



THE TAMIL NADU CRICKET ASSOCIATION

TNCA INTER DISTRICTS TOURNAMENTS FOR UNDER-14/16/19

2019-2020

RULES AND REGULATIONS

1. TITLE

The Competition shall be called "TNCA –Inter-Districts Tournament

2. OBJECT

The main object of the Tournament is to promote the standard of the game in the Districts of Tamil Nadu and to provide an opportunity to the players in the districts for exposure in the competitive game.

3. TROPHIES

The rolling trophies shall be the property of the TNCA and shall be returned to the TNCA in good condition by the respective recipients of the trophies at the expiry of six months from the date of presentation or earlier or when called for by the TNCA.

4. AUSPICES

The Tournament will be organised by the District Tournament Committee of TNCA.

5. ELIGIBILITY

The Tournament is open to all the District Cricket Associations affiliated to the TNCA and Pondicherry Each One can field only one team for the tournament

(i) The players representing the District Association, affiliated to the TNCA shall have a continuous residence within the boundary limits of the respective revenue district as prescribed by the Govt. of Tamil Nadu from 01.04.2019

(ii) However bonafide full time students of schools and other educational institution that are situated within the jurisdiction of the respective revenue districts and the students who are residing within the boundary limits of the Revenue Districts and who are on the rolls of the institution on the date of commencement of the tournament shall be eligible to represent that district in the tournament.

(iii) A player who represented a District shifts his residence to another District for the purpose of Education or Employment may opt to play either for his home District or for the District in which his Educational Institution or office is located. But he should represent only one District alone in the Inter District Tournament throughout theseason.

FOR UNDER 14/16/19 CATEGORIES

V) The players must produce copy of the birth certificate /Passport duly attested by head of the institution or by competent authority. If it is a birth certificate latest photo has to be affixed

- vi) copy of the Bonofide certificate with Photo / Aadhar Card / Mark certificate duly signed by head of institution/competent authority
- v) Those players not studying school / institutions shall produce copy of the birth certificate/passport duly attested by competent authority

FOR SENIORS

- vi) Players must produce copy of Aadhar card/passport / Driving Licence / voter ID duly attested by competent authority
- vii) Players born on or after 01.09.2005 for Under-14 category
 Players born on or after 01.09.2003 for Under-16 category
 Players born on or after 01.09.2000 for Under-19 category
 Players born on or after 01.09.1996 for Under-23 category

Only registered player of respective district are only eligible to play the Inter Districts Tournament.

- (d) Each District Association shall obtain a date of birth and eligibility certificate for each player representing the district from the Head of the Institution or by the competent authority, duly signed and with the official seal of the concerned, in the Data Form enclosed. The certificate shall contain the **latest passport size photograph** of the player, affixed and signed by the Head of the Institution/Competent Authority with seal. The instructions given in the Player's Data Form should be strictly followed.

Player Data Forms supplied by the TNCA should be completed in duplicate, strictly as per instructions given therein. **One copy along with the registration details should be sent to the TNCA at least 7 days before the commencement of the Tournament.** The respective District Associations should retain the second copy. The Manager of the opponents may peruse the certificate of the other team, if so desires. The certificates shall be returned to the respective team managers at the end of the match.

Any infringement of eligibility rules will entail debarring of the player concerned from participation in any tournament or match conducted or approved by the TNCA for **the rest of the year and the next two years**. The team shall be scratched from the tournament for the year.

If the infringement is established consequent to any protest during the stage of the league phase matches, no point can be scored by the defaulting team and the result of the previous matches played by the defaulting team will be " null and void " and the defaulting team shall be scratched from the tournament for the year and all the opponents of that team will be awarded equal points in that group and the scores pertaining to that matches will not be considered while calculating the Net Run Rate (NRR)

If the infringement is established consequent to any protest during the knockout stage matches, the defaulting team will not be allowed to play further matches. The defaulting team shall be scratched from the tournament for the year.

- (e) In case of employees Permanent bonafide employee of any organization, residing continuously for at least a period of 6 months prior to the start of the tournament in that district, and who are in the "pay-rolls" , only are eligible to play the tournament.

6. GUIDELINES

The Secretaries are requested to ensure that the player's Bio-data forms are filled/completed by the players themselves as per the directions given in the Form.

The Secretaries are advised to check the following and satisfy themselves before sending the forms to TNCA.

1. Whether the year of the Tournament written correctly in the space provided
2. Whether the name of the player and his father's name has been spell out correctly and written legibly.
3. Whether the date of birth of the player is written legibly both in words and numbers.
4. Whether the name of the school/college has been mentioned in the space provide for it.
5. Whether the latest passport size photo of the boy has been pasted on the righthand top corner of the form.
6. Whether the boy's photo has been properly attested by the Secretary of the respective Associations.

For all other categories of Forms the Secretary should endorse the form and the Player's photos.

Please note that failure of sending the above mentioned certificates along the player's bio-data form is a disqualification for the player to play in the Tournament.

7. ENTRY

Each District, affiliated to the TNCA, shall send a list of a maximum of 25 eligible players, who will only be allowed to participate in the various matches of this tournament for this year.

There will be **NO ENTRY FEE** for this Tournament.

8. FORMAT:

- (1) The Tournament shall be league-cum-knock-out basis among the 31 district teams
 - (i) Under 23 matches shall be conducted on one day knockout tournament as per playing conditions
 - (ii) The first round matches (14/16/19) will be played on a league basis. The 31 teams will be divided into seven zones consisting of 4 teams in each zone and 3 teams in 1 zone. The teams in each zone will play among themselves on '50 overs a side' on League basis. The top two teams from each zone will qualify to play the second stage match.
 - (iii) The second stage matches will be played on Knockout basis for two days duration. The top two teams that qualified in the first stage (8X2 = 16) i.e. 16 teams will play on Knockout basis for two days duration.

In all knock out matches the first innings shall be played on a restricted 90 overs a side basis and the second innings will be played on a restricted a 40 overs a side basis.

SECOND STAGE AND THIRD STAGE MATCHES – TWO DAYS KNOCK-OUT

1. The first Innings shall be restricted to maximum of 90 overs a side basis and the second innings restricted to a maximum of 40 overs side.

All matches shall be played over two/three days on two innings basis. Average of 15 overs has to be maintained with every one hour drinks interval. The Captain of the fielding side may demand a new ball after 50 overs in matting wicket and 80 overs on the Turf. New balls shall be taken mandatory in 70th overs on matting wicket, in the matches of two and more days play.

If one innings of both the teams have not been completed the match shall be decided by spin of coin in the presence of Umpires.

The 8 winners will play the next round on Knockout basis for two days.

The Semi-finals and Finals will be played on two innings basis over 3 days for Under-16, Under-19

For Under-14 matches semi final and final will be played at two day format with two innings basis

RESULT

The winner shall be decided on the result of two innings. If two innings are not completed the match shall be decided on the result of the First Innings. If there is a tie on the scores of the First innings and the match has not been played to a further conclusion (or) if the match ends in a tie on the two completed innings of both the sides, the winner will be decided by the Spin of the Coin. If the result is not reached on the First innings of both sides or if the match is abandoned without a ball being bowled, the winner will be decided by Spin of the Coin.

9. RULES AND REGULATIONS APPLICABLE TO ALL TOURNAMENTS

- (i) The MCC laws of cricket (2017 code) read together with the latest experimental laws, issued by the BCCI shall be applicable to all the matches, except as varied in this rules.
- (ii) Conceding of Matches and giving walkover at any stage of the Tournament is not permitted. Teams violating this, on any grounds will be debarred from participating in the tournament for the next year.
- (iii) Under-arm bowling is prohibited in all matches.
- (iv) Any team not ready to start the match at the scheduled time or when called upon to do so by the umpires, shall be declared to have lost the match.
- (v) In the event of soggy pitch and bad ground conditions, the umpires shall not if so facto cancel any match and the match shall be gone through if play is possible for a reasonable period.
- (vi) The Umpires in consultation with the Secretary's of the staging Association can only fix the time of starting the Inter District matches.
- (vii) Captains of teams shall handover the list of players to Umpires indicating the playing XI and the reserves at least 30 minutes before the commencement of each match duly signed by the respective captains. Failure of handing over the Bio Data Forms of players to the secretary of the staging Association entails awarding the match to the opponents by the Tournament Committee.
- (viii) In matches played on matting wickets all players while batting or bowling shall not use boots with turf nails and spikes. However boots with R Nails shall be permitted.
- (ix) Cricket balls to be used in all matches will be supplied by TNCA. However, if the balls supplied by TNCA are exhausted or not received, the staging Association shall provide balls and get the reimbursement from TNCA later.
- (x) Any indiscipline by any player/team reported by the Umpire/ Convenor/Secretary of the Staging Association during the Tournament, on or off the ground, if established by the District Tournament Committee shall entail strict disciplinary action on the player/team.

- (xi) Any point not covered in these rules shall be decided by the Districts Tournament Committee from time to time and its decision shall be final and binding on all competing teams.
- (xii) **`No-Ball'**: - A penalty of one run shall be awarded instantly on the call of " No Ball" and that any penalty will stand even if a batsman is dismissed. It shall be in addition to any other runs scored any boundary allowance and any other penalties awarded. If other penalty runs have been awarded to either side, these shall be scored as in Law 41.18(Penalty runs). Any runs completed by the batsman or a boundary allowance shall be credited to the striker if the bat has struck the ball; otherwise they also shall be scored as No ball extras. Apart from any award of a 5 run penalty, all runs resulting from a No ball, whether as No ball extras or credited to the striker, shall be debited against the bowler.
- (xiii) **`Wide Ball'**: - A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, this penalty shall stand even if a batsman is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other penalties awarded. All runs completed by the batsman or a boundary allowance, together with the penalty for the Wide shall be scored as Wide balls. Apart from any award of a 5 run penalty, all runs resulting from a Wide shall be debited against the bowler.

10. FIRST STAGE MATCHES: - PLAYING CONDITIONS UNDER 14/16/19

Except as varied here under the Laws of Cricket (2017 Code) and as specifically mentioned in annexure I, II shall apply

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 the Umpires before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

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

1.2.3. All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

1.3 Law 1.3 - Captain

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

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

Law 2 - The Umpires

Law 2.1 - Appointment and attendance

Law 2.1 shall be replaced by the following:

2.1.1 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:

2.1.2 Umpires will be appointed based on neutrality as far as possible.

2.1.2 Neither team shall have a right of objection to an umpire's appointment.

2.1.3 The umpires shall be present at the ground at least one and half hour before the scheduled start of play.

Law 2.2 - Change of Umpire

Law 2.2 shall be replaced by the following:

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

2.4 Law 2.4 - To inform captains and scorers

In addition to Law 2.4 (i)

The host association must 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.

2.8 Suspension of play in dangerous or unreasonable conditions

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

E 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.

F Play may be suspended due to safety and security concerns by the umpires on the advice of the Staging Association Secretary the head of the relevant ground authority, the head of ground security or the police.

g Where play is suspended under Clause 3.5.4 above the decision to abandon or resume play shall be the responsibility of the Umpires who shall act only after consultation with the head of ground security and the police.

3. Law 3- The Scorers

Law 3 Shall apply.

4. Law 4 - The Ball

4.1 Law- Weight and size

4.2 Law - Approval and control of balls

4.3 Law – New Ball - 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.

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.

Law 4.4 - New ball in match of more than one day's duration

Law 4.4 shall not apply.

Law 4.5 - Ball lost or becoming unfit for play

Law 4.5 shall be replaced by the following:

4.5.1 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.

4.5.2 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.

4.5.3 If the ball is to be replaced, the umpire shall inform the batsmen and the fielding captain. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5. Law 5- The Bat

Law 5 shall apply

6. Law 6- The Pitch

Law 6.4 shall be replaced by the following:

6.4.1 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.

6.4.2 The on-field umpires shall consult with both captains.

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

6.4.4 If the decision is not to resume play, the on-field umpires 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;

b) Whether the alternative pitch can be used;

c) Whether the match has to be abandoned.

6.4.5 In the event of a decision being taken in favour of Clauses 6.4.4 (a) or 6.4.4 (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.

6.4.6 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.

6.4.7 In the event that the existing pitch can be made playable after suitable remedial work in Clause 6.4.4 (a) above, the match shall continue from the point stopped.

6.4.8 If a new pitch is prepared as in Clause 6.4.4 (b) above, the match shall be restarted from the first ball (but see Clause 6.4.6 above).

6.4.9 If the decision is to abandon the match as in Clause 6.4.4 (c) above, the relevant officials from the tournament committee shall agree on whether the match can be replayed within the existing scheduled.

Law 7 - Creases

Law 7.3 - The Popping Crease

Law 7.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres)'.

7.5 Additional Crease Markings

The following shall apply in addition to Law 7: As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix C shall be marked in white at each end of the pitch.

Law 8 - The Wickets

Law 8.2 - Size of stumps

The following shall apply in addition to Law 8.2: For televised matches the Host association may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be exactly the same size.

Law 9 - Preparation and Maintenance of the Playing Area

9.1 Law 9.1 - Rolling

The following shall apply in addition to Law 9.1:

9.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the groundsmen. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the groundsmen, 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.

9.1.2 The umpires may instruct the groundsmen to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

9.1.3 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

9.2 Mowing of outfield is not allowed after the start of the

match Law 9.6 - Maintenance offootholes

The following shall apply in addition to Law 9.6:

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.

9.3 Protection and preparation of adjacent pitches during matches

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

Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.

Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

The preparation work shall be carried out under the supervision of the umpires.

Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.

The consent of the captains is not required but the umpires shall advise both captains and the Umpires before the start of the match on what has been agreed.

Law 10 – covering the pitch

Law 10 shall apply for the matches played in turf wickets

Law 11 interval

11.2 interval between Innings:

Shall apply as follows

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.

iii) The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled interval if requested by either captain, if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed. If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Law 11.9 - Intervals for drinks

1. Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 11.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

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

3. Drinks interval to count as playing time for the purpose of Law 24.5 (Fielder absent or leaving the field)

12 Law 12 - Start of Play; Cessation of Play

Law 12 shall apply subject to the following

-Start and Cessation Times

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

Hours of play:

9.00 a.m. to 12.30 p.m. (first session)

12.30 p.m. to 1.15 p.m. (Lunch) (see clause 13.1)

1.15 p.m. to 4.45 p.m. (Second session)

Law 13. Innings

Law 13.1 - Number of innings

Law 13.1 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.

Law 13.2 - Alternate innings

Law 13.2 shall not apply.

13.3 Law 13.3 - Completed innings

Laws 13.3 .3, 13.3.4 and in 13.3.5 prescribed time clause shall not apply.

1. Uninterrupted Matches.

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

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the

scheduled time, subject to there being a minimum interval of 30 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 50overs.

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.

2. Delayed or Interrupted Matches

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

(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 forplay.

(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 25 overs have to be bowled to the side batting second, subject to the innings not being completedearlier.

(iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.2, then the first inning is terminated and the provisionsof 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 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 eachteam.

(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. The interval shall be reduced to enable the second innings to commence at the rescheduled time, subject to there being a minimum interval of 30minutes

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

(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 beignored.

(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 haselapsed.

(iii) To constitute a match, a minimum of 25 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.

3. Minimum Over Rates

The minimum over rate to be achieved in One day matches will be 14.28 overs per hour. The actual over rate will be calculated at the end of the match by the umpires. If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances), the fielding side shall be deemed to have complied with the required minimum over rate.

LAW 13.4 - The toss

Law 13.4 shall be replaced by the following:

1. 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, not later than 15 minutes before the scheduled or any rescheduled time for the match to start.

Note: Law 13.5 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

Law 14 - The Follow-on

Law 14 Shall not apply.

Law 15 - Declaration and Forfeiture

Law 15 Shall not apply.

Law 16 - The Result

Law 16 shall apply subject to the following:

Law 16.1 - A win - two innings match

Law 16.1 shall not apply.

Law 16.2 - A win - one innings match

Law 16.2 shall apply in addition to the following:

16.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 16.3), a result can be achieved only if both teams have had the opportunity of batting for at least 25 overs, unless one team has been all out in less

than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.

16.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 16.3), all matches in which both teams have not had an opportunity of batting for a minimum of 25 overs, shall be declared noresult.

Law 16.3 - Umpire awarding a match

Law 16.3 shall apply.

Law 16.4 - Matches in which there is an agreement under Law 13.1.1

Law 16.4 shall not apply.

Law 16.5 (a)- A Tie

Law 16.5 (a) shall apply in addition to the following:

16.5.1 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.

Law 16.5 (2)- A Draw

Law 16.5(2) shall not apply.

16.7 Prematurely Terminated Matches - Calculation of the Target Score

16.7.1 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 25 overs), then a 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 average run rate per ball method (only fair balls) and more than two decimal shall be ignored for arriving at target score) The target set will always be a next whole number and one run less will constitute a Tie.

16.7.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 25 overs bowled) and it is not possible for the match to be resumed, the match will be decided by average run rate per ball method (only fair balls) and more than two decimal shall be ignored for arriving at target score) The target set will always be a next whole number and one run less will constitute a Tie.

Correctness of result

Any query on the result of the match as defined in Laws 16.2, 16.3, 16.5, 16.8 and 16.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

16.8 Points

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 cannot be separated by the above, The team shall be decided by draw of lots by tournament committee.
- In a match declared as no result, run rate is not applicable.

Net RunRate

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 norm method, 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.

BonusPoints

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

17. Law 17- TheOver

Law 17 shall apply

Law 17.5 - Umpiremiscounting

Whenever applicable the Match Referee shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

18. Law 18 - ScoringRuns

Law 18 shall apply.

19. Law19 -Boundaries

The following shall apply in addition to Law 19.

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).

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

20. Law 20 - DeadBall

Law 20 Shall apply.

Law 21 - No Ball

Law 21 shall apply subject to the following:

Short pitched delivery:-

- a. A bowler shall be limited to two fast short pitched deliveries per over. Third or any subsequent such delivery in that over shall be called as " No Ball" by the bowlers and umpire.
- b. A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the batsman standing upright at thecrease.
- c. The Umpire at the bowlers end shall inform the bowler and the batsman on strike when a fast short pitched ball has beenbowled.
- d. In addition for the purpose of this regulation and subject to clause (b) above a ball that passes above the batsman's head to an extent that it prevents the batsman from being able to hit it with his bat by means of a normal cricket stroke the umpire shall call "Wide" (unless it is the 3rd or more short pitched delivery in that over in which case the umpire shall call " Noball")

a) Action by theUmpire:

- i) In the event of a bowler bowling more than two fast short pitched delivery in any over as defined in (b) above. The umpire at the bowler's end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched ball. The umpire shall call and signal no ball and then tap the head with the otherhand.
- ii) If a bowler delivers a third fast short pitched ball in an over, the umpire after the call of the no ball and when the ball is dead, shall caution the bowler, , the umpire shall inform the bowler that this is his final warning for the innings. inform the other umpire, the Captain of the fielding side and the batsman at the wicket of what has occurred. This caution shall apply throughout theinnings.
- iii) 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 that over shall be completed by another bowler nor be allowed to bowl the nextover.
- iv) The bowler thus taken off shall not be allowed to bowl again in thatinnings.
- v) 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 battingside.
- vi) The umpires will then report the matter to the referee/governing body who shall take such action as is consideredappropriate.

Law 21.1 (b) Mode ofdelivery

Law 21.1 (b) shall be replaced by thefollowing:

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

Free Hit after a no ball

In addition to the above, the delivery following a **no ball of all modes(Law21) 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 facingit.

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.

22. Law 22 - WideBall

Law 22.1 - Judging aWide

Law 22 shall apply with the following addition to Law 22.1:

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.

23. Law 23- Bye and Leg Bye

Shall apply

24. Fielder"s absence; substitutes

Law 24.1 (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.

- Fielder absent or leaving the field Law

24.2 shall be replaced by thefollowing:

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. (SeeLaw 24.4 as modified). The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes, the following restrictions shall apply to his future participation in the match:

24.2.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 120minutes. If any unexpired penance time remains at the end of an innings, it is carried forward to the next and subsequent innings of thematch.

24.2.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 120 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penance time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

For the purposes of clauses 24.2.1 and 24.2.2, playing time shall comprise the time play is in progress excluding lunch and tea intervals and intervals between innings. For clarity, a player's penance time will continue to expire after he is dismissed, for the remainder of his team's batting innings. However, in the event of a batsman or a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

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

The restriction in clauses 24.2.1 and 24.2.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

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

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

25. Law 25 Batsman innings -Runners

Shall apply 25.5 however runner for the bats man is not allowed

26. Law 26 Practice on the field

Shall apply

27. Law 27-The Wicket-Keeper

Shall apply

28. Law 28 -The Fielder

Law 28 shall apply subject to the following:

Law 28.1- Protective equipment

The following shall apply in addition to Law 28.1:

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.

28.4 Restrictions on the placement of fieldsmen:

Shall apply as follows

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

In addition to the restriction contained in clause above, further fielding restrictions shall apply to certain overs in eachinnings.

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. 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 (18 cm) indiameter.

At the instant of delivery:

- a) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1-10inclusive.
- b) Powerplay 2- no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs these overs are 11-40inclusive
- c) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50inclusive.

In circumstances when the number of overs of the batting team is reduced the number of overs within each phase of the innings 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 the 2nd innings of thematch.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

If play is interrupted during an innings and the table above for Power play takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations:

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

At the commencement of the middle and final phases of an innings, the Umpire shall signal such commencement to the scorers by rotating his arms in a large circle.

The scoreboard shall indicate the current Powerplay inProgress.

In event of infringement of any of the field restrictions above, the Striker's end Umpire shall call and signal No ball.

Following laws shall apply

29 Law 29 The Wicket is down

30. Law 30- Batsman out of His Ground

31 Law 31 Appeals

32. Law 32-Bowled

33. Law 33 -Caught

34. Law 34 - Hit the ball Twice

35. Law 35 – Hit Wicket

36 Law 36 Leg Before Wicket

37. Law 37 - Obstructing the Field

38. Law 38 - Run Out

39. Law 39 – Stumped

40 .Law 40 -Timed Out

41. Law 41 - Fair and Unfair Play

41.3 Law 42.3 - The Match Ball - changing its condition

Law 41.3 shall apply, subject to the following:

Law 41.3 (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 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 District Tournament Committee who shall take action as is appropriate against the player(s) responsible for the conduct under the BCCI Code of Conduct. If the Umpire 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.

Law 41.4 - Deliberate attempt to distract striker

Law 41.4 shall apply subject to the following:

In addition, the umpires shall report the incident to the Districts Tournament Committee.

Law 41.5 - Deliberate distraction or obstruction of batsman

Law 41.5 shall apply subject to the following:

In addition, the umpire shall report the incident to the Secretary of Staging Association and Districts Tournament Committee.

Law 41.6 - Dangerous and Unfair Bowling

Law 41.6 (1) - The Bowling of Fast Short Pitched Balls

Law 41.6 (1) shall be replaced by the following:

- a) A bowler shall be limited to two 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.
- 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 two fast short-pitched delivery in an over as defined above, the umpire at the bowlers' end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- g) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire the umpire shall advise the bowler that this is his final warning for the innings., the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- hi) 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 thatinnings.
- 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 Districts Tournament Committee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 41.1 Fair and Unfair Play - Responsibility of the Captains.) The above is not a substitute for Clause 41.5 below which umpires are able to apply at anytime.

Law 41.10 - Batsman Wasting Time

Law 41.10 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 41.10 shall apply.

In addition, the umpires will report the incident of any unfair play instances to the Districts Tournament Committee under the TNCA Code of Conduct.

Law 42 Players Conduct

Shall not apply

APPENDIX 1

Calculation Sheet for Use When Delays or Interruptions Occur in First Innings of One Day Matches

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)
G divided by 4.2 (to 2 decimal)	_____	(H)
Max overs per team [H/2] (rounded up if not a whole number)	_____	(I)
Max overs per bowler [1/5]	_____	
Duration of Powerplay Overs (Refer to 41.2.6)	_____ + _____ + _____	
Rescheduled Playing Hours		
First session to commence or recommence	_____	(J)
Length of innings [I x 4.2]	_____	(K)
Rescheduled cessation times (round up fraction) [J + (K - B)]	_____	
Length of interval	_____	
Second session commencement time	_____	(L)
Rescheduled cessation time = (L + K)	_____	

APPENDIX 2**Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of One Day Matches****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

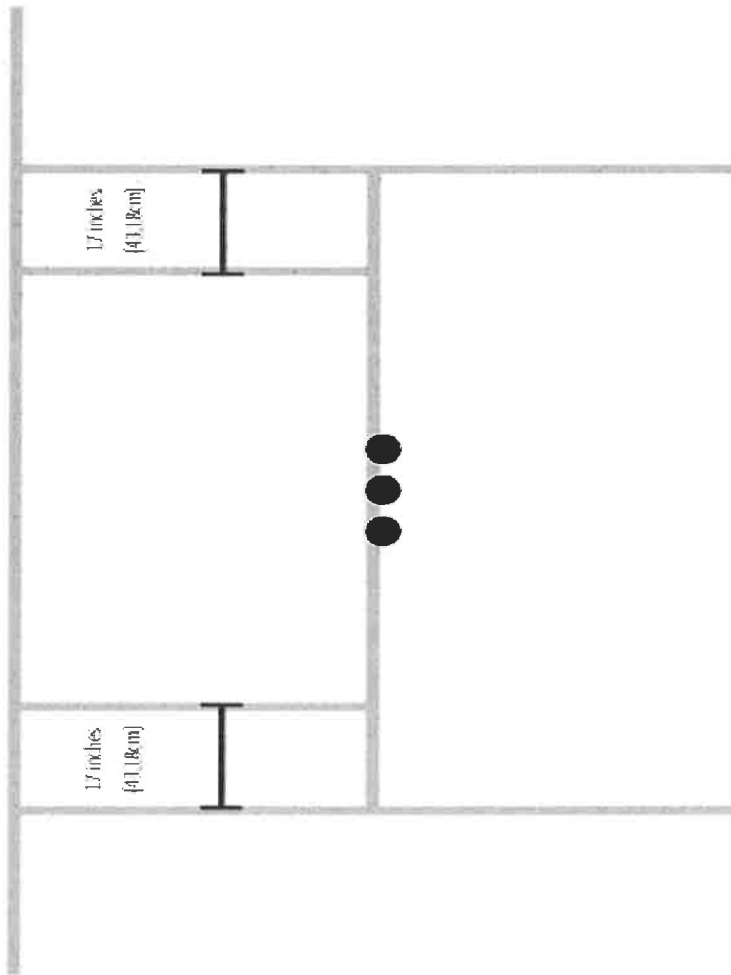
Max. overs per bowler [J/5] _____ overs

Duration of Power play overs (initial, fielding team, batting team)

First innings _____ + _____ + _____

Second innings _____ + _____ + _____

APPENDIX 3
CREASE MARKINGS



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

Appendix – 4

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 Norm, 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, orextras.

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

TEAM BATTING FIRST		TEAM BATTING SECOND			TEAM BOWLING SECOND		
Score	Run Rate	Required Rate	Run-	Balls to Win (Overs)	Required Rate	Run	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.

Second Stage: PLAYING CONDITIONS UNDER 14/16 /19

Except as varied hereunder, the Laws of Cricket (2017 code) shall apply

Except as varied here under the Laws of Cricket (2017Code) and as specifically mentioned in annexure I,II shall apply

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 the Umpires before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

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

1.2.3 All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

1.3 Law 1.3 - Captain

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

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

Law 2 - The Umpires

Law 2.1 - Appointment and attendance

Law 2.1 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:

2.1.1 Umpires will be appointed based on neutrality as far as possible.

2.1.2 Neither team shall have a right of objection to an umpire's appointment.

2.1.3 The umpires shall be present at the ground at least one and half hour before the scheduled start of play.

Law 2.2 - Change of Umpire

Law 2.2 shall be replaced by the following:

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

2.4 Law 2.4 - To inform captains and scorers

In addition to Law 2.4 (i)

The host association must 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.

Law 2.8 Suspension of play in dangerous or unreasonable conditions

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

E 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.

F Play may be suspended due to safety and security concerns by the umpires on the advice of the Staging Association Secretary the head of the relevant ground authority, the head of ground security or the police.

g Where play is suspended above the decision to abandon or resume play shall be the responsibility of the Umpires who shall act only after consultation with the head of ground security and the police.

3. Law 3- The Scorers

Law 3 Shall apply.

4. Law 4 - TheBall

Law .2 - Approval and control of balls

Law 4.2 shall be replaced by thefollowing:

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 samebrand.

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.

Law 4.4 - New ball in match of more than one day'sduration

Law 4.4 shall not apply.

Law 4.5 - Ball lost or becoming unfit for play

Law 4.5 shall be replaced by the following:

4.5.1In 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 ofwear.

4.5.2In 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 ofshape.

4.5.3If the ball is to be replaced, the umpire shall inform the batsmen and the fielding captain. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will befinal

5. Law 5 - TheBat

Law 5 shall apply

6. Law 6- The pitch

Law 6.4 shall be replaced by the following:

6.4.1In 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.

6.4.2 The on-field umpires shall consult with both captains.

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

6.4.4If 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;
- b) Whether the alternative pitch can be used;

c) Whether the match has to be abandoned.

6.4.5 In the event of a decision being taken in favour of Clauses 6.4.4 (a) or 6.4.4 (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.

6.4.6 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.

6.4.7 In the event that the existing pitch can be made playable after suitable remedial work in Clause 6.4.4 (a) above, the match shall continue from the point stopped.

6.4.8 If a new pitch is prepared as in Clause 6.4.4 (b) above, the match shall be restarted from the first ball (but see Clause 6.4.6 above).

6.4.9 If the decision is to abandon the match as in Clause 6.4.4 (c) above, the relevant officials from the tournament committee shall agree on whether the match can be replayed within the existing scheduled.

7. Law 7 - Creases

Law 7.3 - The Popping Crease

Law 7.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres)'.

8. Law 8 – The Wickets

Law 8.2 - Size of stumps

The following shall apply in addition to Law 8.2: For televised matches the Host association may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be exactly the same size.

Law 9 - Preparation and Maintenance of the Playing Area

Law 9.1 - Rolling

The following shall apply in addition to Law 9.1:

9.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the groundsmen. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the groundsmen, 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.

9.1.2 The umpires may instruct the groundsmen to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

9.1.3 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

9.2 Mowing for outfield is not allowed after the start of match

Law 9.6 - Maintenance of foot holes

The following shall apply in addition to Law 10.6:

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

Protection and preparation of adjacent pitches during matches

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

Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.

Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

The preparation work shall be carried out under the supervision of the umpires.

Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.

The consent of the captains is not required but the umpires shall advise both captains and the Umpires before the start of the match on what has been agreed.

Law 10 – covering the pitch

Law 10 shall apply for the matches played in turf wickets

Law 11 interval

Law 11.2 interval between Innings:

Umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled interval if requested by either captain, if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed. If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Law 11.9 - Intervals for drinks

1. Two drinks breaks per session shall be permitted, each 1 hour apart. The provisions of Law 11.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

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

3. Drinks interval to count as playing time for the purpose of Law 24.5 (Fielder absent or leaving the field)

12 Law 12 - Start of Play; Cessation of Play

Law 12 shall apply subject to the following

-Start and Cessation Times

Law 12 shall apply subject to the following:

1. Start and Cessation Times

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

(b) Hours of play:

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

12.00 noon to 12.40 p.m. (Lunch)

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

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

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

(c) On last day match shall start 15 minutes early

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

1. Minimum Overs in the Day

Subject to clause 12.1.2 below:

(a) , play shall continue on each day until the completion of a minimum target of 90 overs (or a minimum of 15 overs per hour) or the completion of the scheduled or rescheduled cessation time, whichever is the later but provided that play shall not continue for more than 30 minutes beyond the scheduled or rescheduled cessation time (permitted overtime). For the sake of clarity, if any of the minimum target number of overs have not been bowled at the completion of the permitted overtime, play shall cease upon completion of the over in progress. The overs not bowled shall be made up on the subsequent day and the closing time shall be rescheduled accordingly. These extra overs shall be in addition to any time carried over from the previous day after playing time has been lost due to ground weather and light conditions.

2. Making Up Lost Time

(a) On The Day

Subject to weather and light, except in the last hour of the match, in the event of play being suspended for any reason other than normal intervals, the playing time on that day shall be extended by the amount of time lost up to a maximum of 1 hour. For the avoidance of doubt, the maximum of 1 hour shall be inclusive of any time that may have been added to the scheduled playing time due to playing time having been lost on previous days under clause 12.1.2 (b) below.

(b) On Subsequent Days

If any time is lost and cannot be made up under clause 12.2.(a) above, additional time of up to a maximum of 30 minutes per day shall be added to the scheduled playing hours for the next day, and subsequent day(s) as required (to make up as much lost time as possible). Where appropriate this additional time shall be added to second session. In circumstances where it is not possible to add this additional time to the second session, the additional time may be added to the third session (see also 16.1.4). When such additional time is added, the minimum overs for that day shall be increased by one over for each four minutes of additional time or part thereof.

3. Change of Intervals

a) If play has been suspended for any reason other than normal intervals for 30 minutes or more prior to the commencement of the scheduled or rescheduled tea interval on that day, the tea interval shall be delayed for 0.5 hour.

a) Notwithstanding the provisions of clause (a) above, the timings of intervals can be altered under Law 11.4 at any time on any day if playing time has been lost irrespective of whether the time has been lost on that day or on any previous days.

4. Change of Innings

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

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

5. Notwithstanding any other provision, there shall be no further play on any day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within 2 minutes of the scheduled cessation time or thereafter. This shall also apply to the additional time permitted in order to complete the minimum over requirement for the day. If an over is interrupted in these circumstances stumps shall be drawn for the day and the over shall be completed on the resumption of play.
6. An over completed on resumption of a new day's play shall be disregarded in calculating minimum overs for that day.

7. Stumps Drawn

Except on the final day:

- a) In the event of play being suspended for any reason at or after the most recently scheduled or rescheduled cessation time, stumps shall be drawn upon play being suspended.
- a) In the event of the players already being off the field for a suspension of play at the most recently rescheduled cessation time, then stumps will be drawn at that time.

8. The scoreboard shall show:

- a) the total number of overs bowled and
- a) the minimum number of overs remaining to be bowled in a day.

3. Extra Time

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

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

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

The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled lunch or tea interval of any day if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired. Only the actual amount of playing time up to the maximum 15 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the following session of play shall be reduced by the amount of time by which play was previously extended under this clause.

For the avoidance of doubt, Law 15.8, as amended by Clause 15.2, shall still apply subsequent to the application of this clause, i.e. when 9 wickets are down following the extra 15 minutes. However, this clause shall not apply when Law 15.8, as amended by Clause 15.2, has already been applied, i.e. the 15 minutes shall not be added at the end of 30 minutes extra time.

4. Minimum Over Rates

The minimum over rate to be achieved in a multi days match will be 15 overs per hour. The actual over rate will be calculated at the end of the match by the umpires by the average rate which is achieved by the fielding side across both of the batting team's innings.

Law 13.2 - Alternateinnings

Law 12.2 shall apply.

Law 13.3 - Completedinnings

shall apply.

Law 13.4 - The toss

Law 13.4 shall be replaced by the following:

1. 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, not later than 15 minutes before the scheduled or any rescheduled time for the match to start.

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

Note: Law 13.5 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

Law 14 -The Follow-on

Law 14 Shall apply.

Law 15 - Declaration and Forfeiture

Law 15 Shall apply.

Law 16 - The Result

Law shall apply subject to the following:

Law 16 shall apply subject to the following:

RESULT

The winner shall be decided on the result of two innings. If two innings are not completed the match shall be decided on the result of the First Innings. If there is a tie on the scores of the First innings and the match has not been played to a further conclusion (or) if the match ends in a tie on the two completed innings of both the sides, the winner will be decided by the Spin of the Coin. If the result is not reached on the First innings of both sides or if the match is abandoned without a ball being bowled, the winner will be decided by Spin of the Coin.

Law 16.2 - A win-one innings match

Law 21.2 shall not apply.

Law 16.3 - Umpire awarding a match

Law 21.3 shall apply.

Law 16.4- Matches in which there is an agreement under Law 13.1.1

Law 16.4 shall not apply.

Law 16.8 - Correctness of result

Any query on the result of the match as defined shall be resolved as soon as possible and a final decision made by the umpires at close of play

Result: other than final match

The winner shall be decided on the result of two innings. If two innings are not completed the match shall be decided on the result of the First Innings. If there is a tie on the scores of the First Innings and the match has not been played to a further conclusion (or) if the match ends in a tie on the two completed innings of both the sides, the winner will be decided by the Spin of the Coin. If the result is not reached on the First Innings of both sides or if the match is abandoned without a ball being bowled, the winner will be decided by Spin of the Coin.

Final Match

(i) The winner of the match shall be decided on the result of two innings. If two innings are not completed the match shall be decided on the result of the firstinnings.

If there is a tie on First Innings and the match has not been played out to a further conclusion or if the match ends in a tie in the two completed innings or if the quotient rule could not be applied or if the team batting second does not get the opportunity of batting for at least 50% of the overs played by team batting first, the result of the match shall be decided asfollows:-

(ii) Result of the unfinished matches

- (a) The actual number of overs bowled including the part of an over in progress shall be considered before arriving at the result.
- (b) In an unfinished match the result shall be decided by the quotient rule and the run rate. The quotient rule and the run rate shall be applied only if the team batting second has had an opportunity of batting for at least 50% of the overs which the team batting first has had. All fractions regarding the numbers of overs shall be rounded to the next higher number. If either of the team has not lost even a single wicket the quotient rule shall not be applied.
- (c) The quotient shall be obtained by dividing the number of runs scored by the team batting first by the number of wickets lost by them. Similarly the quotient of the other team shall be obtained by the number of runs scored by them divided by the number of wickets lost. In addition, the run rate shall also arrived for both the teams by dividing the runs scored by the number of overs (part of an over shall be treated as a full over for this purpose) respectively. The team batting second shall be declared the winner if both the quotient and the run rate is greater than that of the team batting first. If otherwise, the team batting first shall be declared the winner.
- (d) It still a result is not achieved, the rules as laid down at Rule 1(ii) Trophy will be shared.

17. Law 17- The Over

Law 17 shall apply

Law 17.5 – 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.

18. Law 18 – Scoring Runs

Law 18 shall apply.

19. Law 19 -Boundaries

Law 19 shall apply subject to the following:

Law 19.1 - The boundaries of the field of play shall apply.**Law 19.3 - Scoring a boundary**

The following shall apply in addition to Law 19.3:

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

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

20. Law 20 – Dead Ball

Law 20 Shall apply.

Law 21 - No Ball

Law 21 shall apply subject to the following:

Short pitched delivery:-

- e. A bowler shall be limited to two fast short pitched deliveries per over. Third or any subsequent such delivery in that over shall be called as " No Ball" by the bowlers and umpire.
- f. A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the batsman standing upright at the crease.
- g. The Umpire at the bowlers end shall inform the bowler and the batsman on strike when a fast short pitched ball has been bowled.
- h. In addition for the purpose of this regulation and subject to clause (b) above a ball that passes above the batsman's head to an extent that it prevents the batsman from being able to hit it with his bat by means of a normal cricket stroke the umpire shall call "Wide" (unless it is the 3rd or more short pitched delivery in that over in which case the umpire shall call " No ball")

b) Action by the Umpire:

- vii) In the event of a bowler bowling more than two fast short pitched delivery in any over as defined in (b) above. The umpire at the bowler's end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched ball. The umpire shall call and signal no ball and then tap the head with the other hand.
- viii) If a bowler delivers a third fast short pitched ball in an over, the umpire after the call of the no ball and when the ball is dead, shall caution the bowler, the umpire

shall inform the bowler that this is his final warning for the innings. inform the other umpire, the Captain of the fielding side and the batsman at the wicket of what has occurred. This caution shall apply throughout the innings.

- ix) 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 that over shall be completed by another bowler nor be allowed to bowl the next over.
- x) The bowler thus taken off shall not be allowed to bowl again in that innings.
- xi) 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.
- xii) The umpires will then report the matter to the referee/governing body who shall take such action as is considered appropriate.

Law 21.1 (b) Mode of delivery

Law 21.1 (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 dead ball and the ball is to be re-bowled overarm.

22. Law 22 – Wide Ball

Law 22.1 - Judging a Wide

Law 22 shall apply with the following addition to Law 22.1:

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 leg side 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.

23. Law 23- Bye and Leg Bye

Shall apply

24. Fielder's absence; substitutes

Law 24.1 (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 24.2 - Fielder absent or leaving the field

Law 24.2 shall be replaced by the following:

24.2.1 If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 24.4 as modified). The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes, the following restrictions shall apply to his future participation in the match:

24.2.2 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 120 minutes. If any unexpired penance time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 120 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penance time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

For the purposes of clauses 24.2.1 and 24.2.2 playing time shall comprise the time play is in progress excluding lunch and tea intervals and intervals between innings. For clarity, a player's penance time will continue to expire after he is dismissed, for the remainder of his team's batting innings. However, in the event of a batsman or a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

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

The restriction in clauses 24.2.1 and 24.2.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

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

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

25. Law 25 Batsman innings -Runners

Shall apply 25.5 runner for the bats man is not allowed

26. Law 26 Practice on the field

Shall apply

27. Law 27-The Wicket-Keeper

Shall apply**28. Law 28 –The Fielder**

Law 28 shall apply subject to the following:

28.4.1 Law 28.1- Protective equipment

The following shall apply in addition to Law 28.1:

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.

Following laws shall apply as per code

29 law 29 The Wicket is down**30. Law 30- Batsman out of His Ground****31 Law 31 Appeals****32. Law 3 2-Bowled****33. Law 33 -Caught****34. Law 34 - Hit the ball Twice****35. Law 35 – Hit Wicket****36 Law 36 Leg Before Wicket****37. Law 37 - Obstructing the Field****38. Law 38 – Run Out****39. Law 39 – Stumped****40 .Law 40 –Timed Out****41. Law 41 - Fair and Unfair Play****41.3 Law 42.3 - The Match Ball - changing its condition**

Law 41.3 shall apply, subject to the following:

Law 41.3 (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 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 District Tournament Committee who shall take action as is appropriate against the player(s) responsible for the conduct under the BCCI Code of Conduct. If the Umpires 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.

Law 41.4 - Deliberate attempt to distract striker

Law 41.4 shall apply subject to the following:

In addition, the umpires shall report the incident to the Districts Tournament Committee.

Law 41.5 - Deliberate distraction or obstruction of batsman

Law 41.5 shall apply subject to the following:

In addition, the umpire shall report the incident to the Secretary of Staging Association and Districts Tournament Committee.

Law 41.6 - Dangerous and Unfair Bowling

Law 41.6 (1) - The Bowling of Fast Short Pitched Balls

Law 41.6 (1) shall be replaced by the following:

- a) A bowler shall be limited to two fast short-pitched delivery perover.
- 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.
- 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 two fast short-pitched delivery in an over as defined above, the umpire at the bowlers' end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- g) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, the umpire shall advise the bowler that this is his final warning for the innings 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) 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.
- i) The bowler thus taken off shall not be allowed to bowl again in that innings.
- j) 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.
- k) The umpires will then report the matter to Districts Tournament Committee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 41.1 Fair and Unfair Play - Responsibility of the Captains.) The above is not a substitute for Clause 41.5 below which umpires are able to apply at anytime.

Law 41.10 - Batsman Wasting Time

Law 41.10 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 41.10 shall apply.

In addition, the umpires will report the incident of any unfair play instances to the Districts Tournament Committee under the TNCA Code of Conduct.

42 Players "Conduct

Shall apply

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

APPENDIX 5

DEALING WITH BAD LIGHT

Umpiring Technique - Judgement

- 1.Type of bowling (fast or slow)
- 2.Background for the batsman (sightscreens)
3. Are the batsmen hitting boundaries and scoring freely?
4. It is best to offer the light a fraction early rather than too late. (Especially when the trend is for the light to only get worst, not better).
5. Standing at square leg – do you lose the ball in the "V" as it is delivered to the batsman
6. Do they chase the ball late?
7. Are lights in and around the ground really bright?
- 8.If you are playing with a red ball under artificial lights, once the players are casting defined shadows, it is no longer a case of artificial supplementing natural lighting. With defined shadows from the players, artificial lighting has taken over and it is no longer reasonable to be playing with a red ball.

PROTESTS

Protest, if any, pertaining to the matches at the first stage shall be lodged in writing by the manager of the team with the Technical Committee (Convenor, Umpires and Secretary of the staging Association) through the respective Local Convenor within 24 hours from the termination of the match in question. And to the Hon.Asst. Secretary of TNCA within 72 hours to the termination of the match. All protests shall be accompanied by a protest fee of Rs.1,000/- each, which will be refunded only in case the protest is upheld. Protests pertaining to all the matches shall be decided by the Districts Tournament Committee and their decision shall be final and binding and NO APPEAL is entertained.

STAGING EXPENSES

The Districts Association entrusted with the conduct of the all matches shall arrange for at least two grounds to avoid any team being necessitated to stay idle without a match as far as possible.

A consolidated payment of Rs.12,500/- each per day per match will be paid to the staging Association towards expenses for lunch and other incidental expenses by the TNCA.

BOARDING, LODGING AND TRAVELLING EXPENSES

All visiting teams will be paid a consolidated amount of Rs. 12,500/- each per day per match for all the days for which the team is required to stay by the TNCA towards board and lodge expenses including local conveyances.

The visiting teams will be paid the travel expenses for 14 players and one manager by the TNCA. If the distance to be covered is fairly long, the team will be eligible only for train fare under concession by second class and also the sleeper charges for journey to and fro if availed for travel of short or minimum distance, the team will be paid to and fro bus charge.

For travel by train, the teams can avail the concession obtaining the required concession certificate from the TNCA by submitting the names and other details of players and Manager to the Assistant Secretary, TNCA well in advance.

The staging Association shall assist the visiting teams in the matter of accommodation and other arrangements.

UMPIRES

Umpires shall be appointed by the TNCA for all the matches and their travel and boarding and lodging expenses will be met by the TNCA. The Umpires officiating at each match shall furnish full details of the match along with their report and comments to the TNCA immediately after the match.

The convenor of the District Association, staging the matches shall submit the results of all matches along with a detailed report to the TNCA immediately after the conclusion of the match.

The District Tournament Committee shall hold office until succeeding one is nominated by Executive Committee and takes over its functions.

All communications regarding the tournament shall be addressed to the Honorary Assistant Secretary, Tamil Nadu Cricket Association (TNCA), M.A.Chidambaram Stadium, Chepauk, Chennai - 600 005.

Annexure – I

1. Rules specifically applicable

1. A runner for a batsman when batting is not permitted.
 - a) 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.

b) 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. In Addition to the clause law12

- a) This shall also apply to the additional time permitted in order to complete the minimum over requirement for the day. If an over is interrupted in these circumstances stumps shall be drawn for the day and the over shall be completed on the resumption of play.
- b) The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled lunch or tea interval of any day if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.
- c) If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.
- d) Only the actual amount of playing time up to the maximum 15 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the following session of play shall be reduced by the amount of time by which play was previously extended under this clause.

3. If likely result can be achieved at lunch / tea the game will be extended by 15 minutes or 4 overs whichever is later. (the same may be applicable for lower division)

4. Practice on the Field (Law26) –Addition

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

5. Obstructing the Field

a) An appeal from the fielding side, the on-field umpire shall be entitled to consult with the field umpire if he feels that the batsman, in running between the wickets, may have significantly changed his direction.

b) Such consultation shall be initiated by the on-field umpire and will be done to help him decide the extent of any change in direction and whether the obstruction was willful or not.

c) 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.

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

6. Law 41.16 – Bowler attempting to run out non-striker before delivery

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

Law 41.16 Running out the non striker before the ball is delivered. It is important that the bowler must run the batsman out before the normal point of release – this must be stressed. Mention to the captains that the he will be asked if they want to go ahead with the appeal

Playing Condition 41.16

a) Previously, the bowler could only run out a non striker backing up if he did so before he entered his delivery stride. This meant that as the bowler's back foot landed, the non striker could move down the wicket a considerable way before the bowler actually delivered the ball. This was considered unfair. The new playing condition addresses this point.

b) The new playing condition provides that the bowler is permitted to run out the striker at any point before he releases the ball provided he has not completed his delivery swing. The umpires should note the following points in interpreting the new playing condition:

c) A bowler should be deemed to have completed his delivery swing once his arm passes the normal point of ball release.

d) The normal point of ball release should be interpreted as the moment when the delivery arm is at its highest point (i.e. usually, close to the vertical or in the case of Malinga, when his bowling arm is alongside his body).

7. Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area.

ANNEXURE II

Changes in playing conditions with the relevant laws of 2017 code.

UMPIRES

1. If several signals are used, they should be given in the order that the events occurred.
2. It is clarified that the Umpires discuss with the captains what is to be agreed at the toss, it is the umpires who will determine the final outcomes.
3. The law now clarifies that an umpire may revoke any decision, not just in response to an appeal.

INTERVALS

For the interval to be taken before the agreed time, 2 minutes is extended to 3 minutes

SCORING RUNS

1. Lost Ball - When the umpire considers a ball to be lost, runs scored are those runs completed plus the run in progress if the batsmen had crossed at the time when dead ball is called.
2. Deliberate short runs - 5 penalty runs are awarded in the first instance itself.
3. Byes or Leg byes off a no-ball are accounted separately. One run for no ball and remaining to Byes or Leg byes as the case may be. (Signal no ball and then signal Byes or Leg byes)

BOUNDARIES

1. Airborne fielders should take off from within the boundary to make their first contact with the ball..

2. A fielder standing beyond the boundary cannot DELIBERATELY support or push another fielder from crossing the boundary. If the fielder with the ball is within the boundary but is accidentally touching another fielder who is grounded beyond the boundary, this does not count as a boundary.

DEAD BALL

1. Either umpire shall call and signal dead ball when satisfied that the ball in play cannot be recovered (Lost Ball)
2. The ball shall not be dead if it becomes trapped in the helmet worn by the fielder.

NO BALL

1. SUSPECT ACTION – Call No Ball and issue a first and final warning. Second instance, no ball and remove him from bowling further in that innings.
2. Ball bounces more than ONCE before reaching the popping crease shall be a no ball
3. If the ball pitches off the pitch or on the join between match pitch and artificial pitch.
4. No ball followed by Dead ball if the ball delivered makes contact with the fielder's person before it reaches the striker.

WIDE BALL

1. A delivery is deemed to be wide from the instant the bowler enters the delivery stride

BYE AND LEG BYE

1. No ball plus bye or leg bye will be signalled and accounted separately.

FIELDER'S ABSENCE; SUBSTITUTES

1. Substitute can keep wickets with the consent of umpires.
2. Maximum Penalty time is 120 minutes in one day match & 40 minutes in T20match

PRACTICE ON THE FIELD

First instance of infringement – warn the player and inform both captains. This warning to either side is a team warning applicable to the entire match

Second instance of infringement - Any further contravention by any player, award 5 penalty runs to the opposing side.

FIELDER

1. It shall not be treated as illegal fielding if the ball in play touches the clothing or equipment of the fielder which has fallen accidentally.
2. It is illegal fielding if the discarding of the equipment/clothing is intentional; it is irrelevant whether the ball coming into contact with it is accidental.

BATSMAN OUT OF HIS GROUND

1. If the batsman grounds his bat or person within his ground, provided that the batsman has continued forward momentum and subsequently inadvertently loses his contact with the ground when his wicket is put down, is not out run out.
2. Similarly the striker diving back to his ground to avoid being stumped is also not out.

APPEALS

1. Batsman leaving the wicket under a misapprehension - Umpire can recall the outgoing batsman till the instant the ball comes into play for the next delivery or if the innings has been completed, the instant when the umpires leave the field.
2. Withdrawal of an appeal - Captain of fielding side may withdraw an appeal till the instant the ball comes into play for the next delivery or if the innings has been completed, the instant when the umpires leave the field.

CAUGHT

1. For first contact with the ball, the fielder should either be grounded within the boundary or his last contact with the ground should be within the boundary before coming in contact with the ball.
2. A catch (or stumping) can be taken after the ball has struck the helmet(fielder/wicket keeper) or become lodged in it.

HIT THE BALL TWICE

1. Penalty for a No Ball and any penalty runs incurred not in relation to this situation, except for the ball hitting the helmet on the ground, will be awarded.

LEG BEFORE WICKET

1. Where the ball appears to strike the pad and bat simultaneously, the law now states that consider as the ball hitting the bat first and hence Not Out LBW .

OBSTRUCTING THE FIELD

Handled the ball Law is removed and it is treated as Obstructing the field.

RUN OUT

Batsman can now be run out if the ball rebounds directly from wicket keeper's/fielder's helmet.

STUMPED

Striker can now be out stumped even after ball touches the helmet worn by wicket keeper.

FAIR AND UNFAIR PLAY

1. Deliberate attempt to distract striker. – Awarding of 5 penalty runs for the first and subsequent offences.
2. Deliberate distraction, deception or obstruction of batsman – Deception word is added to cover mock fielding/throwing. (5 penalty runs at first instance for mock fielding as well)
3. Deliberate front foot no ball – No ball followed by immediate suspension from that innings.

STRIKER IN PROTECTED AREA

1. It stops a striker actually taking guard within the protected area or so close to it that he will usually encroach when playing the ball.
2. The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.



(S. Martin Raj)
Hon. Asst. Secretary

