with some part of the foot, whether grounded or raised

- on the same side of the imaginary line joining the two middle stumps as the return crease described in clause 21.5.1, and
- behind the popping crease.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he shall call and signal No ball. See clause 41.8 (Bowling of deliberate front foot No ball).

Note: The third umpire shall review television replays of the bowler's front foot landing and, if he/she is satisfied that any of these three conditions have not been met, he/she shall immediately advise the bowler's end umpire who shall in turn immediately call and signal No ball.

21.6 Bowler breaking wicket in delivering ball

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 41.16, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his person and breaks the wicket.

21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch

The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

- bounces more than once
- or rolls along the ground before it reaches the popping crease.
- or pitches wholly or partially off the pitch as defined in clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket.

21.8 Ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.9 Fielder intercepting a delivery

If, except in the circumstances of clause 27.3 (Position of wicket-keeper) a ball delivered by the bowler, makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.10 Ball bouncing overhead height of striker

See clauses 22.1.1.2 and 41.6.1.7.

21.11 Call of No ball for infringement of other Playing Conditions

In addition to the instances above, No ball is to be called and signaled as required by the following clauses:

Clause 27.3 – Position of wicket-keeper

Clause 28.4 – Limitation of on side fielders

Clause 28.5 – Fielders not to encroach on pitch

Clause 41.6 – Bowling of dangerous and unfair short pitched deliveries

Clause 41.7 – Bowling of dangerous and unfair non-pitching deliveries

Clause 41.8 – Bowling of deliberate front foot No ball.

21.12 Revoking a call of No ball

An umpire shall revoke the call of No ball if Dead ball is called under any of clauses 20.4.2.4 to 20.4.2.9 (Umpire calling and signaling Dead ball).

21.13 No ball to over-ride Wide

A call of No ball shall over-ride the call of Wide ball at any time. See clauses 22.1 (Judging a Wide) and 22.2 (Call and signal of Wide ball).

21.14 Ball not dead



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

The ball does not become dead on the call of No ball.

21.15 Penalty for a No ball

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

21.16 Runs resulting from a No ball – how scored

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in clause 41.18 (Penalty runs). Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

21.17 No ball not to count

A No ball shall not count as one of the over. See clause 17.3 (Validity of balls).

21.18 Out from a No ball

When No ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 34 (Hit the ball twice), clause 37 (Obstructing the field) or clause 38 (Run out).

21.19 Free Hit

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

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

21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

21.19.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or

21.19.3.2 The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

21.19.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Clause 21.1 shall apply.

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

22 WIDE BALL

22.1 Judging a Wide

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2

22.1.1.1 the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.

22.1.3 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.

22.2 Call and signal of Wide ball



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

If the umpire adjudges a delivery to be a Wide he shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

22.3 Revoking a call of Wide ball

22.3.1 The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.

22.3.2 The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See clause 21.13 (No ball to over-ride Wide).

22.4 Delivery not a Wide

22.4.1 The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in clause 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

22.4.2 The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

22.6 Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, see clause 22.3, this penalty shall stand even if a batsman is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

22.7 Runs resulting from a Wide – how scored

All runs completed by the batsmen or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

22.8 Wide not to count

A Wide shall not count as one of the over. See clause 17.3 (Validity of balls).

22.9 Out from a Wide

When Wide ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 35 (Hit wicket), clause 37 (Obstructing the field), clause 38 (Run out) or clause 39 (Stumped).

23 BYE AND LEG BYE

23.1 Byes

If the ball, delivered by the bowler, not being a Wide, passes the striker without touching his bat or person, any runs completed by the batsmen from that delivery, or a boundary allowance, shall be credited as Byes to the batting side. Additionally, if the delivery is a No ball, the one run penalty for such a delivery shall be incurred.

23.2 Leg byes

23.2.1 If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has either attempted to play the ball with the bat or tried to avoid being hit by the ball.

23.2.2 If the umpire is satisfied that either of these conditions has been met runs shall be scored as follows.

23.2.2.1 If there is either no subsequent contact with the striker's bat or person, or only inadvertent contact with the striker's bat or person any runs completed by the batsmen or a boundary allowance shall be credited to the striker in the case of subsequent contact with his bat but otherwise to the batting side as in clause 23.2.3.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- 23.2.2.2 If the striker willfully makes a lawful second strike, clause 34.3 (Ball lawfully struck more than once) and clause 34.4 (Runs permitted from ball lawfully struck more than once) shall apply.

23.2.3 The runs in clause 23.2.2.1, unless credited to the striker, shall be scored as Leg byes.

Additionally, if the delivery is a No ball, the one run penalty for the No ball shall be incurred.

23.3 Leg byes not to be awarded

If in the circumstance of clause 23.2.1 the umpire considers that neither of the conditions therein has been met, then Leg byes shall not be awarded.

If the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run.

The umpire shall then:

- disallow all runs to the batting side;
- return any not out batsman to his original end;
- signal No ball to the scorers if applicable;
- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

24 FIELDER'S ABSENCE; SUBSTITUTES

24.1 Substitute fielders

24.1.1 The umpires shall allow a substitute fielder

- 24.1.1.1 if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or
- 24.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. (Captain's consent is not necessary)

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him, subject to clauses 24.2 and 24.3.

24.1.4 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).

24.2 Fielder absent or leaving the field of play

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.

24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,

- 24.2.2.1 an umpire shall be informed of the reason for this absence.
- 24.2.2.2 he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.

24.2.3 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:

- 24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

player's unexpired Penalty time shall be limited to a maximum of 40 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

- 24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.
- 24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.
- 24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 40 minutes, and that player shall not bowl until all of his Penalty time has been served.
- 24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals described in clause 11.1.1. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.
- 24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,
- 24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.
- 24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.
- 24.2.8 Any unserved Penalty time shall be carried forward into the next innings of the match and to **the super over**, as applicable.

24.3 Penalty time not incurred

A nominated player's absence will not incur Penalty time if,

- 24.3.1 he has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.
- 24.3.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.
- 24.3.3 the player is absent from the field for a period of 8 minutes or less.

24.4 Player returning without permission

If a player comes on to the field of play in contravention of clause 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.

- The umpire shall award 5 Penalty runs to the batting side.
- Runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence.
- The ball shall not count as one of the over.
- The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.

25 BATSMAN'S INNINGS

25.1 Eligibility to act as a batsman



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

Only a nominated player may bat and, subject to clause 25.3, may do so even though a substitute fielder has previously acted for him.

25.2 Commencement of a batsman's innings

The innings of the first two batsmen, and that of any new batsman on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batsman's innings shall be considered to have commenced when that batsman first steps onto the field of play.

25.3 Restriction on batsman commencing an innings

25.3.1 If a member of the batting side has unserved Penalty time, (see clause 24.2.7), that player shall not be permitted to bat until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his side has lost 5 wickets.

25.3.2 A member of the batting side's Penalty time is served during Playing time. In the event of an unscheduled stoppage, the stoppage time after the batsman notifies an umpire in person that he is able to participate shall count as Penalty time served.

25.4 Batsman retiring

25.4.1 A batsman may retire at any time during his innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.

25.4.2 If a batsman retires because of illness, injury or any other unavoidable cause, that batsman is entitled to resume his innings. If for any reason this does not happen, that batsman is to be recorded as 'Retired - not out'.

25.4.3 If a batsman retires for any reason other than as in clause 25.4.2, the innings of that batsman may be resumed only with the consent of the opposing captain. If for any reason his innings is not resumed, that batsman is to be recorded as 'Retired - out'.

25.4.4 If after retiring a batsman resumes his innings, subject to the requirements of clauses 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another batsman.

25.5 Runners

Runners shall not be permitted.

26 PRACTICE ON THE FIELD

26.1 Practice on the pitch or the rest of the square

26.1.1 There shall not be any practice on the pitch at any time.

26.1.2 There shall not be any practice on the rest of the square at any time except with the approval of the umpires.

26.1.2.1 If approved by the umpires, 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.

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

26.2 Practice on the outfield

26.2.1 On any day of the match, all forms of practice are permitted on the outfield

- before the start of play;
- after the close of play; and
- during the interval or between innings



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

provided, the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

26.2.2 Between the call of Play and the call of Time, practice shall be permitted on the outfield, providing that all of the following conditions are met:

- only the fielders as defined in paragraph 7 of Appendix A participate in such practice.
- no ball other than the match ball is used for this practice.
- no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
- the umpires are satisfied that it will not contravene either of clauses 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side).

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 other conditions in this clause.

26.3 Trial run-up

A bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of clauses 41.9 (Time wasting by the fielding side) or 41.12 (Fielder damaging the pitch).

26.4 Penalties for contravention

All forms of practice are subject to the provisions of clauses 41.3 (The match ball – changing its condition), 41.9 (Time wasting by the fielding side) and 41.12 (Fielder damaging the pitch).

26.4.1 If there is a contravention of any of the provisions of clause 26.1 or 26.2, the umpire shall

- warn the player that the practice is not permitted;
- inform the other umpire and, as soon as practicable, both captains of the reason for this action.

26.4.1.1 If the contravention is by a batsman at the wicket, the umpire shall inform the other batsman and each incoming batsman that the warning has been issued. The warning shall apply to the team of that player throughout the match.

26.4.2 If during the match there is any further contravention by any player of that team, the umpire shall

- award 5 Penalty runs to the opposing side;
- inform the other umpire, the scorers and, as soon as practicable, both captains, and, if the contravention is during play, the batsmen at the wicket.

27 THE WICKET-KEEPER

27.1 Protective equipment

The wicket-keeper is the only fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of his person for the purposes of clause 28.2 (Fielding the ball). If by the wicket-keeper's actions and positioning when the ball comes into play it is apparent to the umpires that he will not be able to carry out the normal duties of a wicket-keeper, he shall forfeit this right and also the right to be recognized as a wicket-keeper for the purposes of clauses 33.2 (A fair catch), 39 (Stumped), 28.1 (Protective equipment), 28.4 (Limitation of on-side fielders) and 28.5 (Fielders not to encroach on pitch).

27.2 Gloves

27.2.1 If, as permitted under clause 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

27.2.2 If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.

27.2.3 The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended. See paragraph 3 of Appendix B.

27.3 Position of wicket-keeper

27.3.1 The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the bowler touches the bat or person of the striker; or passes the wicket at the striker's end; or the striker attempts a run.

27.3.2 In the event of the wicket-keeper contravening this clause, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.

27.4 Movement by wicket-keeper

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

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

27.4.1.2 lateral movement in response to the direction in which the ball has been delivered.

27.4.1.3 movement in response to the stroke that the striker is playing or that his actions suggest he intends to play. However the provisions of clause 27.3 shall apply.

27.4.2 In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

27.5 Restriction on actions of wicket-keeper

If, in the opinion of either umpire, the wicket-keeper interferes with the striker's right to play the ball and to guard his wicket, clause 20.4.2.6 (Umpire calling and signaling Dead ball) shall apply.

If, however, either umpire considers that the interference by the wicket-keeper was willful, then clause 41.1 (Deliberate attempt to distract striker) shall also apply.

27.6 Interference with wicket-keeper by striker

If, in playing at the ball or in the legitimate defense of his wicket, the striker interferes with the wicketkeeper, he shall not be out except as provided for in clause 37.3 (Obstructing a ball from being caught).

28 THE FIELDER

28.1 Protective equipment

No fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

28.2 Fielding the ball

28.2.1 A fielder may field the ball with any part of his person (see paragraph 12 of Appendix A), except as in clause 28.2.1.2. However, he will be deemed to have fielded the ball illegally if, while the ball is in play he willfully

28.2.1.1 uses anything other than part of his person to field the ball.

28.2.1.2 extends his clothing with his hands and uses this to field the ball.

28.2.1.3 discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.

28.2.2 It is not illegal fielding if the ball in play makes contact with a piece of clothing, equipment or any other object which has accidentally fallen from the fielder's person.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

28.2.3 If a fielder illegally fields the ball, the ball shall immediately become dead and

- the penalty for a No ball or a Wide shall stand.
- any runs completed by the batsmen shall be credited to the batting side, together with the run in progress if the batsmen had already crossed at the instant of the offence.
- the ball shall not count as one of the over.

In addition the umpire shall:

- award 5 Penalty runs to the batting side.
- inform the other umpire and the captain of the fielding side of the reason for this action.
- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

28.3 Protective helmets belonging to the fielding side

28.3.1 Protective helmets, when not in use by fielders, may not be placed on the ground, above the surface except behind the wicket-keeper and in line with both sets of stumps.

28.3.2 If the ball while in play strikes a helmet, placed as described in clause 28.3.1,

- 28.3.2.1 the ball shall become dead and, subject to clause 28.3.3,
- 28.3.2.2 an award of 5 Penalty runs shall be made to the batting side;
- 28.3.2.3 any runs completed by the batsmen before the ball strikes the protective helmet shall be scored, together with the run in progress if the batsmen had already crossed at the instant of the ball striking the protective helmet.

28.3.3 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, unless the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice), apply, the umpire shall:

- permit the batsmen's runs as in clause 28.3.2.3 to be scored
- signal No ball or Wide ball to the scorers if applicable
- award 5 Penalty runs as in clause 28.3.2.2
- award any other Penalty runs due to the batting side.

28.3.4 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, and the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice) apply, the umpire shall:

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball or Wide ball to the scorers if applicable
- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3.2.

28.4 Limitation of on side fielders

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

28.4.2 At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.

28.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

28.5 Fielders not to encroach on pitch

While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder, other than the bowler, may have any part of his person grounded on or extended over the pitch.

In the event of infringement of this clause by any fielder other than the wicket-keeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, clause 27.3 (Position of wicket-keeper).

28.6 Movement by any fielder other than the wicket-keeper

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

28.6.1.1 minor adjustments to stance or position in relation to the striker's wicket.

28.6.1.2 movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.

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

28.6.2 In all circumstances clause 28.4 (Limitation of on side fielders) shall apply.

28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball.

28.6.4 Note also the provisions of clause 41.4 (Deliberate attempt to distract striker). See also clause 27.4 (Movement by wicket-keeper).

28.7 Restrictions on the placement of fieldsmen

28.7.1 In addition to the restrictions contained in clause 28.4 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.

28.7.2 Subject to 28.7.6 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs) in an uninterrupted match.

28.7.3 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 (see paragraph 2 of Appendix C). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.7.4 During the Powerplay overs no more than two fieldsmen shall be permitted outside the fielding restriction area referred to in clause 28.7.3 above at the instant of delivery.

28.7.5 During the nonPowerplay overs, no more than five fieldsmen shall be permitted outside the fielding restriction area referred to in clause 28.7.3 above at the instant of delivery.

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

See the Table below;

Total overs in innings	Number of overs for which fielding restrictions in clauses 28.7.2 and 28.7.4 above will apply
5-8	2
9-11	3



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

12-14	4
15-18	5
19-20	6

28.7.7 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

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

29 THE WICKET IS DOWN

29.1 Wicket put down

29.1.1 The wicket is put down if a bail is completely removed from the top of the stumps, or a stump is struck out of the ground,

(LED Bails lighting up subject to 29.1.2 below)

- 29.1.1.1 by the ball,
- 29.1.1.2 by the striker's bat if held or by any part of the bat that he is holding,
- 29.1.1.3 for the purpose of this clause only, by the striker's bat not in hand, or by any part of the bat which has become detached,
- 29.1.1.4 by the striker's person or by any part of his clothing or equipment becoming detached from his person,
- 29.1.1.5 by a fielder with his hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.
- 29.1.1.6 The wicket is also put down if a fielder strikes or pulls a stump out of the ground in the same manner.

29.1.2 The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the stumps, but if a bail in falling lodges between two of the stumps this shall be regarded as complete removal.

29.2 One bail off

If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail or to strike or pull any of the three stumps out of the ground, in any of the ways stated in clause 29.1.

29.3 Remaking wicket

If a wicket is broken or put down while the ball is in play, it shall not be remade by an umpire until the ball is dead. See clause 20 (Dead ball). Any fielder may, however, while the ball is in play,

- replace a bail or bails on top of the stumps.
- put back one or more stumps into the ground where the wicket originally stood.

29.4 Dispensing with bails

If the umpires have agreed to dispense with bails in accordance with clause 8.5 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been put down.

29.4.1 After a decision to play without bails, the wicket has been put down if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person or items of his clothing or



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

equipment as described in clauses 29.1.1.2, 29.1.1.3 or 29.1.1.4, or by a fielder in the manner described in clause 29.1.1.5.

29.4.2 If the wicket has already been broken or put down, clause 29.4.1 shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with clause 29.3, in order to have an opportunity of putting the wicket down.

30 BATSMAN OUT OF HIS GROUND

30.1 When out of his ground

30.1.1 A batsman shall be considered to be out of his ground unless some part of his person or bat is grounded behind the popping crease at that end.

30.1.2 However, a batsman shall not be considered to be out of his ground if, in running or diving towards his ground and beyond, and having grounded some part of his person or bat beyond the popping crease, there is subsequent loss of contact between the ground and any part of his person or bat, or between the bat and person, provided that the batsman has continued movement in the same direction.

30.2 Which is a batsman's ground

30.2.1 If only one batsman is within a ground, it is his ground and will remain so even if he is later joined there by the other batsman.

30.2.2 If both batsmen are in the same ground and one of them subsequently leaves it, the ground belongs to the batsman who remains in it.

30.2.3 If there is no batsman in either ground, then each ground belongs to whichever batsman is nearer to it, or, if the batsmen are level, to whichever batsman was nearer to it immediately prior to their drawing level.

30.2.4 If a ground belongs to one batsman then the other ground belongs to the other batsman, irrespective of his position.

30.3 Position of non-striker

The non-striker, when standing at the bowler's end, should be positioned on the opposite side of the wicket to that from which the ball is being delivered, unless a request to do otherwise is granted by the umpire.

31 APPEALS

31.1 Umpire not to give batsman out without an appeal

Neither umpire shall give a batsman out, even though he may be out under these Playing Conditions, unless appealed to by a fielder. This shall not debar a batsman who is out under these Playing Conditions from leaving the wicket without an appeal having been made. Note, however, the provisions of clause 31.7.

31.2 Batsman dismissed

A batsman is dismissed if he is either given out by an umpire, on appeal or out under these Playing Conditions and leaves the wicket as in clause 31.1.

31.3 Timing of appeals

For an appeal to be valid, it must be made before the bowler begins his run-up or, if there is no run-up, his bowling action to deliver the next ball, and before Time has been called.

The call of Over does not invalidate an appeal made prior to the start of the following over, provided Time has not been called. See clauses 12.2 (Call of Time) and 17.2 (Start of an over).

31.4 Appeal "How's That?"

An appeal "How's That?" covers all ways of being out.

31.5 Answering appeals



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

The striker's end umpire shall answer all appeals arising out of any of clauses 35 (Hit wicket), 39 (Stumped) or 38 (Run out) when this occurs at the wicket-keeper's end. The bowler's end umpire shall answer all other appeals.

When an appeal is made, each umpire shall answer on any matter that falls within his jurisdiction.

When a batsman has been given Not out, either umpire may answer an appeal, made in accordance with clause 31.3, if it is on a further matter and is within his jurisdiction.

31.6 Consultation by umpires

Each umpire shall answer appeals on matters within his own jurisdiction. If an umpire is doubtful about any point that the other umpire may have been in a better position to see, he shall consult the latter on this point of fact and shall then give the decision. If, after consultation, there is still doubt remaining, the decision shall be Not out.

31.7 Batsman leaving the wicket under a misapprehension

An umpire shall intervene if satisfied that a batsman, not having been given out, has left the wicket under a misapprehension of being out. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the batsman.

A batsman may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpires leave the field.

31.8 Withdrawal of an appeal

The captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the batsman.

The withdrawal of an appeal must be before the instant when the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpires leave the field.

32 BOWLED

32.1 Out Bowled

32.1.1 The striker is out Bowled if his wicket is put down by a ball delivered by the bowler, not being a No ball, even if it first touches the striker's bat or person.

32.1.2 However, the striker shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire. The striker will, however, be subject to clauses 37 (Obstructing the field), 38 (Run out) and 39 (Stumped).

32.2 Bowled to take precedence

The striker is out Bowled if his wicket is put down as in clause 32.1, even though a decision against him for any other method of dismissal would be justified.

33 CAUGHT

33.1 Out Caught

The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, as described in clause 33.2 and 33.3, before it touches the ground.

33.2 A fair catch

33.2.1 A catch will be fair only if, in every case either the ball, at any time or any fielder in contact with the ball, is not grounded beyond the boundary before the catch is completed. Note clauses 19.4 (Ball grounded beyond the boundary) and 19.5 (Fielder grounded beyond the boundary).

33.2.2 Furthermore, a catch will be fair if any of the following conditions applies:



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- 33.2.2.1 the ball is held in the hand or hands of a fielder, even if the hand holding the ball is touching the ground, or is hugged to the body, or lodges in the external protective equipment worn by a fielder, or lodges accidentally in a fielder's clothing.
- 33.2.2.2 a fielder catches the ball after it has been lawfully struck more than once by the striker, but only if it has not been grounded since it was first struck. See clause 34 (Hit the ball twice).
- 33.2.2.3 a fielder catches the ball after it has touched the wicket, an umpire, another fielder or the other batsman.
- 33.2.2.4 a fielder catches the ball after it has crossed the boundary in the air, provided that the conditions in clause 33.2.1 are met.
- 33.2.2.5 the ball is caught off an obstruction within the boundary that is not designated a boundary by the umpires.

33.3 Making a catch

The act of making a catch shall start from the time when the ball first comes into contact with a fielder's person and shall end when a fielder obtains complete control over both the ball and his own movement.

33.4 No runs to be scored

If the striker is dismissed Caught, runs from that delivery completed by the batsmen before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. Clause 18.11.1 (Batsman returning to original end) shall apply from the instant of the completion of the catch.

33.5 Caught to take precedence

If the criteria of clause 33.1 are met and the striker is not out Bowled, then he is out Caught, even though a decision against either batsman for another method of dismissal would be justified.

34 HIT THE BALL TWICE

34.1 Out Hit the ball twice

34.1.1 The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of his person or is struck by his bat and, before the ball has been touched by a fielder, the striker willfully strikes it again with his bat or person, other than a hand not holding the bat, except for the sole purpose of guarding his wicket. See clause 34.3 and clause 37 (Obstructing the field).

34.1.2 For the purpose of this clause 'struck' or 'strike' shall include contact with the person of the striker.

34.2 Not out Hit the ball twice

The striker will not be out under this clause if he

34.2.1 strikes the ball a second or subsequent time in order to return the ball to any fielder.

Note, however, the provisions of clause 37.4 (Returning the ball to a fielder).

34.2.2 willfully strikes the ball after it has touched a fielder. Note, however the provisions of clause 37.1 (Out Obstructing the field).

34.3 Ball lawfully struck more than once

The striker may, solely in order to guard his wicket and before the ball has been touched by a fielder, lawfully strike the ball a second or subsequent time with the bat, or with any part of his person other than a hand not holding the bat.

However, the striker may not prevent the ball from being caught by striking the ball more than once in defence of his wicket. See clause 37.3 (Obstructing a ball from being caught).

34.4 Runs permitted from ball lawfully struck more than once

When the ball is lawfully struck more than once, as permitted in clause 34.3, if the ball does not become dead for any reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

completion of the first run. However, the umpire shall delay the call of Dead ball to allow the opportunity for a catch to be completed.

The umpire shall

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball to the scorers if applicable; and
- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

34.5 Bowler does not get credit

The bowler does not get credit for the wicket.

35 HIT WICKET

35.1 Out Hit wicket

35.1.1 The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his wicket is put down by either the striker's bat or person as described in clauses 29.1.1.2 to 29.1.1.4 (Wicket put down) in any of the following circumstances:

- 35.1.1.1 in the course of any action taken by him in preparing to receive or in receiving a delivery,
- 35.1.1.2 in setting off for the first run immediately after playing or playing at the ball,
- 35.1.1.3 if no attempt is made to play the ball, in setting off for the first run, providing that in the opinion of the umpire this is immediately after the striker has had the opportunity of playing the ball,
- 35.1.1.4 in lawfully making a second or further stroke for the purpose of guarding his wicket within the provisions of clause 34.3 (Ball lawfully struck more than once).

35.1.2 If the striker puts his wicket down in any of the ways described in clauses 29.1.1.2 to 29.1.1.4 before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.

35.2 Not out Hit wicket

The striker is not out under this clause should his wicket be put down in any of the ways referred to in clause 35.1 if any of the following applies:

- it occurs after the striker has completed any action in receiving the delivery, other than in clauses 35.1.1.2 to 35.1.1.4.
- it occurs when the striker is in the act of running, other than setting off immediately for the first run.
- it occurs when the striker is trying to avoid being run out or stumped.
- it occurs when the striker is trying to avoid a throw in at any time.
- the bowler after entering the delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See clause 20.4 (Umpire calling and signalling Dead ball).
- the delivery is a No ball.

36 LEG BEFORE WICKET

36.1 Out LBW

The striker is out LBW if all the circumstances set out in clauses 36.1.1 to 36.1.5 apply.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

36.1.1 The bowler delivers a ball, not being a No ball

36.1.2 the ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket

36.1.3 the ball not having previously touched his bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his person

36.1.4 the point of impact, even if above the level of the bails, either is between wicket and wicket or if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump.

36.1.5 but for the interception, the ball would have hit the wicket.

36.2 Interception of the ball

36.2.1 In assessing points of impact in clauses 36.1.3, 36.1.4 and 36.1.5, only the first interception is to be considered.

36.2.2 In assessing 36.1.3, if the bowler's end umpire is not satisfied that the ball intercepted the batsman's person before it touched the bat, the batsman shall be given Not out.

36.2.3 In assessing clause 36.1.5, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

36.3 Off side of wicket

The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery. See paragraph 13 of Appendix A.

37 OBSTRUCTING THE FIELD

37.1 Out Obstructing the field

37.1.1 Either batsman is out Obstructing the field if, except in the circumstances of clause 37.2, and while the ball is in play, he wilfully attempts to obstruct or distract the fielding side by word or action. See also clause 34 (Hit the ball twice).

37.1.2 The striker is out Obstructing the field if, except in the circumstances of clause 37.2, in the act of receiving a ball delivered by the bowler, he wilfully strikes the ball with a hand not holding the bat. This will apply whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of his wicket.

37.1.3 This clause will apply whether or not No ball is called.

37.1.4 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, clause 41.14 shall also apply.

See also paragraph 2.2 of Appendix D.

37.2 Not out Obstructing the field

A batsman shall not be out Obstructing the field if obstruction or distraction is accidental, or obstruction is in order to avoid injury, or in the case of the striker, he makes a second or subsequent strike to guard his wicket lawfully as in clause 34.3 (Ball lawfully struck more than once). However, see clause 37.3.

37.3 Obstructing a ball from being caught

The striker is out Obstructing the field should wilful obstruction or distraction by either batsman prevent a catch being completed. This shall apply even though the obstruction is caused by the striker in lawfully guarding his wicket under the provision of clause 34.3 (Ball lawfully struck more than once).



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

37.4 Returning the ball to a fielder

Either batsman is out Obstructing the field if, at any time while the ball is in play and, without the consent of a fielder, he uses the bat or any part of his person to return the ball to any fielder.

37.5 Runs scored

When either batsman is dismissed Obstructing the field,

37.5.1 unless the obstruction prevents a catch from being made, any runs completed by the batsmen before the offence shall be scored, together with any runs awarded for penalties to either side. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batsman is dismissed).

37.5.2 if the obstruction prevents a catch from being made, any runs completed by the batsmen shall not be scored but any penalties awarded to either side shall stand.

37.6 Bowler does not get credit

The bowler does not get credit for the wicket.

38 RUN OUT

38.1 Out Run out

Either batsman is out Run out, except as in clause 38.2, if, at any time while the ball is in play, he is out of his ground and his wicket is fairly put down by the action of a fielder even though No ball has been called, except in the circumstances of clause 38.2.2.2, and whether or not a run is being attempted.

38.2 Batsman not out Run out

38.2.1 A batsman is not out Run out in the circumstances of clauses 38.2.1.1 or 38.2.1.2.

38.2.1.1 He has been within his ground and has subsequently left it to avoid injury, when the wicket is put down.

Note also the provisions of clause 30.1.2 (When out of his ground).

38.2.1.2 The ball, delivered by the bowler, has not made contact with a fielder, before the wicket is put down.

38.2.2 The striker is not out Run out in any of the circumstances in clauses 38.2.2.1 and 38.2.2.2.

38.2.2.1 He is out Stumped. See clause 39.1.2 (Out Stumped).

38.2.2.2 No ball has been called

and he is out of his ground not attempting a run

and the wicket is fairly put down by the wicket-keeper without the intervention of another fielder.

38.3 Which batsman is out

The batsman out in the circumstances of clause 38.1 is the one whose ground is at the end where the wicket is put down. See clause 30.2 (Which is a batsman's ground).

38.4 Runs scored

If either batsman is dismissed Run out, the run in progress when the wicket is put down shall not be scored, but any runs completed by the batsmen shall stand, together with any runs for penalties awarded to either side. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batsman is dismissed).

38.5 Bowler does not get credit

The bowler does not get credit for the wicket.

39 STUMPED



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

39.1 Out Stumped

39.1.1 The striker is out Stumped, except as in clause 39.3, if a ball which is delivered is not called No ball and he is out of his ground, other than as in clause 39.3.1 and he has not attempted a run when his wicket is fairly put down by the wicket-keeper without the intervention of another fielder. Note, however clause 27.3 (Position of wicket-keeper).

39.1.2 The striker is out Stumped if all the conditions of clause 39.1.1 are satisfied, even though a decision of Run out would be justified.

39.2 Ball rebounding from wicket-keeper's person

If the wicket is put down by the ball, it shall be regarded as having been put down by the wicket-keeper if the ball rebounds on to the stumps from any part of the wicket-keeper's person or equipment or has been kicked or thrown on to the stumps by the wicket-keeper.

39.3 Not out Stumped

39.3.1 The striker will not be out Stumped if he has left his ground in order to avoid injury.

39.3.2 If the striker is not out Stumped he may, except in the circumstances of 38.2.2.2, (Batsman not out Run out), be out Run out if the conditions of clause 38.1 (Out Run out) apply.

40 TIMED OUT

40.1 Out Timed out

40.1.1 After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless Time has been called, be in position to take guard or for the other batsman to be ready to receive the next ball within 1 minute 30 seconds of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.

40.1.2 The incoming batsman is expected to be ready to make his way to the wicket immediately after a wicket falls. Dugouts shall be provided.

40.1.3 In the event of an extended delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of clause 16.2 (PJP Match Referee awarding a match). For the purposes of that clause the start of the action shall be taken as the expiry of the 1 minute 30 seconds referred to above.

40.2 Bowler does not get credit

The bowler does not get credit for the wicket.

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 well as within these Playing Conditions.

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 these Playing Conditions, to be unfair he shall intervene without appeal and, if the ball is in play, call and signal Dead ball and implement the procedure as set out in clause 41.19. Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by these Playing Conditions.

41.3 The match ball – changing its condition

41.3.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in clause 41.3.2.

41.3.2 It is an offence for any player to take any action which changes the condition of the ball.

A batsman may not willfully change the condition of the ball other than, when the ball is in play, in striking it with the bat. See also clause 5.5 (Damage to the ball).



PAKISTAN JUNIOR LEAGUE (PJP) **T-20 PLAYING CONDITIONS**

A fielder may, however:

41.3.2.1 polish the ball on his clothing provided that no artificial substance is used and that such polishing wastes no time.

41.3.2.2 remove mud from the ball under the supervision of an umpire.

41.3.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.

41.3.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in clause 41.3.2.

41.3.4 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this clause and decide together whether they can identify the player(s) responsible for such conduct. They shall ask the captain of the opposing side if he would like the ball to be replaced. If necessary, in the case of the batting side, the batsmen at the wicket may deputize for their captain.

41.3.5 If it is possible to identify the player(s) responsible for changing the condition of the ball;

41.3.5.1 If a replacement ball is requested by the batting side, 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.

41.3.5.2 If a replacement ball is requested by the fielding side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

41.3.5.3 Regardless of whether a replacement ball has been chosen to be used, the bowler's end umpire shall

- award 5 Penalty runs to the opposing side.

- if appropriate, inform the batsmen at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.

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

The umpires shall then report the matter to the PJP Match Referee who shall take such action as is considered appropriate against the player(s) concerned.

41.3.6 If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;

41.3.6.1 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.

41.3.6.2 The bowler's end umpire shall issue the captain with a first and final warning, and

41.3.6.3 Advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the series, 41.3.5.3 above will be adopted, with the captain deemed to be the player responsible for the contravention.

The umpires shall then report the matter to the PJP Match Referee who shall take such action as is considered appropriate against the captain(s) concerned.

Note: Captain will be officially warned under PJP Code of Conduct if non-identification procedure apply.

41.3.7 If the umpires believe that saliva has been applied to the ball, the umpires shall:

41.3.7.1 If it is a first instance during an innings, summon the captain of the fielding side and issue a first warning.

41.3.7.2 If it is a second instance during an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in the award of 5 Penalty runs to the batting side.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

41.3.7.3 If it is a third or subsequent instance, award 5 Penalty runs to the batting side.

41.3.7.4 The ball shall not be changed but the umpires shall wipe the ball with an appropriate cloth.

Note: No Code of Conduct shall be applied of this breach and ball also not be changed.

41.4 Deliberate attempt to distract striker

41.4.1 It is unfair for any fielder deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.

41.4.2 If either umpire considers that any action by a fielder is such an attempt, he shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The bowler's end umpire shall

- award 5 Penalty runs to the batting side.
- inform the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for the action.

Neither batsman shall be dismissed from that delivery and the ball shall not count as one of the over.

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

41.5 Deliberate distraction, deception or obstruction of batsman

41.5.1 In addition to clause 41.4, it is unfair for any fielder wilfully to attempt, by word or action, to distract, deceive or obstruct either batsman after the striker has received the ball.

41.5.2 It is for either one of the umpires to decide whether any distraction, deception or obstruction is wilful or not.

41.5.3 If either umpire considers that a fielder has caused or attempted to cause such a distraction, deception or obstruction, he shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.

41.5.4 Neither batsman shall be dismissed from that delivery.

41.5.5 The bowler's end umpire shall;

- award 5 Penalty runs to the batting side.
- inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.

41.5.6 The ball shall not count as one of the over.

41.5.7 Any runs completed by the batsmen before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally, the run in progress shall be scored whether or not the batsmen had already crossed at the instant of the offence.

41.5.8 The batsmen at the wicket shall decide which of them is to face the next delivery.

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

41.6 Bowling of dangerous and unfair short pitched deliveries

41.6.1 Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1



PAKISTAN JUNIOR LEAGUE (PJJ) **T-20 PLAYING CONDITIONS**

41.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and 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.

41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

41.6.1.3 Should there be any further instance 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.

- 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 PJJ Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.6.1.4 A bowler shall be limited to one fast short-pitched delivery per over.

41.6.1.5 A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

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

41.6.1.7 In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also clause 22.1.1.2

41.6.1.7.1 For the avoidance of doubt any fast short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.

41.6.1.8 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause 41.6.1.5 above, the umpire at the bowler's 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.

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

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

- 41.6.1.11 Should there be any further instance 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.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- 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 PJP Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.6.2 Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3, 41.6.1.9 and 41.7, such cautions and warnings are not to be cumulative.

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 PJP 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.

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 PJP Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.8 Bowling of deliberate front-foot No ball



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he/she 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 PJP Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.9 Time wasting by the fielding side

41.9.1 It is unfair for any fielder to waste time.

41.9.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then

- warn the captain of the fielding side, indicating that this is a first and final warning.
- inform the batsmen of what has occurred.

41.9.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.

Additionally the umpire shall inform the batsmen and, as soon as is practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deliberate or repetitive, they may lodge a report under the PJP Code of Conduct. In such circumstances the Captain and/or any individual members of the fielding team responsible for the time wasting will be charged.

41.10 Batsman wasting time

41.10.1 It is unfair for a batsman to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run-up.

41.10.2 Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run-up or when the ball becomes dead, as appropriate, the umpire shall

- warn both batsmen and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.
- inform the other umpire of what has occurred.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.10.3 If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead

- award 5 Penalty runs to the fielding side.

- inform the other umpire of the reason for this action.

- inform the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the PJP Code of Conduct. In such circumstances the batsman concerned will be charged.

41.11 The protected area

The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1 ft/30.48 cm from it.

41.12 Fielder damaging the pitch

41.12.1 It is unfair to cause deliberate or avoidable damage to the pitch. A fielder will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

41.12.2 If a fielder causes avoidable damage to the pitch, other than as in clause 41.13.1, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.

- inform the batsmen of what has occurred.

41.12.3 If, in that innings, there is any further instance of avoidable damage to the pitch, by any fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- award 5 Penalty runs to the batting side.
Additionally the umpire shall

- inform the fielding captain of the reason for this action.

- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

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

41.13 Bowler running on protected area

41.13.1 It is unfair for a bowler to enter the protected area in his follow-through without reasonable cause, whether or not the ball is delivered.

41.13.2 If a bowler contravenes this clause, at the first instance and when the ball is dead, the umpire shall

- caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.

- inform the captain of the fielding side and the batsmen of what has occurred.

41.13.3 If, in that innings, the same bowler again contravenes this clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

41.13.4 If, in that innings, the same bowler contravenes this clause a third time, when the ball is dead, the umpire shall,

- direct the captain of the fielding side to suspend the bowler immediately from bowling. 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. The bowler taken off shall not be allowed to bowl again in that innings.

inform the other umpire of the reason for this action.

- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

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

41.14 Batsman damaging the pitch

41.14.1 It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, he must move from it immediately thereafter. A batsman will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

41.14.2 If either batsman causes deliberate or avoidable damage to the pitch, other than as in clause 41.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then

- warn both batsmen that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.14.3 If there is any further instance of avoidable damage to the pitch by any batsman in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).
- Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

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

41.15 Striker in protected area

41.15.1 The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable.

The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

41.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause 41.15.1, if the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead; he/she shall then inform the other umpire of the occurrence.

The bowler's end umpire shall then



PAKISTAN JUNIOR LEAGUE (PJL)

T-20 PLAYING CONDITIONS

- warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batsman.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.15.3 If there is any further breach of any of the conditions in clause 41.15.1 by any batsman in that innings, the umpire seeing the contravention shall, if the bowler has not entered his delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

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

41.16 Batsmen stealing a run

41.16.1 It is unfair for the batsmen to attempt to steal a run during the bowler's run-up.

Unless the bowler attempts to run out either batsman – see clauses 41.16 and 21.4 (Bowler throwing towards striker's end before delivery) – the umpire shall

- call and signal Dead ball as soon as the batsmen cross in such an attempt.
- inform the other umpire of the reason for this action.

The bowler's end umpire shall then

- return the batsmen to their original ends.
- award 5 Penalty runs to the fielding side.
- inform the batsmen, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.

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

41.17 Penalty runs

41.17.1 When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. See clause 2.13 (Signals).

41.17.2 Penalty runs shall be awarded in each case where these Playing Conditions require the award, even if a result has already been achieved. See clause 16.6 (Winning hit or extras).

Note, however, that the restrictions on awarding Penalty runs, in clauses 23.3 (Leg byes not to be awarded), 34.4 (Runs scored from ball lawfully struck more than once) and 28.3 (Protective helmets belonging to the fielding side), will apply.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

41.17.3 When 5 Penalty runs are awarded to the batting side under any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), or 28.3 (Protective helmets belonging to the fielding side) or under 41.3, 41.4, 41.5, 41.9 or 41.12, then

- they shall be scored as Penalty extras and shall be in addition to any other penalties.
- they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries.

- the batsmen shall not change ends solely by reason of the 5 run penalty.

41.17.4 When 5 Penalty runs are awarded to the fielding side, under clause 18.5.2 (Deliberate short runs), or under 41.10, 41.14, 41.15 or 41.17, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

41.18 Unfair actions

41.18.1 If an umpire considers that any action by a player, not covered in these Playing Conditions, is unfair, he/she shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire.

The bowler's end umpire shall

41.18.1.1 If this is a first offence by that side

- summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.

- warn the offending player's captain that any further such offence by any member of his team shall result in the award of 5 Penalty runs to the opposing team.

41.18.1.2 If this is a second or subsequent offence by that side

- award 5 Penalty runs to the opposing side

41.18.1.3 The umpires may then report the matter to the PJP Match Referee who shall take such action as is considered appropriate against the player concerned

42 PLAYERS' CONDUCT

42.1 Serious misconduct

42.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in clause 42.2.1. These offences correspond with Level 4 offences in the PJP Code of Conduct. Level 1 to Level 3 offences continue to be dealt with separately under the PJP Code of Conduct.

42.1.2 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.

42.1.3 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.

42.1.4 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



PAKISTAN JUNIOR LEAGUE (PJL)

T-20 PLAYING CONDITIONS

- committing any other act of violence.

42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.5 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.

42.2.2.3.3 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 32 to 39, 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 PJL Match Referee under the PJL 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 42.2.2.3, the umpires shall invoke clause

16.2 (ICC Match Referee awarding a match).

42.3.2 If both captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in clause 16.2 and there shall be no result under clause 16.

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 24.1.2 shall not 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 42.2.2.5.

Use of Electronic Communications Equipment (subject to approval of PJL Technical Committee)

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted, except that broadcaster to player communication shall be allowed. Teams will be able to use electronic communication devices between the dressing room and the dug-out provided that PJL Technical Committee notified in advance of the radio frequency to be used and the names of the individuals who will be using the communication devices.

Match officials may use electronic devices subject to approval from the technical committee.



PAKISTAN JUNIOR LEAGUE (PJP) **T-20 PLAYING CONDITIONS**

Appendices to PJP T-20 Playing Conditions

(Incorporating the 2017 Code of the MCC Laws of Cricket)

A. Definitions

B. Equipment

- 1. The bat**
- 2. The wickets**
- 3. Wicket-keeping gloves**

C. The venue

- 1. The pitch and the creases**
- 2. Advertising on grounds, perimeter boards and sight-screens**
- 3. Markings on outfield**

D. Decision Review System (DRS) and Third Umpire Protocol

E. Calculations

F. The Super Over



PAKISTAN JUNIOR LEAGUE (PJP) T-20 PLAYING CONDITIONS

Appendix A

Definitions

1 The match

- 1.1 **The game**, is used in these Playing Conditions as a general term meaning the Game of Cricket.
- 1.2 **A match** is a single Twenty20 PJP match between two teams, played under these Playing Conditions.
- 1.3 **A Super Over** is a procedure that shall be adopted for determining the winner of a tied match in the double league matches or in the play offs and in the final match of PJP, as set out in Appendix F.
- 1.4 **The toss** is the toss for choice of innings.
- 1.5 **Before the toss** is at any time before the toss on the day of the match.
- 1.6 **Before the match** is at any time before the toss, not restricted to the day of the match.
- 1.7 **During the match** is at any time after the toss until the conclusion of the match, whether play is in progress or not.
- 1.8 **Playing time** is any time between the call of Play and the call of Time. See clauses 12.1 (Call of Play) and 12.2 (Call of Time).
- 1.9 **Conduct of the match** includes any action relevant to the match at any time.
- 1.10 **Ground Authority** is the entity responsible for the selection and preparation of the pitch and other functions relating to the hosting and management of the match, including any agents acting on their behalf (including but not limited to the curator or other ground staff).
- 1.11 **The Spirit of Cricket** refers to the values of respect and fair play that underpin the game of cricket, as set out in the Preamble to the Laws of Cricket (2017 Code).
- 1.12 **The PJP Code of Conduct for Players and Team Officials** is the PJP Code of Conduct for Players and Team Officials, as amended from time to time.

2 Implements and equipment

- 2.1 **Implements used in the match** are the bat, the ball, the stumps and bails.
- 2.2 **External protective equipment** is any visible item of apparel worn for protection against external blows.
- For a batsman, items permitted are a protective helmet, external leg guards (batting pads), batting gloves and, if visible, forearm guards.
- For a fielder, only a protective helmet is permitted, except in the case of a wicket-keeper, for whom wicket-keeping pads and gloves are also permitted.
- 2.3 **A protective helmet** is headwear made of hard material and designed to protect the head or the face or both, which shall (in line with the PJP Clothing and Equipment Regulations). For the purposes of interpreting these Playing Conditions, such a description will include faceguards.
- 2.4 **Equipment** – a batsman's equipment is his/her bat as defined above, together with any external protective equipment he/she is wearing.
- A fielder's equipment is any external protective equipment that he/she is wearing.
- 2.5 **The bat** – the following are to be considered as part of the bat:
- the whole of the bat itself.
 - the whole of a glove (or gloves) worn on the hand (or hands) holding the



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

bat.

- the hand (or hands) holding the bat, if the batsman is not wearing a glove on that hand or on those hands.

- 2.6 **Held in batsman's hand.** Contact between a batsman's hand, or glove worn on his/her hand, and any part of the bat shall constitute the bat being held in that hand.

3 The playing area

- 3.1 **The field of play** is the area contained within the boundary.
- 3.2 **The square** is a specially prepared area of the field of play within which the match pitch is situated.
- 3.3 **The outfield** is that part of the field of play between the square and the boundary.

4 Positioning

- 4.1 **Behind the popping crease** at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that does not include the creases at the opposite end of the pitch. **Behind**, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph 13.
- 4.2 **In front of the popping crease** at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that includes the creases at the opposite end of the pitch. In front of, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph 13.
- 4.3 **The striker's end** is the place where the striker stands to receive a delivery from the bowler only insofar as it identifies, independently of where the striker may subsequently move, one end of the pitch.
- 4.4 **The bowler's end** is the end from which the bowler delivers the ball. It is the other end of the pitch from the striker's end and identifies that end of the pitch that is not the striker's end as described in paragraph 4.3.
- 4.5 **The wicket-keeper's end** is the same as the striker's end as described in paragraph 4.3.
- 4.6 **In front of the line of the striker's wicket** is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker's end; this line to be considered extended in both directions to the boundary. See paragraph 4.2.
- 4.7 **Behind the wicket** is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary. See paragraph 4.1.
- 4.8 **Behind the wicket-keeper** is behind the wicket at the striker's end, as defined above, but in line with both sets of stumps and further from the stumps than the wicket-keeper.
- 4.9 **Off side/on (leg) side** – see diagram in paragraph 13
- 4.10 **Inside edge** is the edge on the same side as the nearer wicket.

5 Umpires and decision-making

- 5.1 **Umpire** – where the description **the umpire** is used on its own, it always means 'the bowler's end umpire' though this full description is sometimes used for emphasis or clarity. Similarly **the umpires** always means both umpires and the third umpire. **An umpire** and **umpires** are generalised terms. Otherwise, a fuller description indicates which one of the umpires is specifically intended. Each umpire will be bowler's end umpire and striker's end umpire in alternate overs.
- 5.2 **Bowler's end umpire** is the umpire who is standing at the bowler's end (see paragraph 4.4) for the current delivery.
- 5.3 **Striker's end umpire** is the umpire who is standing at the striker's end (see paragraph 4.3), to one side of the pitch or the other, depending on his/her choice, for the current delivery.



PAKISTAN JUNIOR LEAGUE (PJP) T-20 PLAYING CONDITIONS

- 5.4 **On-field umpires** shall mean, collectively, the bowler's end umpire and the striker's end umpire.
- 5.5 **Third umpire** is the umpire who may use television evidence and other available technology in order to review a decision of the on-field umpires, either by way of an Umpire Review or a Player Review under the protocol set out in Appendix D.
- 5.6 **Umpires together agree** applies to decisions which the umpires are to make jointly, independently of the players.
- 5.7 **Decision Review System** or **DRS** is the process covered by the Decision Review System and Third Umpire Protocol set out in Appendix D, under which the third umpire may be consulted in relation to a decision of the on-field umpires, either by way of an Umpire Review or a Player Review.
- 5.8 **Player Review** is the process set out in Appendix D by which a player may request a review of any decision taken by the on-field umpires concerning whether or not a batsman is dismissed (with the exception of 'Timed out').
- 5.9 **Umpire Review** is the process set out in Appendix D by which an on-field umpire has the discretion to refer a decision to the third umpire or, under certain circumstances, to consult with the third umpire before making a decision.
- 5.10 **Soft Signal** is the visual communication by the bowler's end umpire to the third umpire (accompanied by additional information via two-way radio where necessary) of his/her initial on field decision prior to initiating an Umpire Review.

***Note:** Soft signal is not a definitive decision signal*

- 5.11 **Umpire's Call** is the concept within the DRS under which the on-field decision of the bowler's end umpire shall stand, which shall apply under the specific circumstances set out in paragraphs 3.4.5 and 3.4.6 of Appendix D, where the ball-tracking technology indicates a marginal decision in respect of either the Impact Zone or the Wicket Zone.
- 5.12 The **Pitching Zone** as used in the DRS is a two-dimensional area on the pitch between both sets of stumps with its boundaries consisting of the base of both sets of stumps and a line between the outside of the outer stumps at each end.
- 5.13 The **Impact Zone** as used in the DRS is a three-dimensional space extending between both sets of stumps to an indefinite height vertically and with its boundaries consisting of the base of the stumps and the outside of the outer stumps at each end.
- 5.14 The **Wicket Zone** as used in the DRS is a two-dimensional area with its boundaries consisting of the outside of the outer stumps, the base of the stumps, and the top of the stumps.
- 5.15 A **Fair Catch** is a catch that has been taken cleanly by the fielder in accordance with clause 33.
- 5.16 A **Bump Ball** is where the ball has made contact with the ground shortly after making contact with the striker's bat.

6 Batsmen

- 6.1 **Batting side** is the side currently batting, whether or not play is in progress.
- 6.2 **Member of the batting side** is one of the players nominated by the captain of the batting side, or any authorised replacement for such nominated player.
- 6.3 **A batsman's ground** – at each end of the pitch, the whole area of the field of play behind the popping crease is the ground at that end for a batsman.
- 6.4 **Original end** is the end where a batsman was when the ball came into play for that delivery.
- 6.5 **Wicket he/she has left** is the wicket at the end where a batsman was at the start of the run in progress.
- 6.6 **Guard position** is the position and posture adopted by the striker to receive a ball delivered by the bowler.



PAKISTAN JUNIOR LEAGUE (PJP) T-20 PLAYING CONDITIONS

Note: *Bowling end umpire may ask from the incoming batsman of his normal initial batting stance.*

7 Fielders

- 7.1 **Fielding side** is the side currently fielding, whether or not play is in progress.
- 7.2 **Member of the fielding side** is one of the players nominated by the captain of the fielding side, or any authorised replacement or substitute for such nominated player.
- 7.3 **Fielder** is one of the 11 or fewer players who together represent the fielding side on the field of play. This definition includes not only both the bowler and the wicket-keeper but also nominated players who are legitimately on the field of play, together with players legitimately acting as substitutes for absent nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the field of play and who has not yet obtained the umpire's permission to return.

A player going briefly outside the boundary in the course of discharging his/her duties as a fielder is not absent from the field of play nor, for the purposes of clause 24.2 (Fielder absent or leaving the field of play), is he/she to be regarded as having left the field of play.

8 Substitutes

- 8.1 A **Substitute** is a player who takes the place of a fielder on the field of play, but does not replace the player for whom he/she substitutes on that side's list of nominated players. A substitute's activities are limited to fielding.

9 Bowlers

- 9.1 **Over the wicket / round the wicket** – If, as the bowler runs up between the wicket and the return crease, the wicket is on the same side as his/her bowling arm, he/she is bowling over the wicket. If the return crease is on the other side as his/her bowling arm, he/she is bowling round the wicket.
- 9.2 **Delivery swing** is the motion of the bowler's arm during which he/she normally releases the ball for a delivery.
- 9.3 **Delivery stride** is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e., when the back foot of the delivery stride lands again.
- 9.4 The **PJP Suspected Illegal Bowling Action Policy** are the PJP's regulations governing Suspected Illegal Bowling Actions.
- 9.5 An **Illegal Bowling Action** is a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).
- 9.6 **Elbow Extension** means the motion that occurs when a bowler's arm moves from a flexed (bent) position at the elbow, to a more extended (straight) position (full Elbow Extension occurs when the arm is straight).
- 9.7 **Elbow Hyperextension** is the motion that occurs when a bowler's elbow extends beyond the straight position.
- 9.8 The **Match Officials Report of Suspected Illegal Bowling Action** is the form provided by the PJP Technical Committee under PJP Suspected Illegal Bowling Action Policy, by which an umpire and/or the PJP Match Referee may submit a report relating to a suspected Illegal Bowling Action. **(Subject to 21.2.3)**

10 The ball

- 10.1 **The ball is struck/strikes the ball** unless specifically defined otherwise, mean 'the ball is struck by the bat'/'strikes the ball with the bat'.



PAKISTAN JUNIOR LEAGUE (PJP) T-20 PLAYING CONDITIONS

10.2 Rebounds directly/strikes directly and similar phrases mean 'without contact with any fielder' but do not exclude contact with the ground.

10.3 Full-pitch describes a ball delivered by the bowler that reaches or passes the striker without having touched the ground. Sometimes described as non-pitching.

11 Runs

11.1 A run to be disallowed is one that in these Playing Conditions should not have been taken. It is not only to be cancelled but the batsmen are to be returned to their original ends.

11.2 A run not to be scored is one that is not illegal, but is not recognised as a properly executed run. It is not a run that has been made, so the question of cancellation does not arise. The loss of the run so attempted is not a disallowance and the batsmen will not be returned to their original ends on that account.

12 The person

12.1 Person; A player's person is his/her physical person (flesh and blood) together with any clothing or legitimate external protective equipment that he/she is wearing except, in the case of a batsman, his/her bat.

A hand, whether gloved or not, that is not holding the bat is part of the batsman's person.

No item of clothing or equipment is part of the player's person unless it is attached to

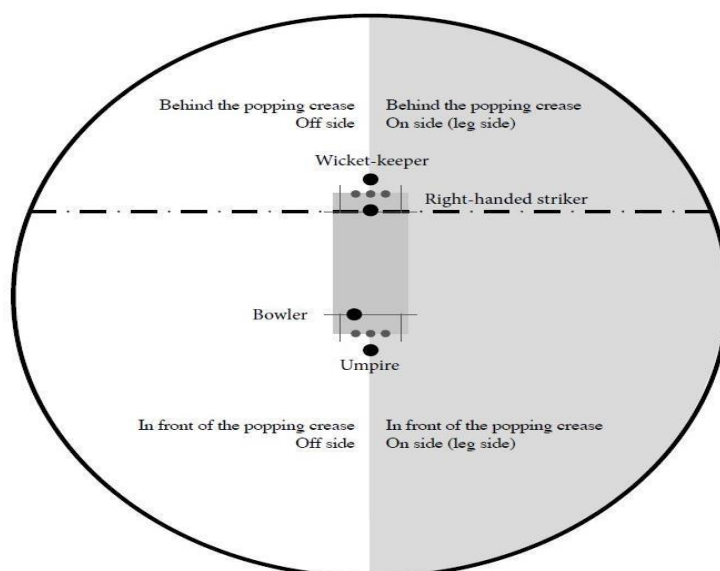
him/her. For a batsman, a glove being held but not worn is part of his/her person.

For a fielder, an item of clothing or equipment he/she is holding in his/her hand or hands is not part of his/her person.

12.2 Clothing – anything that a player is wearing, including such items as spectacles or jewelry, that is not classed as external protective equipment is classed as clothing, even though he/she may be wearing some items of apparel, which are not visible, for protection. A bat being carried by a batsman does not come within this definition of clothing.

12.3 Hand for batsman or wicket-keeper shall include both the hand itself and the whole of a glove worn on the hand.

13 Off side / on side; in front of / behind the popping crease.





PAKISTAN JUNIOR LEAGUE (PJP) T-20 PLAYING CONDITIONS

Appendix B

Equipment

1 The Bat

1.1 General guidance

- 1.1.1 **Measurements** - All provisions in paragraphs 1.2 to 1.6 below are subject to the measurements and restrictions stated in the Playing Conditions and this Appendix.
- 1.1.2 **Adhesives** – Throughout, adhesives are permitted only where essential and only in minimal quantity.

1.2 Specifications for the Handle

- 1.2.1 One end of the handle is inserted into a recess in the blade as a means of joining the handle and the blade.

This lower portion is used purely for joining the blade and the handle together. It is not part of the blade but, solely in interpreting paragraphs 1.3 and 1.4 below, references to the blade shall be considered to extend also to this lower portion of the handle where relevant.

- 1.2.2 The handle may be glued where necessary and bound with twine along the upper portion.

Providing clause 5.5 is not contravened, the upper portion may be covered with materials solely to provide a surface suitable for gripping. Such covering is an addition and is not part of the bat, except in relation to clause 5.6. The bottom of this grip should not extend below the point defined in paragraph 1.2.4 below.

Twine binding and the covering grip may extend beyond the junction of the upper and lower portions of the handle, to cover part of the shoulders of the bat as defined in paragraph 1.3.1.

No material may be placed on or inserted into the lower portion of the handle other than as permitted above together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.

- 1.2.3 **Materials in handle** – As a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth. Such materials must not project more than

3.25 in/8.26 cm into the lower portion of the handle

- 1.2.4 **Binding and covering of handle** – The permitted continuation beyond the junction of the upper and lower portions of the handle is restricted to a maximum, measured along the length of the handle, of

2.5 in/6.35 cm in for the twine binding

2.75 in/6.99 cm for the covering grip.

1.3 Specifications for the Blade

- 1.3.1 The blade has a face, a back, a toe, sides and shoulders

1.3.1.1 The face of the blade is its main striking surface and shall be flat or have a slight convex curve resulting from traditional pressing techniques. The back is the opposite surface.

1.3.1.2 The shoulders, sides and toe are the remaining surfaces, separating the face and the back.

1.3.1.3 The shoulders, one on each side of the handle, are along that portion of the blade between the first entry point of the handle and the point at which the blade first reaches its full width.

1.3.1.4 The toe is the surface opposite to the shoulders taken as a pair.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- 1.3.1.5 The sides, one each side of the blade, are along the rest of the blade, between the toe and the shoulders.
- 1.3.2 No material may be placed on or inserted into the blade other than as permitted in paragraph 1.2.4, paragraph 1.3.3, and clause 5.4 together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.
- 1.3.3 **Covering the blade.** Bats shall have no covering on the blade except as permitted in clause 5.4.
- Any materials referred to above, in clause 5.4 and paragraph 1.4 below, are to be considered as part of the bat, which must still pass through the gauge as defined in paragraph 1.6.

1.4 Protection and repair

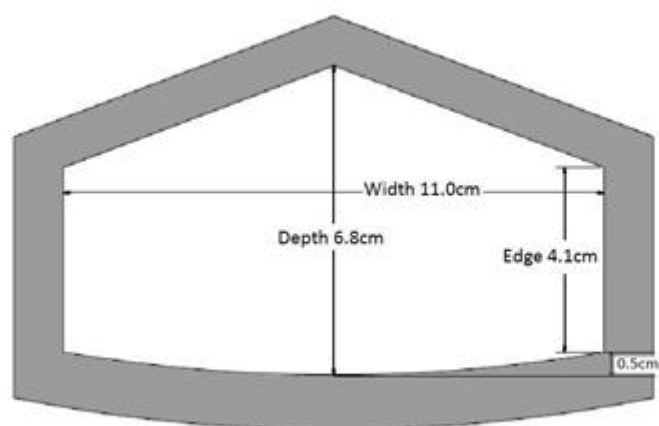
- 1.4.1 The surface of the blade may be treated with non-solid materials to improve resistance to moisture penetration and/or mask natural blemishes in the appearance of the wood. Save for the purpose of giving a homogeneous appearance by masking natural blemishes, such treatment shall not materially alter the colour of the blade.
- 1.4.2 Materials can be used for protection and repair as stated in clause 5.4 and are additional to the blade. Note however clause 5.6.
- Any such material shall not extend over any part of the back of the blade except in the case of clause 5.4.1 and then only when it is applied as a continuous wrapping covering the damaged area.
- The repair material shall not extend along the length of the blade more than 0.79 in/2.0 cm in each direction beyond the limits of the damaged area. Where used as a continuous binding, any overlapping shall not breach the maximum of 0.04 in/0.1 cm in total thickness.
- The use of non-solid material which when dry forms a hard layer more than 0.004 in/0.01 cm in thickness is not permitted.
- 1.4.3 Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above, but the bat must still pass through the gauge as described in paragraph 1.6.

1.5 Commercial identifications

Such identifications shall comply with the restrictions set out in the PJP Clothing and Equipment Regulations in relation to the size and position of marks and logos.

1.6 Bat Gauge

All bats must meet the specifications defined in clause 5.7. They must also, with or without protective coverings permitted in clause 5.4, be able to pass through a bat gauge, the dimensions and shape of which are shown in the following diagram:



Dimensions of aperture

Total depth: 2.68 in/6.8 cm
Width: 4.33 in/11.0 cm
Edge: 1.61 in/4.1 cm
Curve: 0.20 in/0.5 cm

Note: The curve of the lower edge of the aperture is an arc of a circle of radius 12.0 in/30.5 cm, whose centre is on the vertical centre line of the aperture.

2 The wickets

2.1 Bails

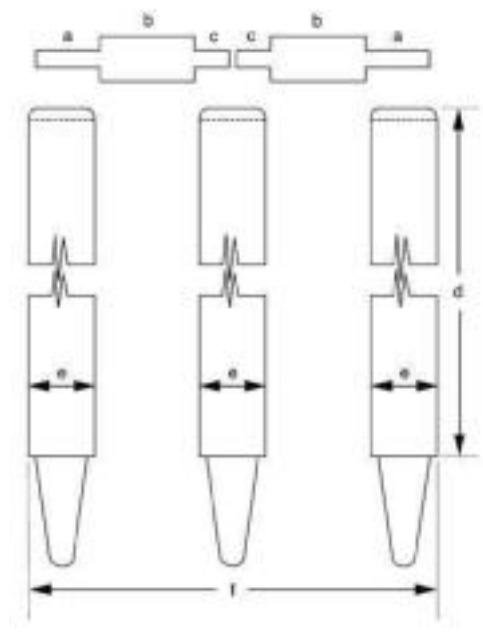
Overall 4.31 in /

10.95 cm a = 1.38 in /

3.50 cm b = 2.13 in /

5.40 cm

c = 0.81 in / 2.06 cm



2.2 Stumps

Height (d) = 28 in / 71.1 cm

Diameter (e) - maximum = 1.5 in / 3.81 cm; minimum = 1.38 in / 3.50 cm

2.3 Overall

Width (f) of wicket 9 in / 22.86 cm

Overall

Width (f) of wicket 9 in / 22.86 cm

3 Wicket-keeping gloves

3.1 The images below illustrate the requirements of clause 27.2 in relation to:

- no webbing between the fingers;
- a single piece of non-stretch material between finger and thumb as a means of support; and

when a hand wearing the glove has the thumb fully extended, the top edge being taut and not protruding beyond the straight line joining the top of the index finger to the top of the thumb

3.2 Note also the requirement for wicket-keeping gloves to comply with the Clothing and Equipment Regulations in relation to the size and position of marks and logos.



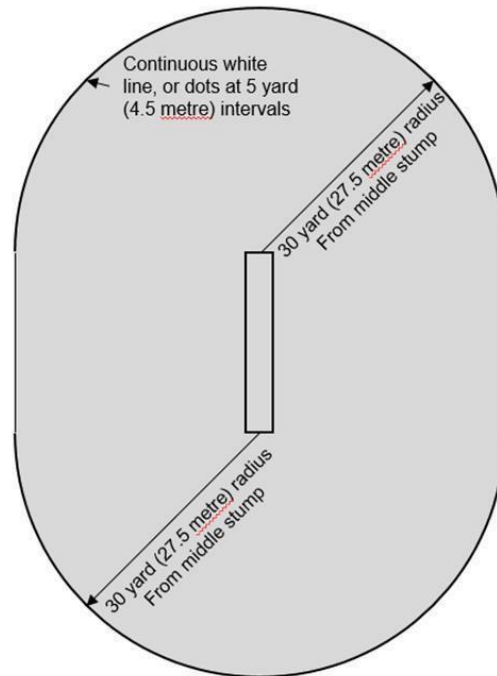


PAKISTAN JUNIOR LEAGUE (PJP) **T-20 PLAYING CONDITIONS**

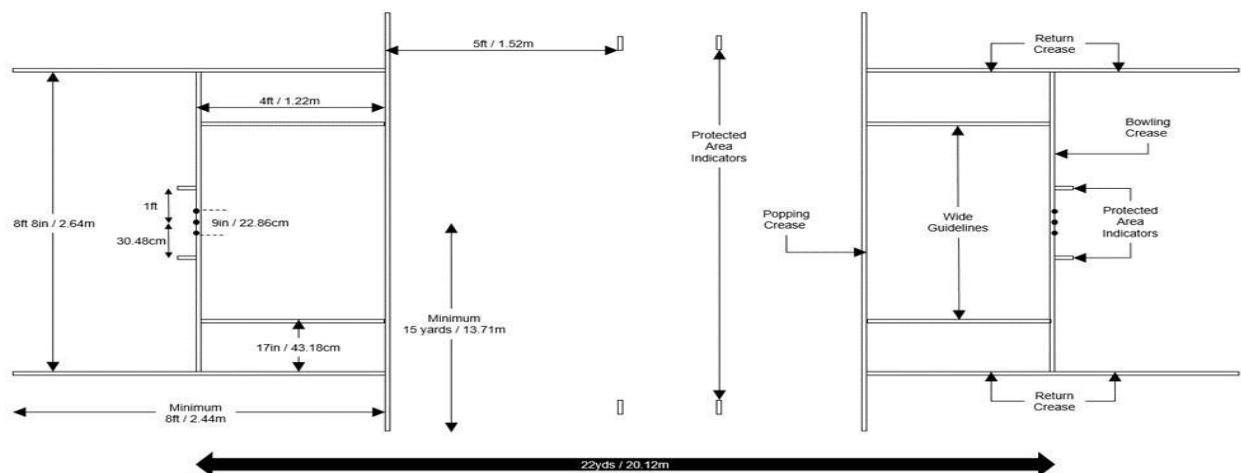
Appendix C

The venue

1 Restriction on the placement of fielders



2 Pitch and Creases





PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

3 Advertising on grounds, perimeter boards and sight-screens

3.1 Advertising on grounds

3.1.1 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 30 yards (27.50 meters) of the centre of the pitch being used for the match.

3.1.2 Note: Advertising closer to the stumps as set out above which is required to meet 3D requirements for broadcasters may be permitted, subject to prior BCCI approval having been obtained.

3.2 Perimeter boards

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

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

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

3.3 Sight-screens

3.3.1 Sight-screens shall be provided at both ends of all grounds.

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

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

4 Markings on outfield

With the permission of the Ground Authority, a bowler may use paint to make a small marking on the outfield for the purposes of identifying their run-up. Paint used for this purpose shall be any colour other than white.



PAKISTAN JUNIOR LEAGUE (PJP) T-20 PLAYING CONDITIONS

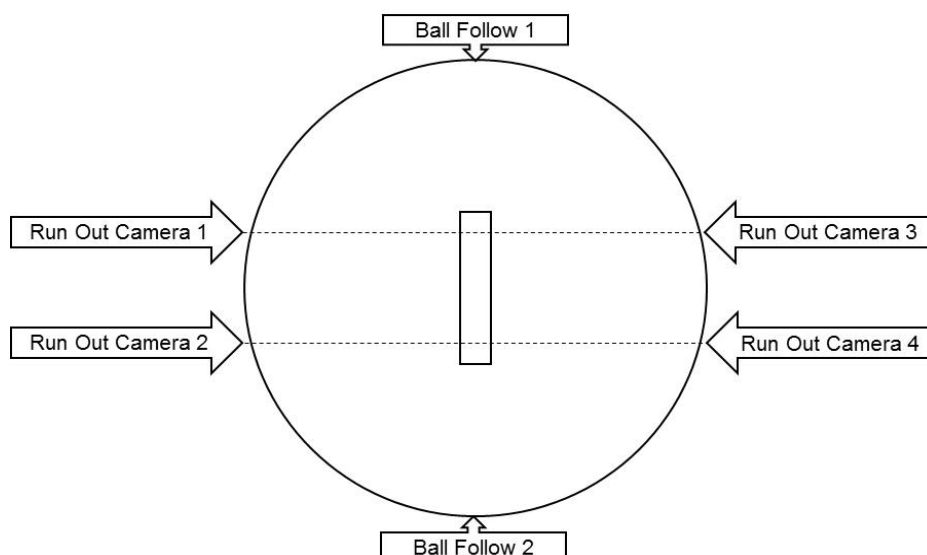
Appendix D (In case of availability)

Decision Review System (DRS) and Third Umpire Protocol

1 General

1.1 Minimum requirements for use of DRS and appointment of third umpire

1.1.1 The camera specification set out below shall be mandatory as a minimum requirement.



1.1.2 Where the camera specification set out above is provided, a third umpire shall be appointed to the match.

1.1.3 The table below summarises the minimum requirements for DRS to be used, and the regulations around the appointment of the third umpire:

	Third Umpire (non-DRS)	DRS
Minimum Requirement	Cameras Specification detailed in paragraph 1.1.1	Cameras <ul style="list-style-type: none"> - Specification detailed in paragraph 1.1.1. - Technology - Approved ball-tracking technology. - Approved sound-based edge detection technology.
Third Umpire Jurisdiction	Umpire Reviews only	Umpire Reviews and Player Reviews



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

Replays that can be used	The third umpire shall only have access to replays of any camera images. Other technology which may be in use by the broadcaster for broadcast purposes (for example, ball-tracking technology, Sound based edge detection technology, and Heat based edge detection technology) shall not be used during Umpire Reviews.	Any replay, stump microphone audio or technology detailed in paragraph 3.8.1 below.
DRS Technical Officer	Not required	

- 1.1.4 PJP shall ensure that a separate room is provided for the third umpire and that he/she has access to the television equipment and technology (where DRS is used) so as to be in the best position to facilitate the referral and/or consultation processes referred to in paragraphs 2 (Umpire Review) and 3 (Player Review) below.

2 Umpire Review

In the circumstances detailed in paragraphs 2.1, 2.2, 2.3 and 2.4 below, the on-field umpire shall have the discretion to refer the decision to the third umpire or, in the case of paragraphs 2.2, and 2.4, to consult with the third umpire before making the decision.

Save for requesting the umpire to review his/her decision under paragraph 3 (Player Review) below, players may not appeal to the on-field umpires to use the Umpire Review. Breach of this provision may constitute dissent and the player may be subject to disciplinary action under the PJP Code of Conduct for Players and team officials.

- 2.1 Run Out, Stumped, Bowled and Hit Wicket Decisions
- 2.1.1 The relevant on-field umpire shall be entitled to refer an appeal for run-out, stumped, bowled or hit wicket to the third umpire.
- 2.1.2 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/her hands.
- 2.1.3 In the case of a referral of a bowled, hit wicket or stumped decision, the third umpire shall first check the fairness of the delivery (all modes of No ball except for the bowler using an Illegal Bowling Action, subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 4.6 (c.) of the PJP Suspected Illegal Bowling Action Policy). If the delivery was not a fair delivery the third umpire shall indicate that the batsman is Not out and advise the on-field umpire to signal No ball. See also paragraph 2.5 below.
- 2.1.4 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/she shall notify the on-field umpire so that the correct decision is made.
- 2.1.5 If the third umpire decides that the batsman is Out, the word out shall be displayed on the big screen; if the third umpire decides that the batsman is Not out, the words Not Out shall be displayed. In the



PAKISTAN JUNIOR LEAGUE (PJL)

T-20 PLAYING CONDITIONS

event of any technical difficulties with the big screen, the third umpire will notify the standing umpires via radio to signal the relevant decision.

2.2 Caught Decisions, Obstructing the Field

- 2.2.1 Where the bowler's end umpire is unable to decide upon a Fair Catch or a Bump Ball, or if, on appeal from the fielding side, the batsman obstructed the field, he/she shall first consult with the striker's end umpire.
- 2.2.2 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 striker's end umpire, before consulting 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/her hands, followed by a Soft Signal of Out or Not out made with the hands close to the chest at chest height. 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.
- 2.2.3 The third umpire shall determine whether the batsman has been caught, whether the delivery was a Bump Ball, or if the batsman obstructed the field. However, in reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all decisions involving a catch (all modes of No ball except for the bowler using an Illegal Bowling Action, subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 4.6 (c.) of the Illegal Bowling Regulations) 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/she shall indicate to the bowler's end umpire that the batsman is Not out caught, and in the case of an unfair delivery, advise the bowler's end umpire to signal No ball. See also paragraph 2.5 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/she shall notify the bowler's end umpire so that the correct decision can be made.
- 2.2.4 The third umpire shall communicate his/her decision as set out in paragraph 2.1.5.

2.3 Boundary Decisions

- 2.3.1 The bowler's end umpire shall be entitled to refer to the third umpire for a decision on:
- 2.3.1.1 whether a four or six has been scored;
 - 2.3.1.2 whether a fielder had any part of his/her person in contact with the ball when he/she touched the boundary;
 - 2.3.1.3 whether the fielder had any part of his/her person in contact with the ball when he/she had any part of his/her person grounded beyond the boundary.
 - 2.3.1.4 the number of runs scored when a boundary results from an overthrow or the wilful act of a fielder (see clause 19.8).
- 2.3.2 A decision shall be made immediately and cannot be changed thereafter.
- 2.3.3 If the television evidence is inconclusive as to whether or not a boundary has been scored, the default presumption shall be in favour of no boundary being awarded.
- 2.3.4 Where the bowler's end umpire wishes to use the assistance of the third umpire in this circumstance, he/she shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his/her decision to the bowler's end umpire by the same method.
- 2.3.5 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.

2.4 Batsmen Running to the Same End

- 2.4.1 Where both batsmen have run to the same end and the on-field umpires are uncertain over which batsman made his/her ground first, the on-field umpires may consult with the third umpire.
- 2.4.2 The procedure set out in paragraph 2.3.4 shall apply.
- 2.4.3 Short Run



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

2.4.3.1 The third umpire shall automatically review any call of short run by an on-field umpire under clauses 18.3 and 18.4, communicating with the relevant on-field umpire by two-way radio and conveying his/her decision by the same method.

2.5 No Balls

2.5.1 If the bowler's end umpire is uncertain as to the fairness of the delivery following a dismissal, either affecting the validity of the dismissal or which batsman is dismissed, he/she shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery with the third umpire. Communication with the third umpire shall be by two-way radio.

NOTE:

Only in case of a waist height full pitched delivery, the on field umpires may check the fairness of the delivery from the TV umpire, even if there is no dismissal involved.

2.5.2 The third umpire shall check all modes of No ball except for the bowler using an Illegal Bowling Action (subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 4.6 (c.) of the PJP Suspected Illegal Bowling Action Policy). The third umpire shall apply clause 21.5 when deciding whether a No ball should have been called (and must therefore be satisfied that none of the three conditions in clause 21.5 have been met before calling a No ball).

2.5.3 If the delivery was not a fair delivery, the bowler's end umpire shall indicate that the batsman is Not out and signal No ball (except in the case of a dismissal for obstructing the field, which may still be effected despite a No ball being called, in which case the bowler's end umpire shall indicate that the relevant batsman is Out and additionally call a No ball).

2.5.4 **If a No ball is called following the check by the third umpire,** the batting side shall benefit from the reversal of the dismissal and the one run for the No ball, but shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally called a No ball. Where the batsmen crossed while the ball was in the air before being caught, the batsmen shall remain at the same ends as if the striker had been dismissed, but no runs shall be credited to the striker even if one (or more) runs were completed prior to the catch being taken.

2.6 Cameras On or Over the Field of Play

2.6.1 The on-field umpires shall be entitled to refer to the third umpire for a decision as to whether the ball has at any time during the normal course of play come into contact with any part of the camera, its apparatus or its cables above the playing area, as contemplated in clause 20.1.3.

2.6.2 Where an on-field umpire wishes to use the assistance of the third umpire in this circumstance, he/she shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his/her decision to the bowler's end umpire by the same method.

2.6.3 A decision shall be made immediately and cannot be changed thereafter. If the television evidence is inconclusive as to whether or not the ball has come into contact with any part of the camera, its apparatus or its cables above the playing area, the default presumption shall be in favour of no contact having been made.

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

2.7 USE OF DRS TOOL (EXCLUDING BALL TRACKER) WHEN PROCESSING AN UMPIRE REVIEW

2.7.1 TV Umpires officiating in DRS matches can now use all the DRS tools (except for Ball tracking) when processing Umpire Reviews. **That is the use of Ultra-Edge (UE).**

2.7.2 ANY UMPIRE REVIEW, except for a run-out, WILL START WITH FRONT-ON, FOLLOWED BY HOTSPOT (WHERE APPLICABLE), FOLLOWED BY ULTRA EDGE, FOLLOWED BY LINE DECISION (IF APPLICABLE). WHERE REQUIRED, OTHER CAMERA ANGLES SHOULD BE UTILIZED.



PAKISTAN JUNIOR LEAGUE (PJP) **T-20 PLAYING CONDITIONS**

EXAMPLES OF SUCH:

1: a fair catch is sent up to the TV umpire for referral with a soft signal. The TV umpire can now check Ultra Edge (UE) to confirm whether the ball contacted the bat, and then they continue to review all aspects of whether the ball carried or not.

2: a ball is delivered down the leg side. The front foot landing is deemed fair by the TV umpire. The striker tries to play it but appears to miss the ball. There is a sound as the ball passes the striker. The wicketkeeper whips the bails off. The striker's back foot is hovering over the popping crease. The Bowler's end umpire calls Wide. In sending this stumping referral up to the TV umpire, the striker's end umpire advises him to check whether the wicketkeeper's gloves came in front of the stumps just before the ball reached his gloves but after the ball has passed the striker.

In this instance, the TV umpire can use Ultra Edge (UE) to determine whether the ball touched the striker or his bat before going in the wicketkeeper gloves. If the use of these tools establishes no such contact, then the TV umpire, after confirming that the wicketkeeper's gloves did come in front of the stumps before the ball got to him, this would be deemed a no-ball. The wide would be revoked, the no-ball signalled, and the striker would be not out.

However, if there was contact between the striker's bat or person, the wicketkeeper is entitled to have his gloves in front, and the striker may be given out either caught or stumped, as relevant. The wide will have to be revoked.

3: a ball hit back by the striker appears to touch the Bowler's hands before crashing into the wickets at the Bowler's end, with the non-striker well short of his crease. The umpire may use Ultra Edge (UE) to determine if the Bowler made contact.

An important factor is that when an Umpire Referral is being processed, it becomes clear to the TV Umpire that the batsman could be out under another mode of dismissal (Excluding LBW); the on-field umpires should be advised, so the correct decision is made.

Note: An Umpire review once processed is not entitled to a re-challenge.

THE USUAL ADDITIONAL TIME FRAME OF 15 SECONDS FOR A RECHALLENGE OF AN UMPIRE REVIEW SHALL NO LONGER BE APPLICABLE.

If the fielding Captain wants to challenge another mode of dismissal, they need to do so within the first 15 seconds of the ball becoming dead. This would then be treated as a combined review (Refer to PC DRS 3.9, 3.9.2 and 3.9.3) and processed accordingly. **(3.9 Combining Umpire Review with Player Review).**

3 Player Review

The following paragraphs shall operate in addition to and in conjunction with paragraph 2 (Umpire Review).

3.1 Circumstances in which a Player Review may be requested

- 3.1.1 A player may request a review of any decision taken by the on-field umpires concerning whether or not a batsman is dismissed, with the exception of 'Timed Out' (Player Review).
- 3.1.2 No other decisions made by the umpires are eligible for a Player Review with the exception of Fair Catch/Bump Ball (even after the third umpire has been consulted and the decision communicated).
- 3.1.3 Only the batsman involved in a dismissal may request a Player Review of an Out decision and only the captain (or acting captain) of the fielding team may request a Player Review of a Not out decision.
- 3.1.4 A decision concerning whether or not a batsman is dismissed that could have been the subject of a Umpire Review under paragraph 2 is eligible for a Player Review as soon as it is clear that the on-field umpire has chosen not to initiate the Umpire Review.

3.2 The manner of requesting the Player Review

- 3.2.1 The request shall be made by the player making a 'T' sign with both forearms at head height.

3.2.2 The total time elapsed between the ball becoming dead and the review request being made shall be no more than 15 seconds. The only exception permitted shall be when an Umpire Review for Fair Catch or Bump Ball (as permitted in paragraph 2.2 above) is required to answer an appeal for a caught decision, in which case either team is able to request a Player Review of



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

that caught decision within 15 seconds of the decision being communicated. The bowler's end umpire shall provide the relevant player with a prompt after 10 seconds if the request has not been made at that time and the player shall request the review immediately thereafter. If the on-field umpires believe that a request has not been made within the 15 second time limit, they shall decline the request for a Player Review.

- 3.2.3 The captain may consult with the bowler and other fielders, and the two batsmen may consult with each other prior to deciding whether to request a Player Review. Either the captain or the two batsmen may, in respect of a decision relating to an appeal for LBW, question the bowler's end umpire as to whether his/her decision has been made on the basis that the striker made no genuine attempt to play the ball with the bat. Under no circumstances is any player permitted to query an umpire about any aspect of a decision before deciding on whether or not to request a Player Review. If the on-field umpires believe that the captain or either batsman has received direct or indirect input emanating other than from the players on the field, then they may at their discretion, decline the request for a Player Review. In particular, signals from the dressing room must not be given. Breach of this provision will be liable for reporting under PJP COC.
- 3.2.4 No replays, either at normal speed or slow motion, shall be shown on a big screen to spectators until the 15 second time limit allowed for requesting a Player Review has elapsed. The only exception to this provision is where a Player Review of a caught decision is requested after the Umpire Review of a Fair Catch or Bump Ball has concluded, as detailed in paragraph 3.2.2 above (due to the fact that replays may have been shown on the big screen during that Umpire Review process).
- 3.2.5 Where either on-field umpire initiates an Umpire Review, this does not preclude a player seeking a Player Review of a separate incident from the same delivery. The request for a Player Review may be made after the Umpire Review, provided the request is still within the 15 second time limit described in paragraph 3.2.2 above. (See paragraphs 3.9.2 and 3.9.3 below for the process for addressing both an Umpire and Player Review).
- 3.2.6 A request for a Player Review cannot be withdrawn once it has been made.

3.3 The process of consultation

- 3.3.1 On receipt of an eligible and timely request for a Player Review, the relevant on-field umpire shall make the sign of a shape of a TV screen with his/her hands in the normal way.
- 3.3.2 The relevant on-field umpire shall initiate communication with the third umpire by confirming;
- 3.3.2.1 That a Player Review has been requested,
 - 3.3.2.2 The mode of dismissal for which the relevant on-field umpire adjudicated the appeal,
 - 3.3.2.3 The decision that has been made (Out or Not out), and;
 - 3.3.2.4 For LBW appeals, where relevant, if the bowler's end umpire believed that the striker made no genuine attempt to play the ball with the bat (the default presumption of the third umpire in the absence of any information on this point from the bowler's end umpire shall be that a genuine attempt to play the ball with the bat was made).
- 3.3.3 A two-way consultation process shall begin to investigate whether there is anything that the third umpire can see or hear which would indicate that the on-field umpire should change his/her original decision.
- 3.3.4 The third umpire shall not withhold any factual information which may help in the decision making process. In particular, in reviewing a dismissal, if the third umpire believes that the batsman may instead be Out by any other mode of dismissal, he/she shall advise the on-field umpire accordingly. The process of consultation described in this paragraph in respect of such other mode of dismissal shall then be conducted as if the batsman has been given Not out.
- 3.3.5 The third umpire shall initially check all modes of No ball except for the bowler using an Illegal Bowling Action (subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 4.6 (c.) of the Illegal Bowling Regulations), where appropriate advising the on-field umpire accordingly.
- 3.3.6 If despite the available technology, the third umpire is unable to decide with a high degree of confidence whether the original on-field decision should be changed, then he/she shall report that



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

the replays are ‘inconclusive’, and that the on-field decision shall stand. The third umpire shall not give answers conveying likelihoods or probabilities.

- 3.3.7 In circumstances where the television technology (all or parts thereof) is not available to the third umpire or fails for whatever reason, the third umpire shall advise the on-field umpire of this fact but still provide any relevant factual information that may be ascertained from the available television replays and other technology.
- 3.3.8 The on-field umpire shall then make his/her decision based on the information provided by the third umpire, any other factual information offered by the third umpire and his/her recollection and opinion of the original incident.
- 3.3.9 The on-field umpire shall reverse his/her decision if the nature of the supplementary information received from the third umpire leads him/her to conclude that his/her original decision was incorrect.

3.4 Review of LBW Decisions

- 3.4.1 In assessing whether a batsman is Out LBW in accordance with clause 36, the third umpire shall first judge whether the delivery is fair (as set out in clause 36.1.1), and second, whether or not the ball has touched the bat before being intercepted by any part of the striker’s person (as set out in clause 36.1.3).
- 3.4.2 If the batsman is still eligible to be Out, the ball-tracking technology shall then present three pieces of information to the third umpire relating to the path of the ball:
- 3.4.2.1 The point of pitching (where applicable) (PITCHING)
- 3.4.2.2 The position of the ball at the point of first interception (IMPACT)
- 3.4.2.3 Whether the ball would have hit the wicket (WICKET)
- 3.4.3 This Decision Review System (DRS) and Third Umpire Protocol includes a category of Umpire’s Call, which shall be the conclusion reported where the technology indicates a marginal decision in respect of either the point of first interception or whether the ball would have hit the stumps.

3.4.4 PITCHING

- 3.4.4.1 The interpretation of “pitches in line between wicket and wicket” in clause 36.1.2 shall refer to the position of the centre of the ball at the point of pitching, in relation to the Pitching Zone.
- 3.4.4.2 The Pitching Zone is defined as a two-dimensional area on the pitch between both sets of stumps with its boundaries consisting of the base of both sets of stumps and a line between the outside of the outer stumps at each end.
- 3.4.4.3 Where applicable, the ball-tracking technology shall report that the ball pitched in one of the following three areas in relation to the Pitching Zone:

In Line	The centre of the ball was inside the Pitching Zone
Outside Off	The centre of the ball was outside, and to the off side of, the Pitching Zone
Outside Leg	The centre of the ball was outside, and to the leg side of, the Pitching Zone

- 3.4.4.4 Subject to the satisfaction of the other elements of clause 36.1, the batsman can be Out if the ball-tracking technology reports that the ball pitched Outside Off or In Line, but the batsman shall be Not out if the ball pitched Outside Leg.

3.4.5 IMPACT



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- 3.4.5.1 The interpretation of “the (first) point of impact, even if in above the level of the bails, is between wicket and wicket” in clause 36.1.4 shall refer to position of the ball at the point of first interception, in relation to the Impact Zone.
- 3.4.5.2 The Impact Zone is defined as a three-dimensional space extending between both wickets to an indefinite height and with its boundaries consisting of a line between the outside of the outer stumps at each end.
- 3.4.5.3 The ball-tracking technology shall report that the point of first interception was in one of the following categories in relation to the Impact Zone:

In Line	The centre of the ball was inside the Impact Zone
Umpire’s Call	Some part of the ball was inside the Impact Zone, but the centre of the ball was outside the Impact Zone, with the further sub-category of ‘Umpire’s Call (off side)’ where the centre of the ball was to the off side of the Impact Zone and the bowler’s end umpire communicates to the third umpire that no genuine attempt to play the ball was made by the batsman.
Outside	No part of the ball was inside the Impact Zone, with the further sub-categories of ‘Outside (off)’ and ‘Outside (leg)’ to indicate the location of the point of first interception in relation to the Impact Zone when the bowler’s end umpire communicates to the third umpire that no genuine attempt to play the ball was made by the batsman.

3.4.5.4 Where a Not out decision is being reviewed, and it is judged that the batsman has made a genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was In Line for the batsman to be eligible to be given Out, otherwise the batsman shall remain Not out.

- 3.4.5.5 Where a Not out decision is being reviewed, and it is judged that the batsman has made no genuine attempt to play the ball, the ball-tracking technology must report that the point of impact was In Line, or Umpire’s Call (off side), or Outside (off) for the batsman to be eligible to be given Out, otherwise the batsman shall remain Not out.
- 3.4.5.6 Where an Out decision is being reviewed, and it is judged that the batsman has made a genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was Outside for the decision to be reversed to Not out, otherwise the batsman shall remain eligible to be given Out.
- 3.4.5.7 Where an Out decision is being reviewed, and it is judged that the batsman has made no genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was Outside (leg) for the decision to be reversed to Not out, otherwise the batsman shall remain eligible to be given Out.

3.4.6 WICKET

- 3.4.6.1 The interpretation of whether “the ball would have hit the wicket” in clause 36.1.5 shall refer to position of the ball as it either hits or passes the wicket, in relation to the Wicket Zone.
- 3.4.6.2 The Wicket Zone is defined as a two-dimensional area whose boundaries are the outside of the outer stumps, the base of the stumps and the top of the stumps.
- 3.4.6.3 The ball-tracking technology shall report whether the ball would have hit the wicket with reference to the following three categories:



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

Hitting	The ball was hitting the wicket, and the centre of the ball was inside the Wicket Zone
Umpire's Call	The ball was hitting the wicket, but the centre of the ball was not inside the Wicket Zone
Missing	The ball was missing the wicket

- 3.4.6.4 Where a Not out decision is being reviewed, the ball-tracking technology must report that the ball was Hitting for the batsman to be eligible to be given Out, otherwise the batsman shall remain Not out.

However, where the evidence shows that the ball was Hitting, the point of first interception was In Line, and the ball pitched In Line or Outside Off, but that:

- ☐ The point of first interception was 300cm or more from the stumps; or
- ☐ The point of first interception was more than 250cm but less than 300cm from the stumps and the distance between the point of pitching and the point of first interception was less than 40cm,

the on-field decision shall stand (that is, Not out).

- 3.4.6.5 Where an Out decision is being reviewed, the ball-tracking technology must report that the ball was Missing for the on-field decision to be reversed to Not out, otherwise the batsman shall remain eligible to be given Out.

- 3.4.7 When the ball strikes the batsman on the full, and the evidence provided by the ball-tracking technology indicates that the ball would have pitched before striking or passing the wicket, there will be no information available from that delivery that will allow the ball-tracking technology to accurately predict the height of the ball after pitching.
- 3.4.8 With regard to determining whether the ball would have hit the wicket under these circumstances, the ball-tracking technology shall project the line of the ball in accordance with clause 36.2.3 (it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not), and display the simulated path of the ball from directly above the wicket.
- 3.4.9 The third umpire shall advise the bowler's end umpire only on the point of first interception and whether the ball would have hit the stumps (in line with the process set out in paragraph 3.4 above), but shall make no comment on the predicted height of the ball after pitching, which shall remain a judgment of the bowler's end umpire.

3.5 The process for communicating the final decision

- 3.5.1 For Player Reviews concerning potential dismissals, the relevant on-field umpire shall indicate Out by raising his/her finger above his/her head in a normal yet prominent manner or indicate Not out by the call of 'not out' and by crossing his/her hands in a horizontal position side to side in front and above his/her waist three times. Where the decision is a reversal of the on-field umpire's previous decision, he/she shall make the 'revoke last signal' indication immediately prior to the above.
- 3.5.2 If the mode of dismissal is not obvious or not the same as that on which the original decision was based, then the umpire shall advise the scorers via the third umpire.

3.6 Number of Player Review requests permitted

- 3.6.1 In each innings, each team shall be allowed to make a maximum of two Player Review request that is categorised as 'Unsuccessful' (as set out in paragraph 3.6.3 below).
- 3.6.2 Where a request for a Player Review results in the original on-field decision being reversed, then the Player Review shall be categorised as 'Successful' and shall not count towards the innings limit.



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- 3.6.3 Where a request for a Player Review results in the original on-field decision remaining unchanged (other than in the circumstances set out in paragraphs 3.6.4, 3.6.6 or 3.6.8), the Player Review shall be categorised as 'Unsuccessful'.
- 3.6.4 Where a request for a Player Review of an LBW decision results in the on-field decision remaining unchanged solely on the basis of an Umpire's Call, the Player Review shall be categorised as 'Unchanged – Umpire's Call'. A Player Review categorised as 'Unchanged – Umpire's Call' shall not count towards the innings limit set out in paragraph 3.6.1.
- 3.6.5 Where, following a request for a Player Review, the original on-field decision of Out is unchanged, but for a different mode of dismissal from the original on-field decision, then the Player Review shall still be categorised as 'Unsuccessful'.
- 3.6.6 Where, following a request for a Player Review, the original on-field decision of Not out is unchanged on account of the delivery being a No ball (for any reason), thereby not requiring any further evaluation, the Player Review shall not be counted as 'Unsuccessful' and accordingly shall not count towards the innings limit set out in paragraph 3.6.1.
- 3.6.7 Where a Player Review and an Umpire Review are requested from the same delivery and the decision of the third umpire from the Umpire Review renders the Player Review unnecessary (see paragraphs 3.9.2 and 3.9.3), the Player Review request shall be disregarded and accordingly shall not count towards the innings limit set out in paragraph 3.6.1.
- 3.6.8 A Player Review categorized as 'Unsuccessful' may be reinstated by the PJP Match Referee at his/her sole discretion (if appropriate after consultation with the television broadcast director) if the Player Review could not properly be concluded due to a failure of the technology. Any such decision shall be final and shall be taken as soon as possible, being communicated to both teams once all the relevant facts have been ascertained by the PJP Match Referee. A Player Review categorised as 'Unsuccessful' shall not be reinstated if, despite any technical failures, the correct decision could still have been made using the other available technology. Similarly, a Player Review categorised as 'Unsuccessful' shall not be reinstated where the technology worked as intended, but the evidence gleaned from its use was inconclusive.
- 3.6.9 The third umpire shall be responsible for counting the number Player Reviews categorised as 'Unsuccessful' and shall advise the on-field umpires once either team has exhausted their allowance for the innings.
- 3.6.10 The scoreboard shall display, for the innings in progress, the number of Player Reviews remaining available to each team.

Category of Player Review	Outcome of Player Review	Consequence of Player Review
Successful (paragraph 3.6.2)	On-field decision reversed	Does not count towards innings limit set out in paragraph 3.6.1
Unsuccessful (paragraphs 3.6.3 and 3.6.5)	On-field decision unchanged	Counts towards innings limit set out in paragraph 3.6.1
Unchanged – Umpire's Call (paragraph 3.6.4)	On-field decision unchanged	Does not count towards innings limit set out in paragraph 3.6.1
No ball – no evaluation required (paragraph 3.6.6)	On-field decision unchanged	Does not count towards innings limit set out in paragraph 3.6.1



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

Failure of technology (paragraph 3.6.8)	On-field decision unchanged	Does not count towards innings limit set out in paragraph 3.6.1
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3.7 Dead ball

- 3.7.1 If following a Player Review request, an original decision of Out is changed to Not out, then the ball is still deemed to have become dead when the original decision was made (as per clause 20.1.1.3). The batting side, while benefiting from the reversal of the dismissal, shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally made a Not out decision, other than any No ball penalty that could arise under paragraph 3.3.5 above.
- 3.7.2 If an original decision of Not out is changed to Out, the ball shall retrospectively be deemed to have become dead from the moment of the dismissal event. All subsequent events, including any runs scored, shall be ignored.

3.8 Use of technology

- 3.8.1 The following technology may be used by the third umpire during a Player Review:
- 3.8.1.1 Replays, at any speed, from any available broadcast camera
 - 3.8.1.2 Sound from the stump microphones with the replays at normal speed and slow motion
 - 3.8.1.3 Approved ball-tracking technology:
 - HawkEye (HawkEye Innovations)
 - 3.8.1.4 Approved sound-based edge detection technology:
 - UltraEdge (HawkEye Innovations)
 - 3.8.1.5 LED Wickets (using the lights to indicate if the wicket is broken, as set out in paragraph 4.2):
 - Zing Bails and Stumps
 - 3.8.1.6 Approved heat-based edge detection technology:
 - Hot Spot cameras (subject to availability)
- 3.8.2 In addition, other forms of technology may be used subject to PCB being satisfied that the required standards of accuracy and time efficiency can be met.
- 3.8.3 Where practical usage or further testing indicates that any of the above forms of technology cannot reliably provide accurate and timely information, then it may be removed prior to or during a match. The final decision regarding the technology to be used in a given match shall be taken by the PJP Match Referee in consultation with the PJP Technical Committee.

3.9 Combining Umpire Review with Player Review

- 3.9.1 If an Umpire Review (under paragraph 2) and a request for a Player Review (under paragraph 3) are made following the same delivery but relating to separate modes of dismissal, the following process shall apply.
- 3.9.2 The Umpire Review shall be carried out prior to the Player Review if all of the following conditions apply:
- 3.9.2.1 The Player Review has been requested by the fielding side
 - 3.9.2.2 The Umpire Review and the Player Review both relate to the dismissal of the same batsman
 - 3.9.2.3 If the batsman is out, the number of runs scored from the delivery would be the same for both modes of dismissal



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

- 3.9.2.4 If the batsman is out, the batsman on strike for the next delivery would be the same for both modes of dismissal.
- 3.9.3 If the Umpire Review leads the third umpire to make a decision of Out, then this shall be displayed in the usual manner and the Player Review shall not be undertaken. If the Umpire Review results in a Not out decision, then the third umpire shall make no public decision but shall proceed to address the request for a Player Review.
- 3.9.4 For illustration, following an LBW appeal which is given Not out by the bowler's end umpire, the striker sets off for a run, is sent back and there is an appeal for his/her run out. The players request that the LBW decision is reviewed and the umpires request that the run out be reviewed. The four criteria above are satisfied, so the run out referral is determined first. Should the appeal for run out be Out, then there is no requirement for the LBW review to take place.
- 3.9.5 In all other circumstances, the incidents shall be addressed in chronological order. If the conclusion from the first incident is that a batsman is dismissed, then the ball would be deemed to have become dead at that point, rendering investigation of the second incident unnecessary.

4 Interpretation of Playing Conditions

- 4.1 When using a replay to determine the moment at which the wicket has been put down (as per clause 29.1), the third umpire shall deem this to be the first frame in which one of the bails is shown (or can be deduced) to have lost all contact with the top of the stumps and subsequent frames show the bail permanently removed from the top of the stumps.
- 4.2 Where LED Wickets are used (as provided for in paragraph 3.8.1.5) the moment at which the wicket has been put down (as per clause 29.1) shall be deemed to be the first frame in which the LED lights are illuminated and subsequent frames show the bail permanently removed from the top of the stumps



PAKISTAN JUNIOR LEAGUE (PJL)
T-20 PLAYING CONDITIONS

Appendix E Calculations

Table 1: Calculation sheet for use when a delay or interruptions occur in the First Innings of Matches.

Net playing time available at start of the match (excludes time-outs)	170 minutes (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval or time outs	_____ (E)
Effective playing time lost $[C - (D + E)]$	_____ (F)
Remaining playing time available $(A - F)$	_____ (G)
G divided by 4.25 (to 2 decimal places)	_____ (H)
Max overs per team $[H/2]$ (round up fractions)	_____ (I)
Maximum overs per bowler [refer to 13.9]	_____ overs
Number of Powerplay overs [refer to 28.7.6]	_____ overs
Latest Fielding team time-out (if applicable) [refer 11.6.7]	_____ over
Latest Batting team time-out (if applicable) [refer 11.6.7]	_____ over
<u>Rescheduled Playing Hours</u>	
First session to commence or recommence	_____ (J)
Length of innings $[I \times 4.25]$ (round up fractions)	_____ (K)
Rescheduled first innings cessation time $[J + (K - B)]$ plus time for time-outs]	_____ (L)
Length of interval	_____ (M)
Second innings commencement time $[L + M]$	_____ (N)
Rescheduled second innings cessation time $[N + K]$ plus time for time-outs]	_____ *(O)

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying clause 13.7.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

Table 2: Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time	_____ (P)
Rescheduled cut-off time allowing for full use of any extra time provision	_____ (Q)
Minutes between P and Q	_____ (R)



PAKISTAN JUNIOR LEAGUE (PJP)
T-20 PLAYING CONDITIONS

Potential overs to be bowled $[R / 4.25]$ (round up fractions) _____ (S)

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

If S is greater than T then revert to Table 1

If S is less than or equal to T then the first innings is terminated - go to Table 3

Table 3: Calculation sheet for the start of the Second Innings

Maximum overs to be bowled: _____

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

Scheduled length of innings: $[A \times 4.25]$ (round up fractions) (excludes time-outs) _____ (B)

Start time _____ (C)

Scheduled cessation time $[C + B]$ (plus time outs if applicable) _____ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [refer to 13.9] _____
overs

Number of Powerplay overs [refer to 28.7.6] _____
overs

Table 4: Calculation sheet for use when interruption occurs after the start of the Second Innings of Match

Time

Time at start of innings _____ (A)

Time at start of interruption _____ (B)

Time innings in progress $[B - A]$ (excluding time outs taken) _____ (C)

Restart time _____ (D)

Length of interruption $[D - B]$ _____ (E)

Additional time available (Any unused provision for 'Extra Time') _____ (F)

Time made up from reduced time-outs / earlier than scheduled start of
innings second _____ (G)

Total playing time lost $[E - F - G]$ _____ (H)

Overs

Maximum overs at start of innings _____ (I)

Overs lost $[H / 4.25]$ (rounded down) _____ (J)



PAKISTAN JUNIOR LEAGUE (PJP)
T-20 PLAYING CONDITIONS

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

Rescheduled length of innings [K x 4.25 rounded up]

Excluding time outs taken _____ (L)

Amended cessation time of innings [D + (L – C)] plus remaining time outs if
necessary _____ (M)

Overs per bowler, Fielding Restrictions & Time Outs

Maximum overs per bowler [refer to 13.9] _____ overs



PAKISTAN JUNIOR LEAGUE (PJL)
T-20 PLAYING CONDITIONS

Number of Powerplay overs [refer to 28.7.6]

_____overs

Latest Fielding team time-out (if applicable) [refer 11.6.7]

_____over

Latest Batting team time-out (if applicable) [refer 11.6.7]

_____over



PAKISTAN JUNIOR LEAGUE (PJP) **T-20 PLAYING CONDITIONS**

Appendix F

Procedure for the Super Over

The following procedure shall apply if the playing conditions provide for a Super Over to decide the winner of a tied match.

1. If the match is tied a Super Over is played. If the Super Over is a tie, then subsequent Super Overs shall be played until there is a winner **subject to “Note” of clause 16.10.**
 2. The Super Over involves each team facing one over (unless all out earlier), and the winner shall be the team that scores the most runs from its one over innings.
 3. The loss of two wickets in the over ends the team’s one over innings.
 4. Each team shall be allowed to make **one unsuccessful Player Review in each innings of the Super Over.** This entitlement shall apply irrespective of the number of unsuccessful Player Review requests made during the match itself.
 5. 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 PJP Match Referee. In normal circumstances, it shall commence **5** minutes after the conclusion of the match.
 6. The Super Over will be played until completion, but if there are any delays or interruptions during the Super Over, Extra Time (taken from the start of the first Super Over) is allocated to complete the Super Over or any subsequent Super Overs. The amount of extra time allocated to the Super Over is the greater of;
 - a. the gap between the time at which the match ended and the time the original match would have been scheduled to finish had the entire extra time provision been utilized, or
 - b. 20 minutes.
- Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the Extra Time allocated, the Super Over(s) shall be abandoned.
7. The Super Over shall 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 PJP Match Referee.
 8. Only nominated players in the match (including activated concussion replacements) 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 Playing Conditions as they apply in the match shall also apply in the Super Over.
 9. Any penalty time being served in the match shall be carried forward to the Super Over.
 10. The umpires shall stand at the same end as that in which they finished the match.
 11. The team batting second in the match shall bat first in the Super Over.
 12. The captain of the fielding team (or his nominee) shall select the ball with which the fielding team shall bowl its over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the 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, the Playing Conditions shall apply.
 13. The fielding side shall choose the end from which it is to bowl its one over.
 14. Each team’s over is played with the same fielding restrictions as apply for the last over in a match played under the PJP T-20 Playing Conditions.
 15. The winners of the Super Over shall be the team which scored the most runs as per normal playing conditions and irrespective of the number of wickets lost. (See also Clause 3 above).

TIED SUPER OVER - REPEATING THE SUPER OVER PROCEDURE

16. If the Super Over is tied, then subsequent Super Overs shall be played until there is a winner **subject to “Note” of clause 16.10.**



PAKISTAN JUNIOR LEAGUE (PJP) **T-20 PLAYING CONDITIONS**

17. In normal circumstances any subsequent Super Over will start 5 minutes after the previous Super Over ends. The interval shall be 5 minutes.
18. The team batting second in the previous Super Over will bat first in the subsequent Super Over.
19. The balls selected for use by each team in the previous Super Over shall be used again by the same team in subsequent Super Overs.
20. The fielding side must bowl its over in a subsequent Super Over from the opposite end to which it bowled from in the previous Super Over.
21. Any batsman dismissed in any previous Super Over shall be ineligible to bat in the following Super Over.
22. The bowler who bowled the over in the previous Super Over shall be ineligible to bowl the over in the subsequent Super Over.
23. All other playing conditions will be the same as for the initial Super Over.

EXAMPLES - EXTRA TIME AVAILABLE FOR THE SUPER OVER.

Example 1: The match is scheduled to finish at 10.20pm, with 30 minutes of extra time available to be used. The scheduled cut-off time if all the available extra time is used would be 10.50pm. The match runs over time and finishes in a tie at 10.25pm. The Super Over is scheduled to start 5 minutes later at 10.30pm. The extra time available to complete the Super Over would be 25 minutes (as per Clause 6 (a) above).

- The Super Over starts on time but is interrupted at 10.40pm for 10 minutes (leaving 15 minutes of extra time still available).
- Play resumes at 10:50 pm with a tied Super Over occurring.
- The second super over is being played but is interrupted at 11.00 pm.
- Play does not resume within 15 minutes (being the amount of extra time still available), therefore the Super Over process is abandoned, and the match is a tie.

Example 2: The same match is scheduled to finish at 10.20pm, but with 30 minutes of extra time available to be used. The scheduled cut-off time if all the available extra time is used would be 10.50pm. The match runs over time and finishes in a tie at 10.35pm. The Super Over is scheduled to start 5 minutes later at 10.40pm. The extra time available to complete the Super Over would be 20 minutes (as per Clause 6 (b) above).



PAKISTAN JUNIOR LEAGUE (PJP)

T-20 PLAYING CONDITIONS

Appendix G

Application of the Reserve Day

If play is interrupted on the scheduled day, the umpires shall use the available extra time and, if necessary, reduce the number of overs to try to achieve a result on that day.

In making their decisions in relation to ground, weather and light, the umpires shall aim to maximise play on the scheduled day of the match in order to achieve a result on that day, as if there was no Reserve Day available.

Each team must have had the opportunity to bat for a minimum of five (5) overs for a result to be achieved. If play has not resumed by the cut-off time required to allow the minimum number of overs to be bowled to achieve a result on the scheduled day, play shall be abandoned for the day and the Reserve Day shall be used to complete the match as follows:

The hours of play on the Reserve Day shall be the same as on the scheduled day for the match (including the extra time provision).

On the Reserve Day, play shall recommence under the same assumption that the last ball was bowled on the scheduled day.

The match starts when the coin toss takes place and teams are exchanged. If the toss occurs on the scheduled day and there is no play thereafter, the result of the toss and the named teams shall be carried through to the Reserve Day.

The treatment of the pitch on the Reserve Day by the Ground Authority shall be as follows:

Covering and removal of covers – as for the scheduled day of the match under clause 10 of the Playing Conditions; and

Mowing and rolling – as for Day 2 of a Test Match, under clause 9 of the ICC Test Match Playing Conditions.

Example 1: Match starts at 20 overs per side and there is an interruption at 9 overs. Overs are reduced to 17 overs per side and play is about to resume. Before another ball is bowled it rains and play is abandoned for the day. As the match did not resume under the revised overs, the match should continue on the Reserve Day at the original 20 overs per side with the overs reduced if necessary during the Reserve Day.

Example 2: The same start as in example 1 i.e. match starts at 20 overs per side and there is an interruption at 9 overs. Overs are reduced to 17 overs per side and play is about to resume. This time, play starts and after an over has been bowled it rains and play is abandoned for the day. As the match has resumed, it is continued on the Reserve Day at 17 overs per side with the overs further reduced if necessary during the Reserve Day.