



PLAYING CONDITIONS  
FOR  
SENIOR & JUNIOR  
(MEN & WOMEN)  
DOMESTIC TOURNAMENTS 2009-2010

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*Multi Days / One Day / Twenty20  
Matches*

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FOR  
SENIOR & JUNIOR DOMESTIC TOURNAMENTS 2009-2010

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## THE PREAMBLE-THE SPIRIT OF CRICKET

*Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.*

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

### Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted with the Spirit of the Game as well as within the Laws.

### Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

### 2 Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

### 3 The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair



**4 The Spirit of the Game involves RESPECT for:**

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

**5 It is against the Spirit of the Game:**

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance :
  - (a) to appeal knowing that the batsman is not out
  - (b) to advance towards an umpire in an aggressive manner when appealing
  - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

**6 Violence**

There is no place for any act of violence on the field of play.

**7 Players**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

\* \* \* \* \*

**MULTI DAY MATCH PLAYING CONDITIONS  
FOR  
SENIOR & JUNIOR DOMESTIC TOURNAMENTS 2009-2010**

Except as varied hereunder, the Laws of Cricket (2000 Code 3rd Edition - 2008) shall apply

**Note :** All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'BCCI Match Referee'.

**1. Law 1 - The Players****1.1 Law 1.2 – Nomination of Players**

Law 1.2 shall be replaced by the following:

Each captain shall nominate his players in writing to the BCCI Match Referee before the toss or to the umpires in the absence of the Match Referee. No player may be changed after the nomination without the consent of the opposing captain.

**1.2 Law 1.3 - Captain**

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

The deputy must be one of the nominated players.

**2. Law 2 - Substitutes and Runners****2.1 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. The umpire shall give such consent as soon as practicable.



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

- 2.1.1 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. Such absence or penalty time absent shall be carried over into a new day's play and in the event of a follow-on or forfeiture, this restriction will, if necessary, continue into the second innings.
- 2.1.2 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 2.1.1 and 2.1.2 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.

- 2.1.3 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'

**3. Law 3 - The Umpires****3.1 Law 3.1 - Appointment and attendance**

Law 3.1 shall be replaced by the following:

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

- 3.1.1 Umpires will be appointed based on neutrality as far as possible.
- 3.1.2 Neutrality shall mean umpire from the zone other than that of the teams involved in the match.
- 3.1.3 For knock out matches appointment of neutral umpires may be dispensed with if ICC panel umpires are available.
- 3.1.4 Neither team shall have a right of objection to an umpire's appointment.
- 3.1.5 Umpires shall be present on the ground at least two hours before the scheduled start of play on first day and one and half hours on succeeding days play.

**3.2 Third Umpire/TV Replays**

The following shall apply in addition to Clause 3.1: (Only for matches which have TV production for live or delayed telecast of the match)

**3.2.1 General**

- a) Where ever there is a provision of live or delayed telecast of the match BCCI will appoint a third umpire.
- b) The host association will ensure a separate room is provided for the third umpire and that he has access to a television monitor and direct sound link with the television control unit director to facilitate as many replays as is necessary to assist him in making a decision.
- c) In the circumstances detailed in Clauses 3.2.2, 3.2.3, 3.2.4 and 3.2.5 hereunder, the on-field umpire has the discretion whether to refer the appeal to the third umpire for a decision or not and should take a common sense approach. Players may not appeal to the umpire to use the replay system - breach of this provision

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would constitute dissent and the player could be liable for discipline under the BCCI Code of Conduct.

- d) 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.

**3.2.2 Run Out, Stumping and Hit Wicket Decisions**

- a) The on-field umpire shall be entitled to refer an appeal for a run-out, stumping or hit wicket to the third umpire.
- b) 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.
- c) 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 replay screen may be used for the purpose of conveying the third umpire's decision.)
- d) When reviewing the TV replay(s), if the third umpire finds the batsman has been bowled rather than hit wicket or stumped, he shall indicate that the batsman was dismissed.

**3.2.3 Caught Decisions**

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

**THE BOARD OF CONTROL FOR CRICKET IN INDIA****3.2.3.1 Clean Catches**

- a) Should the bowler's end umpire be unable to decide whether or not a catch was taken cleanly, he shall first consult with the square leg umpire.
- b) Should both umpires be unable to make a decision, they may consult by two-way radio with the 3rd umpire. Following such consultation, the final decision will be made and given by the bowler's end umpire, who will take into account the on-field umpires' initial views and any other advice received from the 3rd umpire.
- c) The third umpire has to determine whether the batsman has been caught. However, when reviewing the television replay(s), if it is clear to the third umpire that the batsman did not hit the ball, he shall indicate that the batsman is not out.
- d) The third umpire will communicate his decision by the system of two-way radio.

**3.2.3.2 Bump Ball**

- a) Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire.
- b) Should both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke as in Clause 3.2.2 (b).
- c) The third umpire has to determine whether the ball was a bump ball or not. However, when reviewing the television replay(s), if it is clear to the third umpire that the batsman did not hit the ball, he shall indicate that the batsman is not out.





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- d) The third umpire shall communicate his decision by the system as in Clause 3.2.2 (c).

#### 3.2.4 Boundary Decisions

- a) 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 or crossed the boundary line or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.
- b) 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.
- c) 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 as envisaged under this clause.

#### 3.2.5 Batsmen Running to the Same End

- a) 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 refer the decision to the third umpire.
- b) The procedure in Clause 3.2.4 (b) shall apply.

#### 3.3 Law 3.2 - Change of umpire

Law 3.2 shall be replaced by the following:

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

#### 3.4 Law 3.4 - To inform captains and scorers

The following shall apply in addition to Law 3.4 (I):

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The host association may provide for the ringing of a bell, which shall be rung 5 minutes before the termination of an interval, when the umpires shall go to the wickets.

#### 3.5 Law 3.8 - Fitness of Ground, Weather and Light and Law 3.9 Suspension of play for adverse conditions of ground, weather or light

Law 3.8 and 3.9 shall apply subject to the following:

- 3.5.1 If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. In these circumstances the provisions of Laws 3.9 (b) (i) and 3.9 (c) (i) shall not apply.
- 3.5.2 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- 3.5.3 If a shadow from the fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

#### 3.6 Law 3.10 Exceptional Circumstances.

The following shall apply in addition to Law 3.10 :

- 3.6.1 Play may be suspended due to safety and security concerns by the umpires on the advice of the BCCI Match Referee, the head of the relevant ground authority, the head of ground security or the police.
- 3.6.2 Where play is suspended under Clause 3.6.1 above, the decision to abandon or resume play shall be the responsibility of the BCCI Match



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

**3.7 Light Meters**

- 3.7.1 It is the responsibility of the host association to supply light meters to the match officials to be used in accordance with these playing conditions.
- 3.7.2 All light meters shall be uniformly calibrated and supplied by BCCI.
- 3.7.3 The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is unfit/fit for play.
- 3.7.4 Light meter readings may accordingly be used by the umpires:

- a) To determine whether there has been at any stage a deterioration or improvement in the light.
- b) As benchmarks for the remainder of a stoppage, and match.
- c) Use of light meter and setting up bench marks. (Refer to Appendix B)

**3.8 Use of lights**

Artificial light shall not be used.

**4. Law 4 - The Scorers****4.1 Law 4.2 - Correctness of scores**

Attention is drawn to Clause 21.2.

**THE BOARD OF CONTROL FOR CRICKET IN INDIA****5. Law 5 - The Ball****5.1 Law 5.2 - Approval and control of balls**

Law 5.2 shall be replaced by the following:

The host association shall provide cricket balls of an approved standard and spare used balls for changing during a match, which shall also be of the same brand.

- Note:
- (a) In Irani and Duleep Trophy red Kookabura balls shall be used.
  - (b) In Senior tournaments SG Test balls shall be used.
  - (c) In Under 22 & 19 SG Tournament balls shall be used.
  - (d) In Under 16 Stanford balls shall be used.
  - (e) In School Tournament Stanford balls will be used.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the host association in presence of the umpires.

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, a drinks interval, or any other disruption in play.

**5.2 Law 5.4 - New ball in a match of more than one day's duration**

Law 5.4 shall be replaced by the following:

The captain of the fielding side shall have the choice of taking a new ball at any time after 80 overs have been bowled with the previous ball. The umpires shall indicate to the batsmen and the scorers whenever a new ball is taken into play.





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### **5.3 Law 5.5**

New ball shall be taken after 100 overs have been bowled with the old ball. When the ball is replaced umpire shall inform the batsmen and the scorers.

### **5.4 Law 5.6 - Specifications**

Law 5.6 shall not apply.

## **6. Law 6 - The Bat**

6.1 Law 6 of laws of cricket (2000 code 3<sup>rd</sup> Edition -2008) shall not apply, instead Law 6 of laws of cricket (2000 code 2<sup>nd</sup> Edition-2003) shall apply.

### 6.2 Law 6.1 - Width and length

The following shall apply in addition to Law 6.1:

The blade of the bat shall have a conventional 'flat' face.

## **7. Law 7 - The Pitch**

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

The following will apply in addition to Law 7.3:

7.1.1 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).

7.1.2 The BCCI Match Referee shall ensure that, prior to the start of play and during any intervals, only authorised 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:

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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 broadcasters(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.

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

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

Law 7.4 shall be replaced by the following:

7.2.1 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 BCCI Match Referee.

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

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



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- 7.2.4 If the decision is not to resume play, the on-field umpires shall consider one of the options in the following sequence:
- whether the existing pitch can be repaired. Repair work will only be considered if there has been malicious damage to a non-crucial part of the pitch;
  - whether an alternative pitch can be used;
  - whether the match has to be abandoned.
- 7.2.5 When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.
- 7.2.6 In the event of a decision being taken in favour of Clauses 7.2.4 (a) or 7.2.4(b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.
- 7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures as provided herein, shall be the responsibility of the on-field umpires.
- 7.2.8 In the event that the existing pitch can be made playable after suitable remedial work as in Clause 7.2.4 (a) above, the match shall continue from the point stopped.
- 7.2.9 If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above).
- 7.2.10 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the relevant officials from the tournament Committee shall agree on whether the match can be replayed within the existing scheduled.

**THE BOARD OF CONTROL FOR CRICKET IN INDIA****7.3 Law 7.5 - Non-turf pitches**

Law 7.5 shall not apply.

All matches will be played on natural truly pitches. The use of PVA other adhesives in the preparation of pitches is not permitted.

**8. Law 8 - The Wickets****8.1 Law 8.2 - Size of stumps**

The following shall apply in addition to Law 8.2:

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

**9. Law 9 - The Bowling, Popping and Return Creases****9.1 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)'.

**10. Law 10 - Preparation and Maintenance of the Playing Area****10.1 Law 10.1 - Rolling**

The following shall apply in addition to Law 10.1:

10.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the groundsman. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the groundsman, but the drying of the affected area of the pitch shall be carried out only on the



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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.

- 10.1.2 The umpires may instruct the groundsman to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.
  - 10.1.3 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.
- 10.2 Law 10.3 (b) – Mowing the outfield shall not apply.**

**10.3 Law 10.6 - Maintenance of footholes**

The following shall apply in addition to Law 10.6:

The umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes. As soon as possible after the conclusion of each day's play, bowler's foot holes will be repaired.

**11. Covering the Pitch****11.1 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 the commencement of play.

**11.2 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. It shall be wholly covered

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at the termination of each day's play or providing the weather is fine, within a period of two hours thereafter.

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

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

Law 11.3 shall be replaced by the following:

The bowlers' run-ups shall be covered to a distance of at least 10 x 10 meters.

**11.4 Law 11.4 - Removal of covers**

Law 11.4 shall be replaced by the following:

The covers shall be removed no earlier than 5.00am and no later than 7.00am on each morning of the match provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

In case of inclement weather and seasonal problems like fog, heavy dew etc. the groundsman may be instructed by the umpires as to when and how to remove the covers and umpires may also specify the time for removing and placing back the covers.

**12. Law 12 - Innings**

Law 12 shall apply subject to the following:

12.1 Law 12.1 (a) shall be replaced by the following: A match shall be two innings per side subject to the provisions of Law 13.1.

12.2 Law 12.1 (b) and 12.3 (e) shall not apply.





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**13. Law 13 - The Follow-on**

**13.1 Law 13.3 - First day's play lost**

If the provision of Clause 16.1.3 (b) is applied, the additional time is regarded as part of that day's play, i.e. it is the number of days remaining, and not the total number of hours available.

**14. Law 14 - Declaration and Forfeiture**

Law 14 shall apply.

**15. Law 15 - Intervals**

**15.1 Law 15.3 - Duration of intervals**

15.1.1 Luncheon Interval: The interval shall be of 40 minutes duration.

15.1.2 Tea Interval: The interval shall be of 20 minutes duration.

**15.2 Law 15.8 - Tea interval- 9 wickets down**

Law 15.8 shall be replaced by the following:

If at the scheduled time for the tea interval, the ninth wicket of the innings in progress is already down, or it falls at, or after that time, or falls when less than two minutes remain before that time, play will continue for a period of 30 minutes unless the players have cause to leave the field of play, or the innings is concluded earlier.

**15.3 Law 15.9 - Intervals for Drinks**

The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the

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permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

**16. Law 16 - Start of Play; Cessation of Play**

Law 16 shall apply subject to the following:

**16.1 Start and Cessation Times**

(a) All matches shall be of six hours schedule play per day.

(b) Hours of play:

9.30 a.m. to 12.00 noon (first session)

12.00 noon to 12.40 p.m. (Lunch)

12.40 p.m. to 2.40 p.m. (second session)

2.40 p.m. to 3.00 p.m. (Tea)

3.00 p.m. to 4.30 p.m. (last session)

(c) On last day match shall start 15 minutes early and time regulated.

(d) If there is a change in time of the start of play the manager and captain of both teams; umpires and match referee must be informed as soon as they arrive by the staging association.

**16.1.1 Minimum Overs in the Day**

Subject to clause 16.1.2 below:

(a) On days other than the last day, play shall continue on each day until the completion of a minimum target of 90 overs (or a minimum of 15 overs per hour) or the completion of the scheduled or rescheduled cessation time, whichever is the later but provided that play shall not continue for more than



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30 minutes beyond the scheduled or rescheduled cessation time (permitted overtime). For the sake of clarity, if any of the minimum target number of overs have not been bowled at the completion of the permitted overtime, play shall cease upon completion of the over in progress. The overs not bowled shall not be made up on any subsequent day.

- (b) On the last day, a minimum of 75 overs (or a minimum of 15 overs per hour) shall be bowled during the playing time other than the last hour of the match where clause 16.1.6 below shall apply. If any of the minimum of 75 overs, or as recalculated, have not been bowled when one hour of the scheduled playing time remains, the last hour of the match for the purposes of clause 16.1.6 shall be the hour immediately following the completion of these overs.

**16.1.2 Reduction in minimum overs**

Except in the last hour of the match, for which clause 16.1.6 makes provision, if play is suspended due to adverse weather or light or any other reason (other than normal intervals) for more than 1 hour on any day, the minimum number of overs shall be reduced by 1 over for each full 4 minutes of the aggregate playing time lost. For the avoidance of doubt, the aggregate of 1 hour shall be inclusive of any time that may have been brought forward from previous days due to playing time lost on such previous days under clause 16.1.3 (b) below.

**16.1.3 Making Up Lost Time****(a) On The Day**

Subject to weather and light, except in the last hour of the match, in the event of play being suspended for any reason other than normal intervals, the playing time on

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that day shall be extended by the amount of time lost up to a maximum of 1 hour. For the avoidance of doubt, the maximum of 1 hour shall be inclusive of any time that may have been added to the scheduled playing time due to playing time having been lost on previous days under clause 16.1.3 (b) below.

**(b) On Subsequent Days**

If any time is lost and cannot be made up under clause 16.1.3 (a) above, additional time of up to a maximum of 30 minutes per day shall be added to the scheduled playing hours for the next day, and subsequent day(s) as required (to make up as much lost time as possible). Where appropriate this additional time shall be added to second session.

In circumstances where it is not possible to add this additional time to the second session, the additional time may be added to the third session (see also 16.1.4). When such additional time is added, the minimum overs for that day shall be increased by one over for each four minutes of additional time or part thereof.

**(c) On the Last Day only**

Clause 16.1.3 (a) applies. However, for the purposes of this clause, the definition of playing time shall be the time up to the most recently scheduled time for the start of the last hour. Should an interruption in play commence prior to the most recently scheduled time for the last hour and continue past this time:

- i) Only the playing time lost prior to this last hour start time will be made up (subject to the maximum of one hour described in (a) above) with the start time for the last hour being rescheduled accordingly.



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- ii) The period of time between the scheduled last hour start time at the start of the interruption and the time of the resumption of play will not be made up. The minimum number of overs to be bowled prior to the last hour at the start of the interruption will therefore be reduced by one for each full four minutes of aggregate time lost (as described in clause 16.1.2)
- iii) The start time for the last hour will thus be the later of the rescheduled time as defined at the end of (i) above and the time at which the minimum overs prior to the last hour have been completed or reduced to zero by application of the formula in (ii) above.
- iv) No time is made up in respect of any interruptions that commence after the start of the last hour.

**16.1.4 Change of Intervals**

- a) If play has been suspended for any reason other than normal intervals for 30 minutes or more prior to the commencement of the scheduled or rescheduled tea interval on that day, the tea interval shall be delayed for  $\frac{1}{2}$  hour.
- b) Notwithstanding the provisions of clause (a) above, the timings of intervals can be altered under Law 15.5 at any time on any day if playing time has been lost irrespective of whether the time has been lost on that day or on any previous days.

**16.1.5 Change of Innings**

Where there is a change of innings during a day's play (except where the change of innings occurs at lunch or tea or when play is suspended for any reason) 2 overs will be deducted from the minimum number of overs to be bowled.

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The over in progress at the end of an innings is regarded as a completed over for the purposes of determining the minimum number of remaining overs to be bowled in the day.

**16.1.6 Last Hour**

Law 16.6, 16.7 and 16.8 will apply except that a minimum of 15 overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on 1 over for each full 4 minutes (refer clause 16.1.9 below).

On the final day, if both captains (the batsmen at the wicket may act for their captain) accept that there is no prospect of either side achieving a victory, they may agree to finish the match after (a) the time for the commencement of the last hour has been reached OR (b) there are a minimum of 15 overs to be bowled, whichever is the later.

**16.1.7** Notwithstanding any other provision, there shall be no further play on any day, other than the last day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within 2 minutes of the scheduled cessation time or thereafter.**16.1.8** An over completed on resumption of a new day's play shall be disregarded in calculating minimum overs for that day.**16.1.9 Stumps Drawn**

Except on the final day:

- a) In the event of play being suspended for any reason at or after the most recently scheduled or rescheduled cessation time, stumps shall be drawn upon play being suspended.

- b) In the event of the players already being off the field for a suspension of play at the most recently rescheduled cessation time, then stumps will be drawn at that time.

**THE BOARD OF CONTROL FOR CRICKET IN INDIA****16.1.10 The scoreboard shall show:**

- a) the total number of overs bowled with the ball currently in use; and
- b) the minimum number of overs remaining to be bowled in a day.

16.1.11 Penalties shall apply for slow over rates (refer BCCI Code of Conduct).

**16.2 Extra Time**

The umpires may decide to play 30 minutes (a minimum of eight overs) extra time at the end of any day (other than the last day) if requested by either captain if, in the umpires opinion, it would bring about a definite result on that day [this is in addition to the additional time provided for in Clause 16.1.3 above]. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time on one or more of these days, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Only the actual amount of playing time up to the maximum 30 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the match shall end earlier on the final day by the amount of time by which play was previously extended under this clause.

**17. Law 17 - Practice on the Field****17.1 Law 17.1 - Practice on the field**

The following shall apply in addition to Law 17.1:

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

**THE BOARD OF CONTROL FOR CRICKET IN INDIA****18. Law 18 - Scoring Runs**

Law 18 shall apply.

**19. Law 19 - Boundaries****19.1 Law 19.1 - The boundary of the field of play**

The following shall apply in addition to Law 19.1:

The playing area shall be a minimum of 140 yards (128.01 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 60 yards (54.86 metres). The straight boundary at both ends of the pitch shall be a minimum of 60 yards (54.86 metres). Distances shall be measured from the centre of the pitch to be used.

On large grounds the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 meter) from the center of the pitch to be used.

Sightscreens shall be provided at both ends of all grounds. Advertising shall be permitted on the sightscreen behind the striker, providing it is removed for the subsequent over from that end.

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.

In addition, advertising on perimeter boards placed in front of the sightscreens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

**19.2 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 BCCI from time to time. Where





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appropriate the rope should be a required minimum distance 3 yards (2.74 metres) 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 metres) between the boundary and the fence.

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

The following shall be added to Law 19.3:

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. See also Law 19.1 (c).

#### **20. Law 20 - Lost Ball**

Law 20 shall apply.

#### **21. Law 21 - The Result**

Law 21 shall apply subject to the following:

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

Law 21.2 shall not apply

##### **21.2 Law 21.8 - Correctness of result**

Any query on the result of the match as defined in Laws 21.1, 21.3, 21.4, 21.5, 21.8 and 21.10 shall be resolved as soon as possible and a final decision made by the umpires at close of play.

##### **Law 21.3 - Umpire (Referee) awarding a match**

Law 21.3 shall be replaced by the following:

- a) A match shall be lost by a side which either

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- i) concedes defeat or
- ii) in the opinion of the Referee refuses to play and the Referee shall award the match to the other side.

- b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the Referee of this fact. The Referee shall together with the umpires ascertain the cause of the action. The Referee shall together with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the Referee shall award the match in accordance with (a) (ii) above.\*

- c) If action as in (b) above takes place after play has started and does not constitute a refusal to play
  - i) playing time lost shall be counted from the start of the action until play recommences, subject to Law 15.5 (Changing agreed times for intervals.)
  - ii) the time for close of play on that day shall be extended by this length of time, subject to Law 3.9 (Suspension of play for adverse conditions of ground, weather or light).
  - iii) If applicable, no over shall be deducted during the last hour of the match solely on account of this time.

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

#### **21.3 Match Points**

##### **21.3.1 Multi day match on league basis**





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Outright win	5 points
First innings lead but no outright win	3 points
Loss on First Innings	1 point
Washout/weather interference	1 point each
Innings win/win by 10 wickets	1 bonus point
Tie on first innings without outright result	1 point each
Tie on both innings	2 points each
Outright Loss	0 points

- 21.3.2 In a four/five day match, if 90 or more overs of play is lost and first innings of both teams are not completed, each team will get 1 point provided the team batting second has not scored runs in excess of the team batting first.
- 21.3.3 In a two/three day match, if 60 or more overs of play is lost and first innings of both teams are not completed, each team will get 1 point provided the team batting second has not scored runs in excess of the team batting first.
- 21.3.4 If neither side has taken the first innings lead in a match where less than 90 overs in a four/five day match or less than 60 overs in a two/three day match has been lost, none of the teams will earn any points.

#### POINTS BEING EQUAL

If two or more teams secure equal number of points, then their relative position in the table of points shall be determined as under :

- (a) In event of equality of points the higher number of outright wins will determine the position in the table points.
- (b) Should there be equality in both points and wins, the position shall be determined by the average calculated thus:

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- (i) divide the total number of runs scored by an association by the number of wickets lost by it.
- (ii) divide the total number of runs scored against an association by the total number of wickets taken by it.
- (iii) divide the former (i) by the latter (ii) and the team having the higher percentage shall be considered to have the better performance.

#### 21.3.5 In a knock out match up to and including the Semi final:

The result of the match will be decided on the result of the two innings. If two innings are not completed the match will be decided on the result of the first innings. In the absence of first inning result or there is a Tie on the result of first innings or both innings, the result will be decided as under: The number of runs scored by a team shall be divided by the overs bowled by the opponent and average obtained. Similarly the number of runs scored by the other team shall be divided by the overs bowled by the opponent and average obtained.

Average to be calculated up to two decimal places and part of an over will not be taken into account as a full over for calculating the averages.

The team obtaining the higher average shall be declared as winner. **However** the side batting second must bat for a minimum of 30 overs to obtain the average.

Only in the event of an average not being obtained because the side batting second has batted for less than 30 overs or the averages are equal or the match is abandoned without a ball being bowled, the following procedure will be adopted to decide the winner:

- a) The team with the highest net run rate throughout the tournament up to the previous match, including the league phase.



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

- b) If (a) above is equal, the team with highest number of victories up to the previous match, including the league phase.
- c) If (b) above is equal, the team with highest number of points in league phase.
- d) If (c) above is equal, win for a team against each other
- e) If result cannot be achieved by applying (a) to (d) above the winner shall be decided by toss of coin, in presence of Match Referee or in absence of Match Referee in the presence of the Umpires.

**21.3.6 Final Match**

The result of the match will be decided on the result of the two innings. If two innings are not completed the match will be decided on the result of the first innings.

If no result is achieved on the basis of the first innings result or there is a Tie on the first innings or both inning then the winner shall be decided as under:

- (a) The runs scored by Team-1 will be divided by overs bowled by Team-2 and average obtained. Similarly the runs scored by Team-2 will be divided by overs bowled by Team-1 and average obtained.  
Average to be calculated up to two decimal points.

A part of an over bowled shall not be taken into account as a full over for the purpose of obtaining an average.

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The team with higher average will be declared as the winner provided the team batting second had a chance to bat for minimum of 30 overs.

- (b) If these averages are equal or the match is abandoned at a stage where average cannot be obtained or applied or the match is abandoned without a ball being bowled, then both the teams shall be declared as joint winners.

**21.3.7 Result in a knock out match where there is no stage of league matches**

The result of the match will be decided on the result of the two innings. If two innings are not completed the match will be decided on the result of the first innings.

If no result is achieved based on the first innings or there is a Tie on first innings or both innnings the result of the match will be decided as under:

The number of runs scored by a team shall be divided by the overs bowled by the opponent and average obtained. Similarly the number of runs scored by the other team shall be divided by the overs bowled by the opponent and average obtained. Average to be calculated up to two decimal places and part of an over will not be taken into account as a full over for calculating the averages.

The team obtaining the higher average shall be declared as winner. **However** the side batting second must bat for a minimum of 30 overs to obtain the average.

Only in the event of an average not being obtained because the side batting second has batted for less than 30 overs or the averages are equal or the match is abandoned without a ball being bowled, the following procedure will be adopted to decide the winner:





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- a) **Up to and including the Semi-Final** the winner will be decided by spin of coin in presence of the Match Referee or in the absence of the Match referee in the presence of the umpires.
- b) **In the final match** both the teams will be declared as joint winners.
- 21.3.8 In all tournaments and in any match if a match is abandoned after the match has been in progress due to digging / tampering of the pitch on which the match was being played, the visiting team shall be declared as the winner of the match irrespective of the position of the match.
- 22. Law 22 - The Over**
- Law 22 shall apply subject to the addition of the following to Law 22.5:
- 22.1 Law 22.5 - Umpire miscounting**
- Whenever possible the BCCI match referee shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.
- 23. Law 23 - Dead Ball**
- Law 23 shall apply.
- 24. Law 24 - No Ball**
- Law 24 shall apply subject to the following :
- 24.1 Law 24.1 - 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 over arm.



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- 25. Law 25 - Wide Ball**
- 25.1 Law 25.1 - Judging a Wide**
- Law 25 shall apply with the following addition to Law 25.1 (Judging a wide):
- For bowlers attempting to utilise the rough outside a batsman's leg stump, not necessarily as a negative tactic, the strict limited over wide interpretation shall be applied.
- For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over wide interpretation shall be applied.
- 26. Law 26 - Bye and Leg Bye**
- Law 26 shall apply.
- 27. Law 27 - Appeals**
- Law 27 shall apply.
- 28. Law 28 - The Wicket is Down**
- Law 28 shall apply.
- 29. Law 29 - Batsman out of His Ground**
- Law 29 shall apply.
- 30. Law 30 - Bowled**
- Law 30 shall apply.
- 31. Law 31 - Timed Out**
- Law 31 shall apply.  
Refer also to clause 42.9 (Law 42.10).



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32. **Law 32 - Caught**  
Law 32 shall apply.
33. **Law 33 - Handled the Ball**  
Law 33 shall apply.
34. **Law 34 - Hit the Ball Twice**  
Law 34 shall apply.
35. **Law 35 - Hit Wicket**  
Law 35 shall apply.
36. **Law 36 - Leg Before Wicket**  
Law 36 shall apply.
37. **Law 37 - Obstructing the Field**  
Law 37 shall apply.
38. **Law 38 - Run Out**  
Law 38 shall apply.
39. **Law 39 - Stumped**  
Law 39 shall apply.
40. **Law 40 - The Wicket-Keeper**  
Law 40 shall apply.
41. **Law 41 - The Fielder**  
Law 41 shall apply subject to the following:

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- 41.1 **Law 41.1 - Protective equipment**  
In addition to Law 41.1:  
The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.
42. **Law 42 - Fair and Unfair Play**
- 42.1 **Law 42.3 - The match ball - changing its condition**  
Law 42.3 shall apply, subject to the following:
  - (a) Law 42.3 (e) (ii) shall be replaced with the following:
    - Inform the captain of the fielding side of the reason for the action taken.
    - b) The umpires shall report the incident to the BCCI Match Referee.
    - c) The BCCI Match Referee shall take action as is appropriate against the player(s) responsible for the conduct under the BCCI Code of Conduct.
    - d) If the BCCI Match Referee is unable to identify the player(s) responsible for such conduct, the captain shall take responsibility and will be subject to such action as is appropriate under the BCCI Code of Conduct.
    - e) In the event that a ball has been interfered with and requires replacement the batsmen 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.
- 42.2 **Law 42.4 - Deliberate attempt to distract striker**  
Law 42.4 shall apply subject to the following:



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In addition, the umpires shall report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

**42.3 Law 42.5 - Deliberate distraction or obstruction of batsman**

Law 42.5 shall apply subject to the following:

In addition, the umpires shall report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

**42.4 Law 42.6 - Dangerous and Unfair Bowling****42.4.1 Law 42.6 (a) - The Bowling of Fast Short Pitched Balls**

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

- a) A bowler shall be limited to two fast short-pitched deliveries per over.
- b) A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The umpire at the bowlers' end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- e) For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 42.4.1

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(b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.

- g) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- l) The umpires will then report the matter to the BCCI 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.)





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The above is not a substitute for Clause 42.5 below which umpires are able to apply at any time.

##### 42.4.2 Law 42.6 (b) Bowling of High Full Pitched Balls

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

- a) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- b) A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- c) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2(a) and 42.4.2 (b) above (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball and 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.
- 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.
- e) The bowler thus taken off shall not be allowed to bowl again in that innings.

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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 BCCI 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.)

##### 42.5 Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 42.4.1, 42.4.2 and 42.6 the following shall apply at any time during the match.

42.5.1 The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

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

- a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.



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- 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 BCCI 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.)

**42.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls**

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed dangerous and unfair as defined in Clause 42.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowlers' end shall:

- 42.6.1 Call and signal no ball.
- 42.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.
- 42.6.3 Not allow the bowler to bowl again in that innings.

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- 42.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- 42.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the BCCI 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).

**42.7 Action by the umpires for dangerous and unfair Bowling**

Should the umpires initiate the caution and warning procedures set out in Clauses 42.4.1, 42.4.2, 42.5 and 42.6 such cautions and warnings are not to be cumulative.

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

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

- 42.8.1 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 BCCI Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the BCCI Code of Conduct.

**THE BOARD OF CONTROL FOR CRICKET IN INDIA****42.9 Law 42.10 - Batsman Wasting Time**

Law 42.10 shall apply, subject to the following:

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

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

**42.10 Use of Electronic Communications Equipment**

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

**THE BOARD OF CONTROL FOR CRICKET IN INDIA****APPENDIX A**

All penalty runs in the Laws of Cricket (2000 Code 3rd Edition - 2008) now apply in Domestic cricket.

Some penalty runs can be referred to the Match Referee for further action if necessary.





## APPENDIX B

## DEALING WITH BAD LIGHT

Guidelines to apply playing conditions (with respect to light meters)

- 1.1. The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is unfit/fit for play.
- 1.2. Light meter readings may be used by the umpires:
  - (a) At any time to determine whether there has been a deterioration or improvement in the light.
  - (b) As benchmarks for the remainder of a stoppage in the match

**In practice the processes will work as follows:** (the example that follows is a worst case sample)

- (a) On the first occasion when bad light is approaching in a match, the umpires shall consult. Unless the unsuitable conditions have occurred quickly, and the light needs to be offered to the batting side immediately, this first consultation should result in the umpires agreeing to reevaluate again at a later stage - should the light conditions deteriorate. NB. A light reading should be taken at this stage to assist the umpires in assessing whether the light is deteriorating or not.
- (b) This initial consultation should also alert the fielding captain to reassess his bowling options, if necessary. Unless conditions are unsuitable ... the umpires will issue a clear instruction that play is to continue.
- (c) After this first consultation, if either of the umpires then considers that the light has deteriorated further, and it is now unsuitable for play, the umpires shall again consult.

- (d) A further light reading shall be taken to check that the light has in fact deteriorated. The umpires shall again determine whether the conditions are unfit for play, taking into account the bowler who is bowling at the time.  
**NB.** In an ideal situation this might be the best time to offer the light.
- (e) However other issues may arise:  
If a fast/fast medium bowler is bowling and the umpires are of the view that the light is unfit for this type of bowling but would be satisfactory for a medium/slow bowler they shall inform the fielding captain. A light reading shall be taken at this point, which will act as the benchmark for all future light decisions in respect of fast/fast medium bowlers.
- (f) If the fielding captain chooses not to change the bowler then the umpire shall offer the light to the batsman.
- (g) If the fielding captain changes the bowler to a medium/slow bowler, the umpires have another decision to make and shall probably allow play to continue again.
- (h) If either of the umpires decides that the light has deteriorated further, to the extent that it is now unfit for medium/slow bowlers, the umpires shall again consult. A light reading is taken to confirm that the light has in fact deteriorated further. If the umpires agree that the light is unfit for play, the light is offered to the batsman and the light reading is taken as the future benchmark for medium/slow bowlers.
- (i) Once these benchmark readings have been determined, the umpires are then entitled to use these readings for any further light decisions in this match.

## Umpiring Technique—judgement

- Factors to consider when judging the light (for batsmen)
  - Type of bowling (fast or slow)
  - Background for the batsman (sightscreens)
  - Are the batsmen hitting boundaries and scoring freely?
  - It is best to offer the light a fraction early rather than too late – especially if a wicket then falls and you offer the light immediately





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- after. (Especially when the trend is for the light to only get worse, not better).
- Factors to consider when judging the light (for all players – unreasonable to continue)
    - Standing at square leg – do you lose the ball in the “V” as it is delivered to the batsman
    - Are the fielders losing the ball in the background?
    - Do they chase the ball late?
    - Are lights in and around the ground really bright?
    - If you are playing with a red ball under artificial lights, once the players are casting defined shadows, it is no longer a case of artificial lighting supplementing artificial lighting. With defined shadows from the players, artificial lighting has taken over and it is no longer reasonable to be playing with a red ball.
  - Teamwork
    - Only use one (1) light meter – the same one between umpires for the match
    - Use signals to know when to consult and to communicate dropping or improving light
    - Keep consultations brief (30 seconds maximum)
    - No more than two consultations before offering the light or agreeing to play on
    - A mid over “offer to the batsman” may deny the fielding captain from changing his bowlers from fast to slow to extend the possibility of playing – the light can drop during an over – you do not have to wait until the end of the over

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- Maximise play where possible by keeping the fielding captain in the loop with your thoughts... “We’re not too far away from considering the light”.
- Record light meter readings every time you offer the light (regardless of acceptance or otherwise).
- Record readings from both ends and in the same spot for consistency – write the readings down.
- Refrain from disclosing what the readings are to captains / players and do not have them around you when you are discussing or taking a reading.
- Benchmarks
  - Light meter reading benchmark for putting on the artificial lighting
  - Light meter reading benchmark for offering the light to the batsman
  - Light meter reading benchmark for stopping play – unfit
  - These readings need to all be recorded and applied consistently throughout the match on the following days.

#### Conclusion

Light Meters can help umpires to be more objective. Umpires should be decisive in their decision making ... and be seen to be decisive. You can use the meters to achieve this. Once the umpires have made the decision to offer the light to the batsman there should be no further debate with the fielding captain. When umpires have made decisions - clear explanations are to be given to: both captains; the ground authorities; and the official broadcasters.

The umpires should still endeavour to ensure that:

- 1) Playing time is maximized within the parameters set out in the Laws and the playing conditions.





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- 2) Umpires should not suspend play as soon as conditions become less than perfect, but only when the conditions are worse than reasonably acceptable.

Record all readings and apply the benchmarks throughout the match. Every game, background, type of bowling and fading light scenario is different but methodology should not be.

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