



## PLAYING CONDITIONS FOR TWENTY-20 MATCHES 2016-2017



**These playing conditions are applicable to all Twenty-20 matches. Except as varied here under the Laws of Cricket (2000 Code 5<sup>th</sup> Edition – 2013) shall apply. Almanac will also be applicable.**

### **1. Law 1 The Players**

#### **1.1 Law 1.1 - Number of Players**

Law 1.1 shall be replaced by the following:

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.

#### **1.2 Law 1.2 - Nomination of Players**

Law 1.2 shall be replaced by the following:

1.2.1 Each captain shall nominate 11 players plus a maximum of 3 substitute fielders in writing to the Match Referee before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain. No change is allowed after the call of play.

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

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

1.2.4 If any player, other than nominated players is found part of playing XI of a match, the Manager and Captain of the team may be banned upto one year in addition to action taken by Match Referee under the PCB Code of Conduct.

- i) The player who has replaced the originally nominated player would then become the part of the playing 11 and the original player would not be allowed to participate in the match.
- ii) The defaulting team will get no points out of this match even if it wins that match.

1.2.5 A player or player support personnel who has been suspended from participating in a match shall not, from

the toss of the coin and for the remainder of the match thereafter:

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

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

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

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

#### **1.3 Law 1.3 – Captain**

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

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

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

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

Law 2 shall apply subject to the following:

#### **2.1 Law 2.1 Substitutes and Runners**

Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply.

A runner for a batsman when batting is not permitted.

Law 2.1 (b) shall be amended as follows:

The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player at the start of the match, or at any subsequent time.

#### **2.2 Law 2.5 - Fielder absent or leaving the field**

Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes:

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

2.2.2 the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction in Clauses 2.2.1 and 2.2.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress. Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.

2.2.3 Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

Note: Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

### **3 Law 3 - The Umpires**

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

Law 3.1 shall be replaced by the following:  
The following rules for the selection and appointment of umpires shall be followed as far as it is practicable to do so:

3.1.1 The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least one hour before the scheduled start of play.

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

#### **3.2 Law 3.2 - Change of Umpire**

Law 3.2 shall be replaced by the following:

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

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

3.3.1 The safety of all persons within the ground is of paramount importance to the PCB. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc. See also clauses 3.5.4 and 3.5.5 below), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, Match Referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

Laws 3.8 & 3.9 shall be replaced by:

3.3.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. See clause 3.5.3 below and Law 7.2 (Fitness of the pitch for play).

3.3.3 Suspension of play for adverse conditions of ground, weather or light

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

- (b) If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, following consultation with the Match Referee.

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

If circumstances are warranted, the umpires shall stop play and instruct the ground staff to take whatever action they can and use whatever equipment 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.

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

- (c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
- (d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

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

3.3.5 Where play is suspended under Clause 3.5.4 above the decision to abandon or resume play

shall be the responsibility of the Match Referee who shall act only after consultation with the head of ground security and the police.

#### **One Light Tower Off:**

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

### **3.4 Light Meters**

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

3.4.2 All light meters shall be uniformly calibrated.

3.4.3 The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 3.4.3 (b) above.

#### **Light Meter Use**

- i) Use light meter correctly – as a match guidelines for improvements.
- ii) Make light consultation between overs if possible to allow the use of slow bowlers to maximize play.
- iii) There will be different “light meter readings” for slow, medium and fast bowlers.
- iv) Light meter will be used to assist the umpires in their decision making – they are there as a guide only.
- v) Referees should be informed first and consulted in Ground, Weather and Light decisions that bring abandonment of play or in times of lengthy delays.

### **3.5 Day Night matches**

3.5.1 Pads and players’ and umpires’ clothing shall be coloured.

3.5.2 Sight screens will be black.

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

#### **3.6.1 Advertising on grounds**

The logos on outfielders are to be positioned as follows:

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

### 3.6.2 Sightscreens

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

## 4. Law 5 - The Ball

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

Law 5.2 shall be replaced by the following:

White balls will be used for all matches.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket or any other disruption in play. Each fielding team shall have one new ball for its innings.

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

Law 5.5 shall be replaced by the following:

- 4.2.1 In the event of a ball during play being lost, unrecovered or, in the opinion of the umpires, becoming unfit for play through normal use, the umpires shall allow it to be replaced by one of same brand, in their opinion, has had a comparable amount of wear. The changed ball will remain in use even the lost ball is recovered. If the ball is to be replaced, the umpires shall inform the batsmen.
- 4.2.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.
- 4.2.3 If the ball is to be replaced, the umpire shall inform the batsmen and the fielding captain. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

## 5 Law 7 - The Pitch

### 5.1 Law 7.3 - Selection and preparation

The following will apply in addition to Law 7.3:

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

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

- (a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- (b) Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).
- (c) No spiked footwear shall be permitted.
- (d) No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
- (e) Access shall not interfere with pitch preparation.

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

### 5.2 Law 7.4 - Changing the pitch

Law 7.4 shall be replaced by the following:

- 5.2.1 In the event of a pitch being considered too dangerous for play to continue in the estimation of the on-field umpires, they shall stop play and immediately advise the Match Referee.
- 5.2.2 The on-field umpires and Match Referee shall consult with both captains.
- 5.2.3 If the captains agree to continue, play shall resume.

- 5.2.4 If the decision is not to resume play, the on-field umpires together with the Match Referee shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
- 5.2.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:
- (a) In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 14.4.2.
- (b) In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.
- 5.2.6 Such a match may be played either on the repaired pitch or on another pitch, subject to the Match Referee and the relevant ground authority both being satisfied that the new pitch will be of the required T20 standard. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of clauses 9 and 11 below.

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

### **6.1 Law 9.3 - The Popping Crease**

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

### **6.2 Additional Crease Markings**

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 2 shall be marked in white at each end of the pitch.

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

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

The following shall apply in addition to Law 10.1:

- 7.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the ground curator. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground curator, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.
- 7.1.2 The umpires may instruct the ground curator to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.
- 7.1.3 An absorbent roller may be used to remove water from the covers including the cover on the match pitch if available.

## **7.2 Law 10.6 - Maintenance of foot holes**

The following shall apply in addition to Law 10.6:

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

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

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

- (i) Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.
- (ii) 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.
- (iii) The preparation work shall be carried out under the supervision of umpire.
- (iv) Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.
- (v) The consent of the captains is not required but the umpires shall advise both captains and the Match

Referee before the start of the match on what has been agreed.

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

### **8.1 Law 11.1 - Before the match**

The following shall apply in addition to Law 11.1:

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

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

Law 11.2 shall be replaced by the following:

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

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

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

Law 11.3 shall be replaced by the following:

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

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

Law 11.4 shall be replaced by the following:

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2 ½ hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

Attention is drawn to clauses 3.5.

## **9 Law 12 - Innings**

Law 12 shall apply subject to the following (see also clauses 10 and 11 below):

### **9.1 Law 12.1 - Number of innings**

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration.

### **9.2 Length of Innings**

#### **9.2.1 Uninterrupted Matches.**

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

#### **9.2.2 Delayed or Interrupted Matches**

- (a) Delay or Interruption to the Innings of the Team Batting First (see Appendix 1)
  - (i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4.25 minutes per over in the total remaining time available for play.
  - (ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
  - (iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.25, then the first innings is terminated and the provisions of 9.2.2 (b) below take effect.
  - (iv) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4.25 minutes per over. When calculating the length of playing time available for the match, or the length

of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.

- (v) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- (vi) Penalties shall apply for slow over rates (refer to PCB Code of Conduct).
- (b) Delay or Interruption to the innings of the Team Batting Second (see Appendix 2)
- (i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4.25 minutes per over in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- (ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (iii) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier. Almanac also applied.
- (iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (v) A fixed time will be specified for the close of play by applying a rate of 4.25 minutes per over. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- (vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended

until the overs have been bowled or a result achieved.

- (vii) Penalties shall apply for slow over rates (refer to PCB Code of Conduct).

### **9.3 Extra Time**

If due to unavoidable circumstances a match is delayed or interrupted up to 15 minutes the scheduled time for the match shall be extended up to that length of time.

### **9.4 Number of Overs per Bowler**

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

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

Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

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

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

### **Law 9.5 – The toss**

Law 12.4 shall be replaced by the following:

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

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

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

Only Pakistani coins are permitted for toss.

## **10 Law 15 - Intervals**

Law 15 shall apply subject to the following:

### **10.1 Law 15.5 - Changing agreed times for intervals - Interval between Innings**

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team

batting second will commence correspondingly earlier. 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 will be 10 minutes.

In case of a lengthy delay or interruption prior to the completion of the innings of the team batting first, the interval between innings will be 20 minutes.

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

### **10.2 Law 15.9 - Intervals for drinks**

No drinks intervals shall be permitted.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in clause 2.2.3).

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

Law 16 shall apply subject to the following (see also clauses 10 and 9.2):

#### **11.1 Law 16.1 – Start and Cessation Times**

Match timings are mentioned at the tournament schedule.

**Note:** Start times may be altered with the approval of PCB.

#### **11.2 Minimum Over Rates**

The minimum over rate to be achieved in a T20 match will be 4.25 minutes per over.

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

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

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

- (b) a player being required to leave the field as a result of a serious injury;
- (c) all third umpire referrals and consultations;
- (d) time wasting by the batting side; and
- (e) all other circumstances that are beyond the control of the fielding side.

In the event of any time allowances being granted to the fielding team under 11.2 (d) 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.

In addition to the allowances as provided for above, 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.

An additional allowance of 1 minute will be given for each of the 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> and 9<sup>th</sup> wickets taken during an innings.

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

### **12 Law 17.3 – Practice on the outfield**

Law 17 shall apply subject to the following:

#### **12.1 Law 17.1 - Practice on the pitch or the rest of the square**

Law 17.1 shall apply subject to the following:

- a) The use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.
- b) Bowling practice on the bowling strips referred to in (a) above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

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

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

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

### **13 Law 19 - Boundaries**

Law 19 shall apply subject to the following:

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

The following shall apply in addition to Law 19.1:  
The playing area shall be a minimum of 150 yards (137.16 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 65 yards (59.43 metres). The straight boundary at both ends of the pitch shall be a minimum of 70 yards (64.00 metres). Distances shall be measured from the centre of the pitch to be used.

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

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

#### **13.2 Law 19.2 - Defining the boundary - boundary marking**

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by the PCB from time to time. Where appropriate the rope should be a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 meters) between the boundary and the fence.

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

The following shall apply in addition to Law 19.3:

If an unauthorized person/objects enters the playing arena and handles/touches the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handles/touches the ball. See also Law 19.1 (c).

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

### **14 The Result**

Law 21 shall apply subject to the following:

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

Law 21.2 shall apply in addition to the following:

14.1.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 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

14.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

#### **Points System – Group Matches**

Each team will play every other team in its Groups. Two points will be awarded for a Win, one point for No Result/Abandoned match and no points for a Loss.

After the Group matches, two top team from each Group will play the Semi Finals.

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

- (a) The team having won the higher number of matches outright shall be the group leader.
- (b) If the teams have equal number of victories the winner shall be declared on the basis of lesser number of defeats.
- (c) When teams have both equal points, equal wins and equal number of defeats and are in the same Group, the teams will be ordered according to which team won the match played between them.
- (d) If still equal, the team with the higher net run rate in the Group Matches will be placed in the higher position (see below).
- (e) If still equal, the team with the higher number of wickets taken per balls bowled in the Group Matches in which results were achieved will be placed in the higher position.
- (f) In the event that teams cannot be separated by (a) to (e) above, this will be done by drawing lots.

#### **Semi Finals**

In case of any semi-final wash out or any other interruption (beyond human control) and no result is achieved then the team which has a better net run rate in all matches of the tournament will play in the next stage.

## **Final**

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

### **14.2 Walk over/Awarding of Match**

- a) A team shall deem to have given a walk over if:-
- i) It fails to turn up on the ground on the first day within the starting time of the match.
  - ii) It turns up on the ground on the first day on scheduled time but refuses to start the match on one pretext or the other.
- b) A team shall be deemed to have lost a match if it has started the match but, during the match refuses to continue it on one pretext or the other.
- b) If a team refused to play or in case of walk over, the points scored by the defaulting team during the tournament for and against will be nullified and the team will be scratched from the tournament and banned for five years to participate in any PCB organized/permitted tournament. In addition a fine of Rs.100,000/- shall be imposed.

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

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

If the scores are equal, the result will be a tie and no account shall be taken of the number of wickets which have fallen. In the event of a tied match the teams shall compete in a Super over to determine the winner. Refer attached Appendix 6

In case, Super over cannot be played due to any reason (bad light, power failure and rain etc.) both the teams will get one point each.

### **14.4 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score**

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

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

### **14.5 Correctness of result**

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.5, 21.8 and 21.10 (as modified by these regulations) shall be resolved

as soon as possible and a final decision made by the umpires at close of play.

### **15 Law 22 - The Over**

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

#### **15.1 Law 22.5 - Umpire miscounting**

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

### **16 Law 23 Dead Ball**

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

#### **Law 23.4 – Umpire calling and signalling 'Dead Ball'**

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

Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal dead ball. Unless this was already a no-ball or wide, the ball shall count as one of the over. All runs scored to that point shall count,

plus the run in progress if the batsmen have already crossed.

### **Ball hitting a camera or its apparatus or a cable**

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

### **17 Law 24 - No Ball**

Law 24 shall apply subject to the following:

#### **17.1 Law 24.1 (b) Mode of delivery**

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

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

#### **Law 24.3 Definition of fair delivery – the arm**

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

#### **Illegal Bowling Action**

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

### **17.2 Laws 24.12 - No Ball**

#### **17.3 Free Hit**

All forms of no Ball shall now attract a Free hit not only foot faulting ones

No field changes permitted unless there is a change of striker OR the no ball was called due to a field infringement (For example you had three fielders behind the popping crease and no ball was called. In the next delivery the fielding captain is entitled to make an adjustment to one of his fielders behind the popping crease thus allowing the game to proceed).

The delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery

(any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

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

Field changes are not permitted for free hit deliveries unless:

a) There is a change of striker (the provisions of clause 14.1 shall apply), or

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

### **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-strike under Law 42.15, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride. Also see Laws 23.4(b)(viii), 23.4(b)(ix) and Law 24.10 will apply.

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

### **18 Law 25 - Wide Ball**

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

Law 25 shall apply with the following addition to Law 25.1:

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

### **19 Law 31 - Timed Out**

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.

## 20 Law 37 - Obstructing the Field

Law 37 shall apply. For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batsman crossing the pitch, Law 42.14 shall also apply.

## 21 LAW 40 - THE WICKET-KEEPER

Law 40.4 shall be replaced by the following:

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

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

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

(ii) movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however for the provisions of Law 40.3 (Position of the wicket-keeper) shall apply.

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

## 22 Law 41 – The Fielder

Law 41.8 shall apply subject to the following:

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

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

## 23 Restrictions on the placement of fieldsmen

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

23.1.2 In addition to the restriction contained in clause 23.1.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay overs) are set out in the following paragraphs.

a) Subject to 23.1.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).

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

c) During the Powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

d) During the non Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 23.1.2 (b) above.

23.1.3 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.

Total overs in innings	No. of overs for which fielding restrictions in clauses 23.1.2 (a) 23.1.2 (c) above will apply
------------------------	--

5-8 .....	2
9-11 .....	3
12-14 .....	4
15-18 .....	5
19-20 .....	6

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

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

24. **Law 42 FAIR AND UNFAIR PLAY**

Law 42.1 Fair and unfair play – responsibility of captains- All breaches shall be reported

Law 42.2 Fair and unfair play – responsibility of umpires- All breaches shall be reported

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

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

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

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

Law 42.10 – Batsman Wasting Time – Breaches SHALL be reported

Law 42.11 – Damaging the pitch – Breaches SHALL be reported

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

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

Law 42.14 – Batsman damaging the pitch Breaches SHALL be reported

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

- i) If a bowler is attempting this run out for the first time, the umpire at the bowlers end, in the first instance, will issue a first and final warning to the non-striker. This warning will remain for the remainder of the match.

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

Law 42.17 – Penalty Runs – Breaches SHALL be reported

Law 42.18 – Player conduct – Breaches SHALL be reported

25.1 **Law 42.3 - The Match Ball - changing its condition**

Law 42.3 shall apply, subject to the following:

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

If the umpires together agree that the deterioration of the ball is inconsistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall then decide together whether they can identify the player(s) responsible for such conduct.

25.1.1 If it is possible to do identify the player(s) responsible:

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

Additionally the bowler's end umpire shall:

b) Award 5 penalty runs to the batting side.

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

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

e) Together with the other umpire report the incident to the Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the PCB Code of Conduct.

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

a) Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.

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

c) Advise him that should there be any further incident by that team during the remaining match or during the season, steps 25.1.1 a) to e) above will be adopted, with the captain deemed under e) to be the player responsible. The captain in the match shall be treated under the "Identification" procedure.

During the inspection of ball, if umpires agree

that the team have used the artificial substances, they will collect the ball after the completion of team's innings and send to PCB for further necessary action.

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

## **26 LAW 42.5 DELIBERATE DISTRACTION/OBSTRUCTION OF BATSMAN (BY A FIELDER)**

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

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

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

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

- (a) A bowler shall be limited to one fast short-pitched delivery per over.
- (b) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- (c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- (d) In addition, for the purpose of this regulation and subject to Clause 26.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- (e) For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over

(f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 26.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.

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

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

(i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

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

(k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

(l) The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

The above is not a substitute for Clause 27 below which umpires are able to apply at any time.

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

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

(a) Any delivery which passes or would have passed on the full above waist height of the striker

standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.

- (b) In the event of a bowler bowling a high full pitched ball as defined in Clause 27 (a) above, the umpire at the bowler's end shall call and signal no ball.
- If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- (c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall, in addition to calling and signalling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- (f) The umpires may then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

## **28. Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire**

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 26.1, 27 and 29 the following shall apply at any time during the match:

28.1 The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict

physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

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

- (a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- (b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- (c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- (d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
- (e) The bowler thus taken off shall not be able to bowl again in that innings.
- (f) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- (g) The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

## **29. Law 42.8 - Deliberate bowling of High Full Pitched Balls**

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed unfair as defined in Clause 27 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

- a) Call and signal no ball.

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

c) Not allow the bowler to bowl again in that innings.

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

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

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

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

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

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

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

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

Law 42.10 shall apply, subject to the following:

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

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

Law 42.14 shall apply, subject to the following:

See also clause 37 above.

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

Law 42.15 shall be replaced by the following:

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

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

### **34 Over Rate fines (Match suspension)**

**1: Minor Over Rate Offence:** If a team is penalized in a T-20 match due to slow over rate for 2 or less overs and commits the same offence in any T-20 match of the same season, the Captain of the same team will be banned for minimum one match.

**2: Serious Over Rate Offence:** And if the team is more than 2 overs behind due to slow over rate then captain will be banned for very next game.(Even next game is a different format)

**Note: PCB T-20 Almanac will be applied along with the Playing Conditions.**

**Shafiq Ahmed  
G.M. Domestic Cricket Operations**

# APPENDIX – 1

<b>APPENDIX- 1( A)</b>		
<b>T-20</b>		
<i>Calculation sheet for use when a delay or interruptions occur in the First innings</i>		

<b>Time</b>	
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<b>Net playing time available at start of the match</b>	<b>170 Minutes</b>	<b>A</b>
<b>Time innings in progress (before stoppage playing time )</b>		<b>B</b>
<b>Playing time lost</b>		<b>C</b>
<b>Extra time available</b>		<b>D</b>
<b>Time made up from the reduced interval</b>		<b>E</b>
<b>Effective playing time lost {c-(D+E) }</b>		<b>F</b>
<b>Remaining time available [ A-F ]</b>		<b>G</b>
<b>G divided by 4.25 (2 decimal places)</b>		<b>H</b>

<i>Maximum overs per team [H/2] ( round up fractions)</i>		<b>I</b>
<i>Maximum overs per bowler [1/5]</i>		
<b>Number of Powerplay overs</b>		

### *Rescheduled Playing Hours*

<b>First session to commence or recommence</b>		<b>J</b>
<b>Length of innings [I x 4.25 ]</b>		<b>K</b>
<b>Rescheduled first innings cessation time [J+(K-B)</b>		<b>L</b>
<b>Length of interval</b>		<b>M</b>
<b>Second innings commencement time [ L+ M]</b>		<b>N</b>
<b>Rescheduled second innings cessation time [ N+K]</b>		<b>*O</b>

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

**APPENDIX -1(B)****T-20****Calculation sheet to check whether an interruption the first innings should terminate the innings**

<b>Proposed re-start time</b>		<b>P</b>
<b>Rescheduled cut-off time allowing for full use of any extra time</b>		<b>Q</b>
<b>Minutes between P and Q</b>		<b>R</b>
<b>Potential overs to be bowled <math>[R/4.25]</math> (round up fractions)</b>		<b>S</b>
<b>Number of complete overs faced to date in first innings</b>		<b>T</b>
<p><b>If S is greater than T revert to Appendix 2A</b>  <b>If S is less than or equal to T then the first innings is terminated and go to Appendix 2A</b></p>		

**APPENDIX -2 (A)****Calculation sheet for the start of the second innings****Maximum overs to be bowled****(If first innings was terminated, S from Appendix 2B)****A****Scheduled length of innings  $[Ax 4.25]$** **B****Start time****c****Scheduled cessation time  $[C+B]$** **D****Over per bowler and Fielding Restrictions****Maximum over per bowler  $[A/5]$** **Number of Power plays**

## Appendix-2(B)

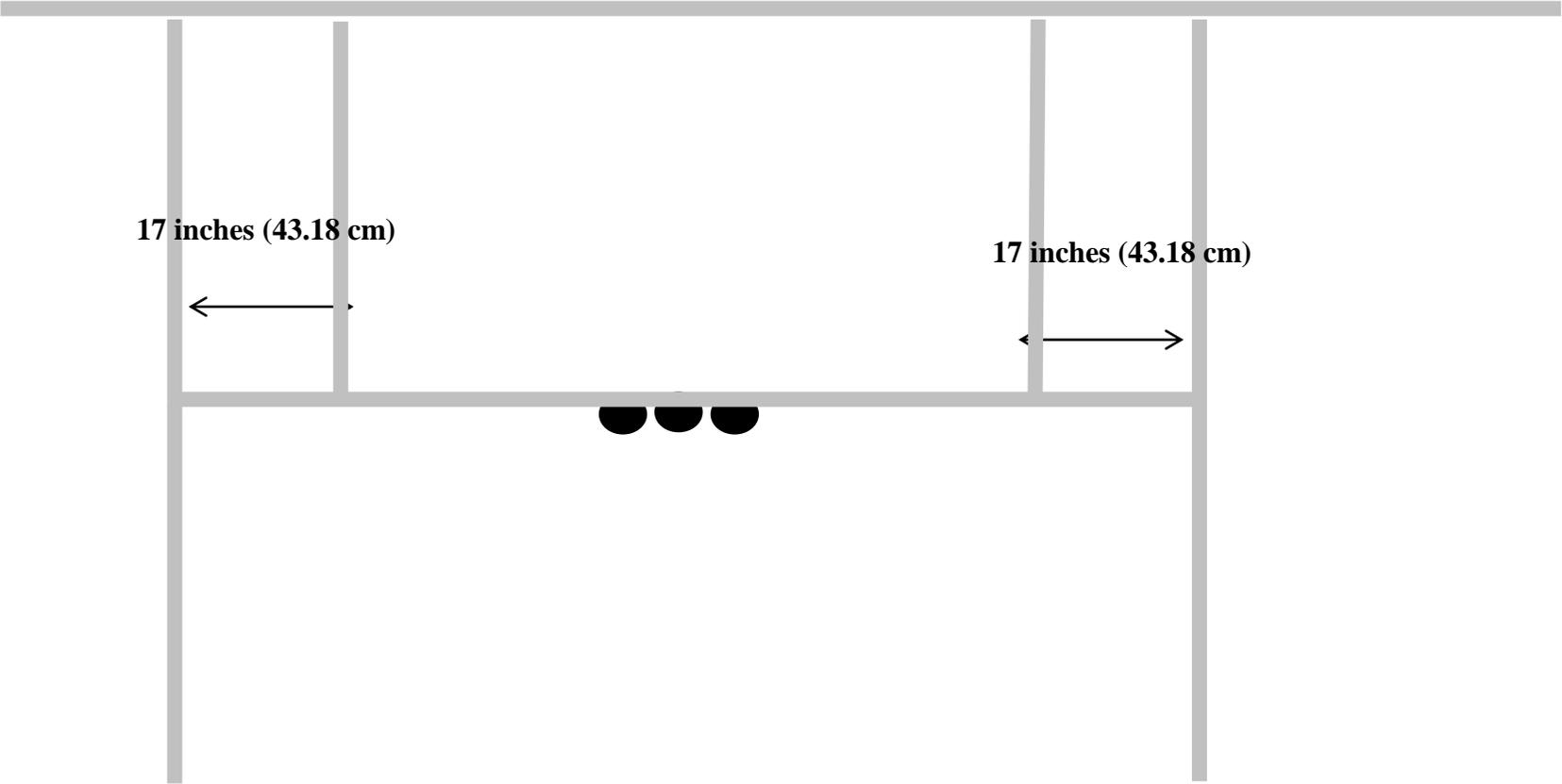
Calculation sheet for use when interruption occurs after the start of the second innings		
Time		
Time at start of innings		(A)
Time at start of interruption		(B)
Time innings in progress		(C)
Restart time		(D)
Length of interruption [D-B]		(E)
Additional time available(any unused provision for extra)		
Time or for earlier than scheduled start of second innings		(F)
Total playing time lost [E-F]		(G)

Overs		
Maximum overs at start of innings		(H)
Overs lost[G/4.25] (rounded down)		(I)
Adjusted maximum length of innings [H-I]		(J)
Rescheduled length of innings [Jx4.25]		(K)
Amended cessation time of the innings [D+(K-C)]		(L)

### Overs per bowler and fielding restrictions

Maximum over per bowler			
Number of Powerplay over			

**APPENDIX – 2**  
**CREASE MARKINGS**



## APPENDIX -3

### THIRD UMPIRE TV REPLAY SYSTEM – PLAYING CONDITIONS

#### 1. General

- 1.1 PCB will provide a separate room to third umpire and he has access to a television monitor and direct sound link with the television control broadcast director to facilitate as many replays as is necessary to assist him in making a decision.
- 1.2 In the circumstances detailed in paragraphs 2, 3, 4, 5 and 6 below, the on-field umpire has the discretion whether to refer the decision to the third umpire or, in the case of paragraph 3.1, 5 and 6, to consult with the third umpire before making his decision and should take a common sense approach.

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

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

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

- 2.1 The on-field umpire shall be entitled to refer an appeal for a run-out, stumping or hit wicket to the third umpire.
- 2.2 An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his hands.

If the third umpire decides the batsman is out a red light is displayed; a green light means not-out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to signify to the on-field umpires that the TV replay system is temporarily unavailable,

in which case the decision will be taken by the on-field umpire. (As an alternative to the red/green light system and where available, the big screen may be used for the purpose of conveying the third umpire's decision.)

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

#### 3. Caught Decisions (TV Matches)

##### 3.1: Fair Catches

**Clause 3.1 – Fair catch instead of Clean catch –** This means all forms of fair catches can now be sent up for checking i.e. catches that appear to not carry, catches that strike the helmet worn by a fieldsman (this includes the wicket-keeper), or a catch close to the boundary. Soft signal will have to be given and Third Umpire will check for No ball before processing the catch. FINAL DECISION TO BE GIVEN ON FIELD.

##### 3.2: Fair Catches Processing

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

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

c) The third umpire has to determine whether the batsman has been caught. However, when reviewing the television replay(s), the third umpire shall first check the fairness of the delivery (**all modes of No ball except for the bowler using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called no ball]**). Additionally, if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out

by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made.

#### **4 Bump Ball**

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

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

(c) The third umpire has to determine whether the ball was a bump ball or not. However, in reviewing the television replay(s), the third umpire shall first check the fairness of the delivery (all modes of No ball except for the bowler using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called no ball] and whether the batsman has hit the ball. If the delivery was not a fair delivery or if it is clear to the third umpire that the batsman did not hit the ball he shall indicate that the batsman is not out and, in the case of an unfair delivery, advise the on-field umpire to signal no ball. Additionally, if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made.

The third umpire shall communicate his decision by the system of decision on big screen/Lights.

#### **5 Boundary Decisions**

5.1 The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched the boundary or when he had any part of his person grounded beyond the boundary, or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.

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

5.3 The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.

#### **6 Obstructing the Field**

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

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

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

Note: Batsman running in the pitch to avoid run out fielder wants to throw but stop because he is running centre of the pitch.

#### **7. Batsmen Running to the Same End**

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

7.2 The procedure in paragraph 4.2 shall apply.

#### **8 No Balls**

Following any mode of dismissal that is not permitted off a No ball, if the on-field umpire is uncertain as to the fairness of the delivery, he shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery (all modes of No ball except for the bowler using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called no ball]) with the third umpire. Consultation with the third umpire shall be by way of two way radio. If the delivery was not a fair delivery the on-field umpire shall indicate that the batsman is not-out and signal no-ball.

Note. If footages of replays are inconclusive then benefit of doubt regarding No Ball shall go to the bowler.

## APPENDIX - 4

### Procedure for the Super Over

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

- 1 Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the PCB Match Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 2 The amount of extra time allocated to the Super Over is the greater of (a) the extra time allocated to the original match less the amount of extra time actually utilised and (b) the gap between the actual end of the match and the time the original match would have been scheduled to finish had the whole of the extra time provision been utilised. Should play be delayed prior to or during the Super Over once the playing time lost exceeds the extra time allocated, the Super Over shall be abandoned. See clause 15.
- 3 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the PCB Match Referee.
- 4 The umpires shall stand at the same end as that in which they finished the match.
- 5 In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 6 Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- 7 Any penance time being served in the main match shall be carried forward to the Super Over.
- 8 Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 International match.
- 9 The team batting second in the match will bat first in the Super Over.
- 10 The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
- 11 The loss of two wickets in the over ends the team's one over innings.
- 12 In the event of the teams having the same score

after the Super Over has been completed, if the original match was a tie under the D/L method, clause 14 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.

- 13 If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- 14 If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

RUNS	RUNS SCORED FROM: TEAM 1	
<b>TEAM 2</b>		
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1

Ball 1	2	6
--------	---	---

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

#### Extra Time for the Tied Match:

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

#### Example 1:

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

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

#### Example: 2

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

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

**Example: 3**

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

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

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

## APPENDIX - 5

### Restriction of the placement of fieldsmen

