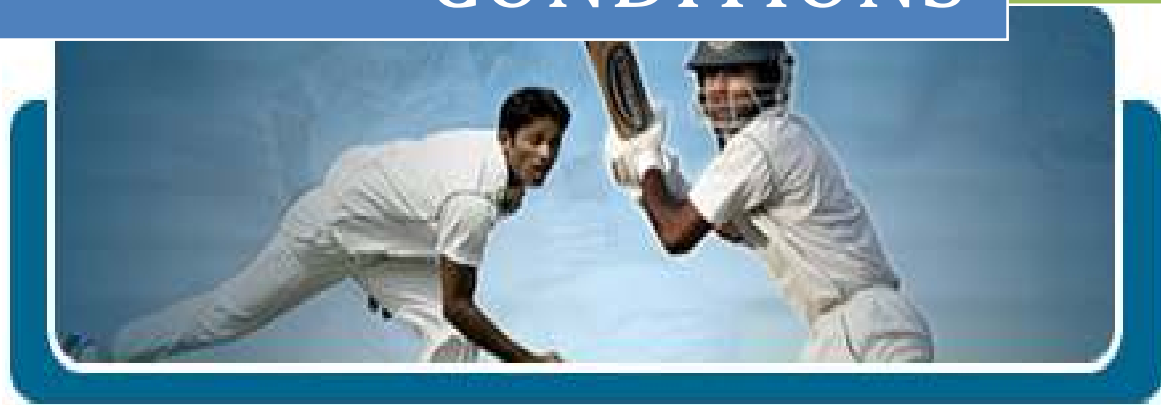


2013

TWENTY20 LEATHER BALL MATCH STANDARD PLAYING CONDITIONS



Dallas Cricket League

8/1/2013



Playing Conditions – Leather Ball League

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Except as varied hereunder the Laws of Cricket (2000 Code 4th Edition - 2010) shall apply.

The main umpire referred in the document is the umpire who stands at the bowlers end.

The square leg umpire referred in the document is the umpire who stands at square leg on the strikers end.

Law 1 -The Players

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.

Law 1.2 -Nomination of Players

Law 1.2 shall be replaced by the following:

1.2.1. Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to umpires before the toss. No player (member of the playing eleven) may be changed after the nomination.

1.2.2. Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the match Referee, in exceptional circumstances, allows subsequent additions. (will there be a match referee?, adjust accordingly)

1.2.3. Only those nominated players ,will be eligible to play the game for that particular team and by such nomination the nominees shall warrant that they are so eligible. Nominated substitute players can only play in that capacity and cannot be part of the playing eleven.

1.2.4. In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the DCL playing regulations

Law 1.3 -Captain

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

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



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

Law 2.1. Substitutes and Runners

Law 2.1(a)(ii) 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted.

Law 2.1(b) shall be amended as follows:

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

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:

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

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

The restriction in Clauses 2.1.1 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 fieldsmen 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



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

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

Law 3 - The Umpires

Law 3.1 -Appointment and attendance

Law 3.1 shall be replaced by the following:

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

3.1.1 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 DCL 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 fifteen (15) minutes before the scheduled start of play.

Law 3.2 Consulting the Square leg umpire for decisions.

3.2.1 LBW

(a) The main umpire can consult the leg umpire to check if the batsmen had hit the ball or the height of the ball from the square leg umpires view.

(b)The decision is to be made by the main umpire only.

3.2.2 Run Out, Stumping and Hit Wicket Decisions

(a) The main umpire has the discretion to consult the square leg umpire for hit wicket decisions

(b) The run out at the bowlers end shall only be decided by the main umpire.

(c) For stumping decisions the square leg umpire is the only authority to decide on the outcome.



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3.2.3 Caught Decisions

The on-field umpire shall be entitled to refer an appeal for a caught decision to the square leg 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) The final decision will be indicated in the normal fashion by the bowler's end umpire.

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 consult with the square leg umpire.
- (b) The third umpire shall communicate his decision by the system as in Clause 3.2.2(c).

3.2.4 Boundary Decisions

- (a) The boundary decisions shall be made by the main umpire with the help of the square leg umpire. The fielders call may not be taken into account and the umpires are to decide on whether a ball has touched the boundary or not.
- (b) The square leg umpire can initiate the discussion regarding a boundary and should convey his findings to the main umpire immediately.

3.2.5 Obstructing the Field

3.2.5.1 The main umpire and the leg umpire should consult with each other, the final decision shall be indicated in the normal fashion by the main umpire.

Law 3.3 - Change of Umpire

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



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Law 3.4 - To inform captains and scorers

Before the start of play, the captains and scorers would be notified of the start of play.

Law 3.8 - Fitness for play

The ground would be inspected by the umpires and will determine the fitness of the ground to play.

Law 3.9 - Suspension of play in dangerous and unreasonable conditions

3.9.1 Weather Conditions

The weather conditions limits (actual temperatures are taken into consideration)

- (a) Minimum temperature during any part of the playing time should not fall below 50F.
- (b) Maximum temperature during any part of the playing time should not fall above 110F.

3.5.2 The umpires shall be the sole judges of the fitness of the ground, weather and light for play.

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

- (a) All references to ground include the pitch. See Law 7.1 (Area of pitch).
- (b) If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

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

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

- (c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.

- (d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless



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the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

3.5.4 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.

3.5.5 Play may be suspended due to safety and security concerns by the umpires on the advice of the organizing committee. .

3.5.6 Where play is suspended under Clause 3.5. above the decision to abandon or resume play shall be the responsibility of umpires only

3.8 Clothing

3.8.1 Pads and players' and umpires' clothing shall be colored.

Law 4 - The Scorers

The scorer shall use the DCL approved score sheet and shall signal their role before the start of the innings to both the umpires.

The scorers would have to tell the umpires regarding any balls wrongly bowled during appropriate time.

The scorers shall also convey the scores at the end of every over to the bowling team.

Law 5 - The Ball

Law 5.2-Approval and control of balls

Law 5.2 shall be replaced by the following:

DCL would provide cricket balls of an approved standard, 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 inspect the condition of the ball and shall retain possession of it at the fall of a wicket or any other disruption in play.



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Each fielding team shall have one new ball for its innings.

Law 5.5 - Ball lost or becoming unfit for play

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 or a white ball becoming significantly discolored 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 umpires shall inform the batsmen and the fielding captain. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

Law 8 - The Wickets

Law 8.2

Bails are mandatory and should be used during the game.

If the bails are removed in the first attempt, all you need is to just touch the stumps again with the ball.

Law 9 - The Bowling. Popping and Return Creases

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)'.



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9.2 Additional Crease Markings

The following shall apply in addition to Law 9:

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

Law 10 - Preparation and Maintenance of the Playing Area

10. 1 Cleaning the Pitch

The umpires should ensure that there are no stones on the pitch and are cleaned by both the teams during the match.

Law 12 Innings

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

Law 12.1 - Number of innings

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration. Twenty20 Match Standard Playing Conditions Domestic Cricket

Law12.2-Alternate innings

Law 12.2 shall not apply.

Law12.3-Completed innings

Law12.3(c),(d) and (e) (iii) shall not apply.

Law 12.4 Length of innings

12.4.1 Uninterrupted Matches

a) Each team shall bat for 20 overs unless all out earlier.



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b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the schedule time. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

e) Penalties shall apply for slow over rates

12.4.2 Delayed or Interrupted Matches

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

(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 15 overs per hour in the total remaining time available for play.

(ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

(iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4, then the first inning is terminated and the provisions of 12.4.2 b) below take effect.

(iv) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval 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.



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(v) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

(vi) Penalties shall apply for slow over rates

b) Delay or Interruption to the innings of the Team Batting Second (see Appendix B)

(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 15 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

(ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

(iii) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

(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 15 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.

(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

12.5 Number of Overs per Bowler

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



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

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

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

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

Law 12.4 - The toss

Law 12.4 shall be replaced by the following:

The captains shall toss for the choice of innings, on the field of play and in the presence of the umpires, who shall supervise the toss. The toss shall take place not earlier than 30 minutes, nor later than 5 minutes before the scheduled or any rescheduled time for the match to start.

Note, however the provisions of Law 1.3 (Captain).

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

Law15-Intervals

Law 15 shall apply subject to the following:

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

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or rescheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes. However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the Match Referee may, at his discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes.



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



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Law 15.9 - Intervals for drinks

There would be two intervals of 3 minutes each after 8th over and 15th over.

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

Law 16 - Start of Play

16.2 Hours of Play

No players enters the playing area without the permission of the umpires

Timings of each games in Fall 2013 (Duration 4hrs / 240mins)

Option 1 (Start Time 7:30am - 11:30pm) (Duration 4hrs / 240mins)

7:30 a.m to 9:20 a.m [100 mins for 20 overs@5 minutes per over] (1st Session/Innings) Two quick 3 min Drinks Break on the field after 8 overs and 15 overs

9:20 a.m to 9:30 a.m (Innings Break)

9:30 a.m to 11:20 a.m [100 mins for 20 overs@5 minutes per over] (2nd Session/Innings) Two quick 3 min Drinks Break on the field after 8 overs and 15 overs

Option 2 (Start Time 12:00pm - 4:00pm) (Duration 4hrs / 240mins)

Make sure every player from both the teams arrive to the ground by 11:30 am to Set up the Fields

12.00 p.m to 1.50 p.m [100 mins for 20 overs@5 minutes per over] (1st Session/Innings) Two quick 3 min Drinks Break on the field after 8 overs and 15 overs

1.50 p.m to 2.00 p.m (Break)

2.00 p.m to 3.50 p.m [100 mins for 20 overs@5 minutes per over] (2nd Session/Innings) Two quick 3 min Drinks Break on the field after 8 overs and 15 overs

Option 3 (Start Time 12:30pm - 4:30pm) (Duration 4hrs / 240mins)

Make sure every player from both the teams arrive to the ground by 12:00 pm to Set up the Fields

12.30 p.m to 2.20 p.m [100 mins for 20 overs@5 minutes per over] (1st Session/Innings) Two quick 3 min Drinks Break on the field after 8 overs and 15 overs

2.20 p.m to 2.30 p.m (Break)

2.30 p.m to 4.10 p.m [100 mins for 20 overs@5 minutes per over] (2nd Session/Innings) Two quick 3 min Drinks Break on the field after 8 overs and 15 overs



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Option 4 (Start Time 1:30pm - 5:30pm) (Duration 4hrs / 240mins)

Make sure every player from both the teams arrive to the ground by 1:00 pm to Set up the Fields

1:30 p.m to 3:20 p.m [100 mins for 20 overs@5 minutes per over] (1st Session/Innings) Two quick 3 min Drinks Break on the field after 8 overs and 15 overs

3.20 p.m to 3.30 p.m (Break)

3.30 p.m to 5.20 p.m [100 mins for 20 overs@5 minutes per over] (2nd Session/Innings) Two quick 3 min Drinks Break on the field after 8 overs and 15 overs

Law 19 - Boundaries

Law 19 shall apply subject to the following:

Law 19.1 - The boundaries of the field of play

The following shall apply in addition to Law 19.1:

19.1.1 The playing area shall be a minimum of 140 yards (128.01metres) 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.



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Law 21 - The Result

Law 21 shall apply subject to the following:

Law 21.1 A win-two innings match

Law 21.1 shall not apply.

Law 21.2 - A win-one innings match

Law 21.2 shall apply in addition to the followings

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 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

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 5 overs, shall be declared no result.

Law 21.3 - Umpire awarding a match

Law 21 .3 shall be replaced by the followings

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

i) concedes defeat or

ii) in the opinion of the Umpires refuses to play and the Umpires 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 DCL organizers of this fact. The Umpires shall together with the umpires ascertain the cause of the action. If the Umpires, after due consultation with the organizers, 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 Umpires shall award the match in accordance with (a) (ii) above.*



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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 the delay or interruption in play shall be dealt with in the same manner as provided for in clause 12.4.2 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.

Law 21.5 a) - A Tie

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

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

In the event of a tied match the teams shall compete in a One Over Per Side Eliminator to determine the winner. Refer Appendix 2

Law 21.5 (b) - Draw

Law 21.5 (b) shall not apply.

Law 21.7 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score

21.7.1 Interrupted Matches - Calculation of the Target Score

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

21.7.2 Prematurely Terminated Matches If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the Duck Worth Lewis system 'Par Score' determined at the instant of the suspension by the DL system method. If the score is equal to the par score, the match is a Tie. Otherwise the result



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is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

Law 21.8 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3 21.5, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

Law 21.9 Points

Preliminary Matches - League Phase

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

Win 4 points

Tie or No Result .. 2 points

Loss 0 points

In the event of teams finishing on equal points in the points table at the end of the the League, the position of the teams will be decided as under:

" The team with the most number of wins

" If still equal, the team with the highest net run rate.

" In the unlikely event that Teams cannot be separated by the above, this will be done by drawing lots.

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, the calculation of its net run rate shall be based on the full quota of overs to which it would be entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under DuckWorth Lewis System, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of



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overs faced by Team 2. Where a match is concluded but with DuckWorth Lewis 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.

At knock out stage: In the event of a result not being obtained and further the match cannot be decided by DL System, for matches up to and including the semi finals the result will be decided as under:

" The team with the most number of wins in the matches up to the previous Match

" If still equal, the team with the highest net run rate throughout the tournament up to the previous match, including the league phase .

" If still equal then by toss of coin in presence of the umpires



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Law 22-The Over

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

Law 22.5 - Umpire miscounting

The scorers should inform the on-field umpires if the over has been miscounted.

Law 24 No Ball

Law 24 shall apply subject to the following:

Law 24.1 (b) Mode of delivery

Law 24.1 (b) shall be replaced by the followings

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

Law 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 a free hit for which ever batsman is facing it. If delivery for a free hit is not a legitimate delivery (any kind of no ball or wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

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

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions 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.



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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.

The offside wide is a marker which is marked as one bat length from the end of off stump.
A delivery bowled down the leg side would be considered as wide ball.

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

Law 31 -Timed Out

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

Law 37 - Obstructing the Field

Law 37 shall apply.

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

If the change of direction involves the batsman crossing the pitch, Law 42.14 shall also apply. See also clause 3.2.5



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Law 41- Fielder

Law 41 shall apply subject to the following:

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.

Law 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.

At the instant of delivery there may not be more than 2 fielders behind the popping crease on the strikers end.

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 are set out in the following paragraphs.

a. Subject to 41.2.3 below these **additional fielding restrictions shall apply to the first 6 overs of each innings** (Fielding Restriction Overs).

b. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 1). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

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



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d) During the non Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2 b above.

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

Total overs restrictions	No. of overs for which fielding In a innings In clauses 41.2.2 a, 41.2.2 c above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

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

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

Law 42-Fair and Unfair Play

Law 42.3- The Match Ball - changing it condition

Law 42.3 shall apply, subject to the followings

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

If the umpires together agree that the deterioration in the condition of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall:

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



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the ball in use prior to the contravention. Additionally the bowler's end umpire shall:

- b) Award 5 penalty runs to the batting side.
- c) Inform the captain of the fielding side of the reason for the action taken.
- d) Inform the captain of the batting side as soon as practicable of what has occurred.
- (e) Together with the other umpire report the incident to the DCL Organizers who shall take action as is appropriate against the player(s) responsible for the conduct under the DCL Code of Conduct. If the DCL Organizers 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 DCL Code of Conduct.

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 DCL Organizers under the DCL Code of Conduct.

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 DCL Organizers under the DCL Code of Conduct.

Law 42.6 - Dangerous and Unfair Bowling

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

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

- a) A bowler shall be limited to one fast short-pitched delivery per over
- b) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.



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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-period 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.

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 DCL Organizers 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 anytime.

Law 42.6 (b) Bowling of High Full Pitched Balls

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



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- a) Any delivery which passes or would have passed on the full above waist height of the striker standing up right at the crease is deemed unfair; whether or not it is likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2 (a) the umpire at the bowler's end shall, in the first instance, call and signal no ball. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall, in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- e) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- f) The umpire will then report the matter to the DCL Organizers 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.)

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.

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.

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



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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 through 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 DCL Organizers 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.)

Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.3 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed 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 bowler's end shall:

1. Call and signal no ball.
 2. When the ball is dead, direct the captain to take the bowler off forthwith.
 3. Not allow the bowler to bowl again in that innings.
 4. Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
 5. Report the occurrence to the other umpire, to the captain of the batting side and the DCL Organizers 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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Law 42.8.1 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.

Law 42.9 - Time Wasting by the Fielding Side

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

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

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

Law 42.10 - Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

In addition, the umpires will report the incident to the DCL Organizers under the DCL Code of Conduct.

Law 42.14 Batsman damaging the pitch

Law 42.14 shall apply.



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Law 42.15 - Mankading - Bowler attempting to run out non-striker before delivery

Law 42.15 shall be replaced by the following:

Mankading

Non striker must keep within his ground until the ball has been delivered by the bowler. By backing up too far or too early leads to gaining an unfair advantage to the non striker. This act is not acceptable. There will be a single **one time warning** for the TEAM by the umpire and the main umpire must inform the square leg umpire and the team captains and is . If it is repeated then bowler can run non-striker out as per the ICC rules below.

Bowler attempting to run-out non-striker before delivery (Tests, ODIs and T20Is)

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

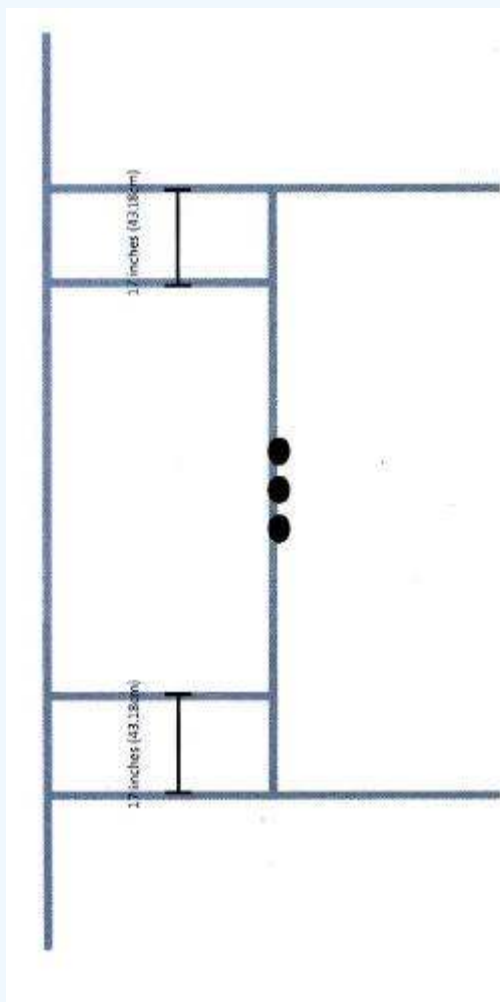
The scorer should record the warning in the score sheet and confirm with the umpire.





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CREASE MARKINGS





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One Over Per Side Eliminator (OOPSE)

1. Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.

2. The amount of extra time allocated to the Oopse is 30 minutes. Should play be delayed prior to or during the Oopse, once the playing time lost exceeds the extra time allocated, the Oopse shall be abandoned.

3. The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the BCCI Match Referee.

4. The umpires shall stand at the same end as that in which they finished the match.

5. In both innings of the one over per side eliminator, the fielding side shall choose from which end to bowl.

6. Only nominated players in the main match may participate in the one over per side eliminator. Should any player (including the batsmen and bowler) be unable to continue to participate in the one over per side eliminator due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the one over per side eliminator.

7. Any penance time being served in the main match shall be carried forward to the one over per side eliminator.

8. Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 International match.

9. The team batting second in the match will bat first in the one over eliminator.

10. The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the one over per side eliminator from the box of spare balls provided by the umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the one over per side eliminator shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.

11. The loss of two wickets in the over ends the team's one over innings.

12. In the event of the teams having the same score after the one over per side eliminator has been completed the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the one over per side eliminator shall be the winner.



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13. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the over per side eliminator) shall be the winner.

14. If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowed deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

Twenty20 Match Standard Playing Conditions Domestic Cricket33 In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

15. If still equal the following shall apply:

" In the league stage, the result will be a tie and the points shared accordingly.

" **At the knock out stage winner will be decided as under:**

Including and up to the Semi Finals following procedure to be followed:

- The team with most wins in all previous matches including league matches.
- If still equal, the teams with higher net run rate in all previous matches including the league matches where results are achieved.
- If still equal, the team with the higher number of wickets per balls bowled in all previous matches including the league matches in which results are achieved.
- If still equal then by toss of coin in the presence of the umpires.

" **In the finals both teams will be declared as joint winners.**