



PLAYING CONDITIONS (ONE DAY)
FOR
SENIOR & JUNIOR DOMESTIC TOURNAMENTS 2009 - 2010

CONTENT

1. Law 1 - The Players	...49
2. Law 2 - Substitutes and Runners, Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings	...49
3. Law 3 - The Umpires	...51
4. Law 4 - The Scorers	...57
5. Law 5 - The Ball	...57
6. Law 6 - The Bat	...59
7. Law 7 - The Pitch	...59
8. Law 8 - The Wickets	...61
9. Law 9 - The Bowling, Popping and Return Creases	...62
10. Law 10 - Preparation and Maintenance of the Playing Area	...62
11. Law 11 - Covering the Pitch	...63
12. Law 12 - Innings	...64
13. Law 13 - The Follow - on	...68
14. Law 14 - Declaration and Forfeiture	...68
15. Law 15 - Intervals	...68
16. Law 16 - Start of Play ; Cessation Of Play	...70
17. Law 17 - Practice on the Field	...70
18. Law 18 - Scoring Runs	...70
19. Law 19 - Boundaries	...70
20. Law 20 - Lost Ball	...72
21. Law 21 - The Result	...72
22. Law 22 - The Over	...77
23. Law 23 - Dead Ball	...77
24. Law 24 - No Ball	...77
25. Law 25 - Wide Ball	...78
26. Law 26 - Bye and Leg Bye	...78
27. Law 27 - Appeals	...78



28. Law 28 - The Wicket is Down	...78
29. Law 29 - Batsman out of His Ground	...78
30. Law 30 - Bowled	...79
31. Law 31 - Timed Out	...79
32. Law 32 - Caught	...79
33. Law 33 - Handled the Ball	...79
34. Law 34 - Hit the Ball Twice	...79
35. Law 35 - Hit Wicket	...79
36. Law 36 - Leg Before Wicket	...79
37. Law 37 - Obstructing the Field	...79
38. Law 38 - Run Out	...79
39. Law 39 - Stumped	...80
40. Law 40 - The Wicket-Keeper	...80
41. Law 41 - The Fielder	...80
42. Law 42 - Fair and Unfair Play	...84
➤ APPENDIX - A	...92
➤ APPENDIX - B	...93
➤ APPENDIX - C	...94
➤ APPENDIX - D	...95
➤ APPENDIX - 1	...96
➤ APPENDIX - 2	...97
➤ APPENDIX - 3	...98

**PLAYING CONDITIONS FOR ONE DAY MATCH
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. Law1 - 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:

Each captain shall provide a list of the names of the names players in writing to the BCCI match referee before the toss or to the umpires in the absence of Match Referee. No player may be changed after the toss without the consent of the opposing captain.

1.3 Law 1.3 - Captain

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

The deputy must be one of the 11 nominated players.

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 2.5 - 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.

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.
- 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:

The following rules for the selection and appointment of One 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 would mean umpire from the zone other than the zone 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 posted.
- 3.1.4 Neither team shall have a right of objection to an umpire's appointment.
- 3.1.5 The umpires shall be present at the ground at least one and half hour before the scheduled start of play.

3.2 Third Umpires / 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 provision for live or delayed telecast broadcast of the match BCCI will appoint a third Umpire.
- b) The Host association will ensure 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 below, the on-field umpire has the discretion whether or not to refer the appeal to the third umpire for a 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 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 the 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. (Where available and as an alternative to the red/green light system, 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:

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.



THE BOARD OF CONTROL FOR CRICKET IN INDIA

- 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 replays (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 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 fieldsmen 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 these circumstances 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.

THE BOARD OF CONTROL FOR CRICKET IN INDIA

3.3 Law 3.2 - Change of Umpire

The following shall apply in place of Law 3.2:

- 3.3.1 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

In addition to Law 3.4 (i)

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**

Laws 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.





THE BOARD OF CONTROL FOR CRICKET IN INDIA

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 Match 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.

3.8 Use of lights

Artificial light shall not be used.

3.9 Day Night matches

- 3.9.1 Pads and player's and umpire's clothing shall be coloured.
- 3.9.2 Sight screens will be black.

THE BOARD OF CONTROL FOR CRICKET IN INDIA

4. Law 4 - The Scorers

4.1 Law 4.2 - Correctness of scores

Attention is drawn to Clause 21.

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 all senior one day matches and Twenty20 white Kookaburra balls will be used.
 - (b) In Under 19 One day games red SG Tournament 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. The balls will be selected in the 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. Where day/night matches are scheduled in a tournament white balls will be used in all matches (including day matches). Each fielding team shall have one new ball for its innings.

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

Law 5.4 shall not apply.

5.3 Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:



One Day Match Playing Conditions



THE BOARD OF CONTROL FOR CRICKET IN INDIA

- 5.3.1 In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
- 5.3.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear even though it has not gone out of shape.
- 5.3.3 If the ball is to be replaced, the umpire shall inform the batsmen. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.
- 5.3.4 In addition, there will be a mandatory change of the ball at the commencement of the 35th over of each innings. (To be implemented only when white balls are used)
- 5.3.5 The mandatory replacement balls for each innings are to be pre-selected by the captains prior to the match from the supply of spare balls provided by the host association as follows:
 - a) Balls will be selected in the presence of the umpires.
 - b) The captain who has lost the toss shall be permitted to select two balls from the supply of six cleaned and whitened used balls.
 - c) The captain winning the toss will have first choice of selecting the ball from the two balls selected by the captain losing the toss.
 - d) The umpires will identify which ball has been selected by each team and shall give it to the BCCI Match Referee, who in turn will pass it to the on-field umpires prior to the commencement of the 35th over.

THE BOARD OF CONTROL FOR CRICKET IN INDIA



Note : For the sake of clarity :

- * The provisions of clause 5.3.1, 5.3.2 and 5.3.3 above shall apply if a further replacement ball is required after the commencement of the 35th over.
- * The provisions of clause 5.3.4 and 5.3.5 above shall apply irrespective of the length of innings.

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 3rd Edition -2008) shall not apply, instead Law 6 of Laws of cricket (2000 code 2nd 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**

- 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 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:



THE BOARD OF CONTROL FOR CRICKET IN INDIA

- 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.
- 7.1.3 In the event of any dispute, 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.
 - 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:
 - a) 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;

THE BOARD OF CONTROL FOR CRICKET IN INDIA

- b) whether the alternative pitch can be used;
 - c) 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 herein provided, 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 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.

7.3 Law 7.5 - Non-turf pitches

Law 7.5 shall not apply.

All matches shall be played on natural turf pitches. The use of PVA and 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:



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

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)'.

9.2 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 D shall be marked in white at each end of the pitch.

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 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.

THE BOARD OF CONTROL FOR CRICKET IN INDIA

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 10.6 - 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.

11. Law 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 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.

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.

11.3 Law 11.3 - Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

The bowler's run-ups shall be covered to a distance of at least 10 x 10 metres.

11.4 Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

**One Day Match Playing Conditions**

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

The covers shall be removed no earlier than 5.00am and no later than 7.00 am (7.00am and 9.00am for day/night matches) on the morning of the match (including the reserve day, if applicable), 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.

Attention is drawn to Clause 3.5.

12. Law 12 - Innings

Law 12 shall apply subject to the following (see also clauses 15 and 16 below):

12.1 Law 12.1 - Number of innings

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs. All matches shall be of one day's scheduled duration.

12.2 Law 12.2 - Alternate innings

Law 12.2 shall not apply.

12.3 Law 12.3 - Completed innings

Laws 12.3 (c), (d) and (e)(ii) shall not apply.

12.4 Length of Innings**12.4.1 Uninterrupted Matches.**

- a) Each team shall bat for 50 overs unless all out earlier.

THE BOARD OF CONTROL FOR CRICKET IN INDIA

- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 20 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- d) If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- e) Penalties shall apply for slow over rates (refer BCCI Code of Conduct).

12.4.2 Delayed or Interrupted Matches

- a) Delay or Interruption to the Innings of the Team Batting First (see Appendix B)
 - (i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.
 - (ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.





To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.

- (iii) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.28 overs per hour. When calculating the length of playing time available for the match, or the length of either innings the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original 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.
 - (iv) 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. The interval shall be reduced to enable the second innings to commence at the rescheduled time, subject to there being a minimum interval of 20 minutes (or where the interval has been reduced to a period of less than 20 minutes-such reduced period less than 20 minutes under 15.1 (iii)).
 - (v) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
 - (vi) Penalties shall apply for slow over rates (refer to BCCI Code of Conduct).
- b) Delay or Interruption to the innings of the Team Batting Second (see Appendix C)
- (i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the



opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

- (ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (iii) To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to the innings not being completed earlier.
- (iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (v) A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- (vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
- (vii) Penalties shall apply for slow over rates (refer BCCI Code of Conduct).

**12.5 Number of Overs per Bowler**

No bowler shall bowl more than 10 overs in an innings.

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

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

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

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

13. Law 13 -The Follow-on

Law 13 shall not apply.

14. Law 14 - Declaration and Forfeiture

Law 14 shall not apply.

15. Law 15 - Intervals

Law 15 shall apply subject to the following:

15.1 Law 15.5 - Changing agreed times for intervals - Interval between Innings

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

providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval.

If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a 10 minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

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

- (i) If up to 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced by the amount of actual playing time lost.
- (ii) If more than 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced to 30 minutes (subject to (iii) below).
- (iii) If more than 60 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval of 30 minutes prescribed under (ii) above may be reduced further by mutual agreement between the umpires and both captains. In the event of disagreement, the length of the interval shall be determined by the BCCI Match Referee. The minimum interval shall be ten minutes.

15.2 Law 15.9 - Intervals for drinks

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

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



**16. Law 15 - Start of Play; Cessation of Play**

Law 16 shall apply subject to the following (see also clauses 15 and 12.4):

16.1 Law 16.1 - Start and Cessation Times

There will be 2 sessions of 3 hours and 30 minutes each, separated by a 45 minutes interval between innings.

16.2 Hours of play:

9.00a.m. to 12.30 p.m. (first session)
12.30p.m. to 1.15p.m. (Lunch) (see clause 15.1)
1.15p.m.to 4.45 p.m. (Second session)

All day/night match will start at 2.30 p.m. and time will be adjusted accordingly.

16.3 Laws 16.6, 16.7 and 16.8 shall not apply.**16.4 Laws 16.9, 16.10, and 15.11 shall apply in so far as they are relevant to a one innings limited overs type match.****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.

18. Law 18 - Scoring Runs

Law 18 shall apply.

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

19.1.1 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 meters) from the centre of the pitch to be used.

19.1.2 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 the BCCI 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.

19.3 Law 19.3 - Scoring a boundary

The following shall apply in addition to Law 19.3 :





THE BOARD OF CONTROL FOR CRICKET IN INDIA

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 21.1 - A win - two innings match

Law 21.1 shall not apply.

21.2 Law 21.2 - A win - one innings match

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

21.3 Law 21.3 - Umpire (Referee) awarding a match

Law 21.3 shall be replaced by the following:

THE BOARD OF CONTROL FOR CRICKET IN INDIA

- (a) A match shall be lost by a side which either
 - (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. If the Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the Referee shall award the match in accordance with (a) (ii) above.*

- (c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 12.4.2 and 15.1 above.

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

21.3 Law 21.4 - A Tie

Law 21.4 shall apply in addition to the following:

- 21.3.1 If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

21.4 Law 21.5 - A Draw

Law 21.5 shall not apply.



One Day Match Playing Conditions

**21.5 Prematurely Terminated Matches - Calculation of the Target Score****21.5.1 Interrupted Matches - Calculation of the Target Score**

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the VJD System. The target set will always be a whole number and one run less will constitute a Tie.

21.5.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the VJD System 'Par Score' determined at the instant of the suspension by the VJD System method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

21.6 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 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.

21.7 Points**21.7.1 Preliminary Matches**

In a competition at league level following points system shall apply:

Win, with bonus point	5
Win, without bonus point	4
Tie or No Result	2
Loss, with out conceding bonus point	0
Loss, conceding bonus point	minus 1

In the event of teams finishing on equal points, the right to play in the final match or knock out will be determined as follows:

- The team with the most number of wins
- If still equal, the team with the highest number of bonus points
- If still equal, the team with the highest net run rate
- In the unlikely event that Teams can not be separated by the above, this will be done by drawing lots.

In a match declared as no result, run rate is not applicable.

At knock out stage **up to and including the semi finals** if result cannot be obtained by VJD System the result will be decided as under:

- a) The team with the highest net run rate throughout the tournament up to the previous match, including the league phase
- 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 the umpires if Match Referee is not present.

21.7.2 Final Match

If no result is achieved in a final match, the match shall be declared drawn and both teams will be declared as joint winners.





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

If a match cannot be decided by VJD System the result will be decided as under:

- a) **Up to and including the semi final** the winner will be decided by spin of a coin in the presence of the BCCI Match Referee or in the absence of the BCCI Match Referee in the presence of the umpires.
- b) **In the finals** both teams will be declared as joint winners

21.7.4 Net Run Rate

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

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under VJD System, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with VJD System having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

21.7.5 Bonus Points

The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will

be calculated by reference to the runs scored in an innings divided by the number of overs faced. Refer Appendix 2.

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 applicable the 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. No Ball

Law 24 shall apply subject to the following:

24.1 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.

24.2 Free Hit after a foot-fault no ball

In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) shall be free hit for which ever batsman is facing it. If the delivery for a 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 which ever 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 free hit was called a wide ball.





Field changes are not permitted for free hit deliveries unless there is a change of striker (the provision of clause 41.2 shall apply).

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

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:

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.

26. Law 2G - 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)

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 35 - 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:

41.1 Law 41.1- Protective equipment

The following shall apply 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.

41.2 Restrictions on the placement of fieldsmen

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

41.2.2 In addition to the restriction contained in clause 41.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

41.2.3 The following fielding restrictions shall apply:

a) 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 1). The fielding restriction areas should

be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18cm) in diameter.

During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During the second and third block of Powerplay blocks three fieldsmen shall be permitted outside the field restriction area at the instance of delivery.

The umpires shall signal which block of Powerplay overs is being utilised for this purpose in the normal manner (see 41.2.12).

b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer attached appendix 1). During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within this fielding restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

41.2.4 During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.3 a) above.

41.2.5 Subject to the provisions of 41.2.6 below, the Powerplay Overs shall apply for 20 overs per innings to be taken as follows:





- a) The first block of Powerplay (block of 10 Overs for an uninterrupted match) shall be at the commencement of the innings.
 - b) For the remaining second and third block of powerplay overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.
 - c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.
 - d) Once a side has nominated a Powerplay, the decision cannot be changed.
 - e) Should either team choose not to exercise this discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 46th overs).
- 41.2.6 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	First Powerplay	Fielding Powerplay	Batting Powerplay	Powerplay Total
20-22	4	2	2	8
23-24	5	2	2	9
25-27	5	3	2	10
28-29	6	3	2	11
30-32	6	3	3	12
33-34	7	3	3	13
35-37	7	4	3	14
38-39	8	4	3	15
40-42	8	4	4	16
43-44	9	4	4	17
45-47	9	5	4	18
48-49	10	5	4	19

- 41.2.7 Each block of Powerplay Overs must commence at the start of an over.
- 41.2.8 If play is interrupted during the first or second Powerplay and on resumption the over required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.
- 41.2.9 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.
- 41.2.10 If play is interrupted during a Powerplay and on resumption the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstances under which the Powerplay status can be changed during an over.
- 41.2.11 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay





THE BOARD OF CONTROL FOR CRICKET IN INDIA

overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

Note : Refer Appendix 3 for illustration of each of the above situations.

- 41.2.12 At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.
- 41.2.13 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
- 41.2.14 A light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled, along with the number of over remaining in the current block of Powerplay overs.
- 41.2.15 The public address system shall be used to keep the spectators informed.
- 41.2.16 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

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.

THE BOARD OF CONTROL FOR CRICKET IN INDIA

- (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 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.

42.2 Law 42.4 - Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

In addition, the umpires shall report the incident to the 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 umpire shall report the incident to the 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 one fast short-pitched delivery per over.





THE BOARD OF CONTROL FOR CRICKET IN INDIA

- 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 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 42.4.1 (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.



THE BOARD OF CONTROL FOR CRICKET IN INDIA

- 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.)

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.
- f) 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.
- 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.
 - 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.
 - 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:
- 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.
- 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.

**APPENDIX A**

All penalty runs in the Laws of Cricket (2000 Code 3rd Edition - 2008) now apply in Cricket. Some penalty runs can be referred to the Match Referee for further action if necessary.

APPENDIX B**Calculation Sheet for Use When Delays or Interruptions Occur in First Innings of One Day Match****Time**

Net playing time available at start of the match	420 minutes	(A)
--	-------------	-----

Time innings in progress	_____	(B)
--------------------------	-------	-----

Playing time lost	_____	(C)
-------------------	-------	-----

Extra time available	_____	(D)
----------------------	-------	-----

Time made up from reduced interval	_____	(E)
------------------------------------	-------	-----

Effective playing time lost [C - (D + E)]	_____	(F)
---	-------	-----

Remaining playing time available (A - F)	_____	(G)
--	-------	-----

Overs and Fielding Restrictions

Overs in match (G/4.2] round up fraction and + 1 (if odd)	_____	(H)
---	-------	-----

Max. overs per team [H / 2]	_____	(I)
-----------------------------	-------	-----

Max. overs per bowler [I / 5]	_____	overs
-------------------------------	-------	-------

Fielding restrictions (Refer to 41.2.6)	_____	overs
--	-------	-------

Fielding restrictions innings 1	_____	overs
---------------------------------	-------	-------

Fielding restrictions innings 2 [Refer to 41 .2.6]	_____	overs
---	-------	-------

Rescheduled Playing Hours

First session to commence or recommence	_____	(J)
---	-------	-----

Length of innings [I x 4.2]	_____	(K)
-----------------------------	-------	-----

Rescheduled cessation time ((J + K) - B)	_____
--	-------

Length of interval	_____
--------------------	-------

Second session commencement time	_____
----------------------------------	-------

Rescheduled cessation time = (L + K)	_____	(L)
--------------------------------------	-------	-----

**APPENDIX C****Calculation Sheet for Use When Delays or interruptions Occur in Second Innings of One Day Match****Time**

Original cessation time of innings _____

(A)

Time at start of interruption _____

(B)

Restart time _____

(C)

Length of Interruption [C - B]

(D)

Extra time available _____

(E)

Total playing time lost [D - E]

(F)

Amended cessation time of innings [A + E] _____

(G)

Overs

Maximum overs at start of Innings _____

(H)

Overs lost [F/4.2] ignore fractions _____

(I)

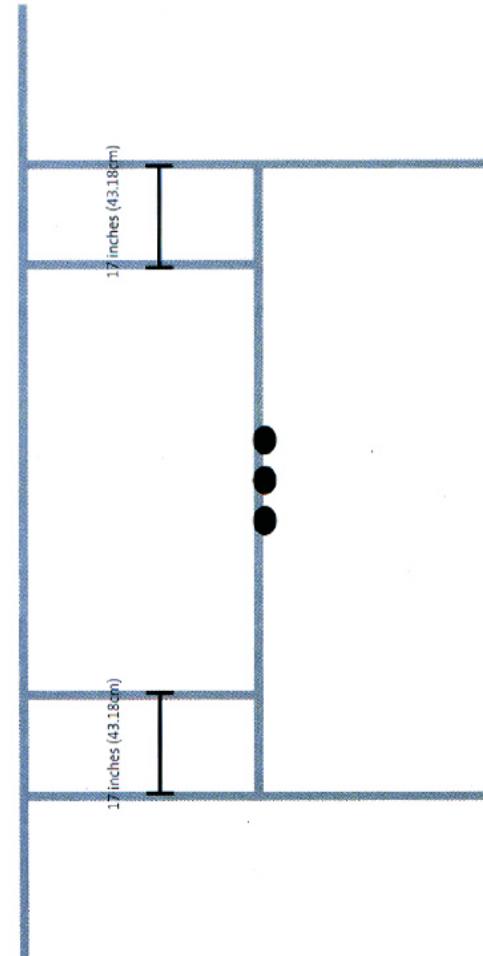
Adjusted maximum length of innings [H - I] _____

(J)

Overs per bowler and Fielding Restrictions

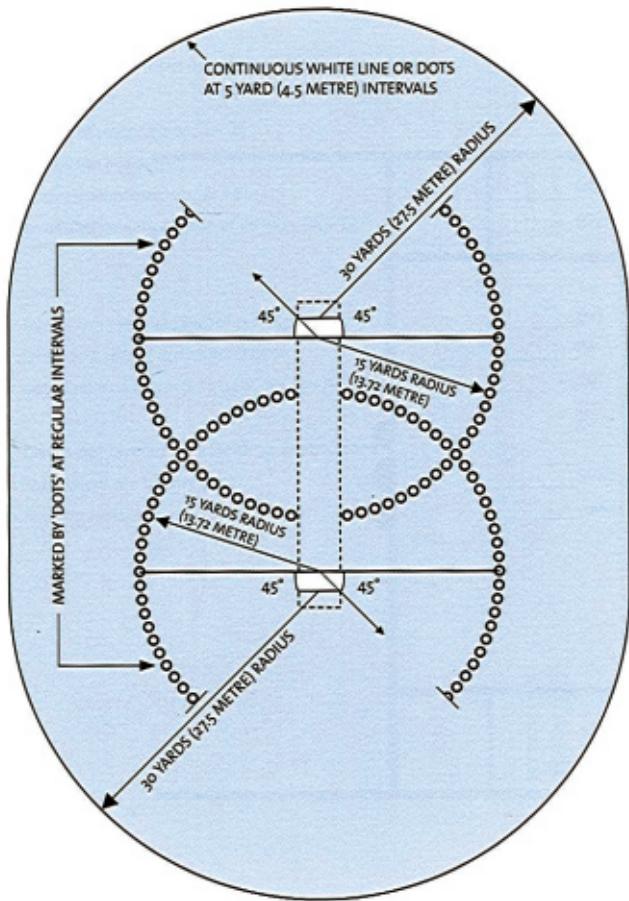
Max. overs per bowler [J / 5] _____ overs

Fielding restrictions [Refer to 41.2.6] _____ overs

APPENDIX D**CREASE MARKINGS**

APPENDIX 1

Restriction of the placement of fieldsmen



The final mark of the 15 yards radius shall be a line placed at an angle of 45°, measured from the popping crease at a point level with the middle stump

APPENDIX 2
Bonus Point System

1 bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.

A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs.balls faced.

Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.

Where matches are shortened and targets revised through the VJD system, bonus run rates and bonus defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

Whenever a target, or revised target, is set, the exact number of overs.balls within which the side batting second must achieve this target in order to gain the bonus point should be announced. Once these overs.balls have been bowled, if the target has not then been achieved the bonus point can not be gained by any subsequent event, eg a multiple scoring shot, or extras.

(A) Examples of criteria for the award of bonus points

TEAM BATTING FIRST		TEAM BATTING SECOND		TEAM BOWLING SECOND	
Score	Run Rate	Required Run Rate	Balls to Win (overs)	Required Run Rate	Target Score
300	6	7.5	40.0	4.8	240
275	5.5	6.875	40.0	4.4	220
250	5	6.25	40.0	4	200
225	4.5	5.625	40.1	3.6	180
200	4	5	40.1	3.2	160
175	3.5	4.375	40.1	2.8	140
150	3	3.75	40.1	2.4	120
125	2.5	3.125	40.1	2	100
100	2	2.5	40.2	1.6	80
75	1.5	1.875	40.3	1.2	60

Note : the 'target score' shown in the last column is the maximum total that the team batting second can make for the team batting first to qualify for the bonus point.

**APPENDIX 3****Numerical examples of adjustments to Powerplay overs following interruption**

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (a) 38 overs, (b) 28 overs, (c) 20 overs.

- (a) Powerplay overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of fielding team's 4 overs completed. The batting side's 3 over powerplay can start any time after the 12th over.
- (b) Powerplay overs are 6+3+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.
- (c) Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 34.2 overs and reduced to 40 overs. Powerplay overs are 8 +4+4. Powerplays automatically resume for the start of the next over (36th) and remain in force for the remainder of the innings.