



THE TAMIL NADU CRICKET ASSOCIATION

TNCA INTER DISTRICTS TOURNAMENTS S.S. RAJAN TROPHY (T/20) – 2017-2018

RULES AND REGULATIONS

1. TITLE

The Competition shall be called "TNCA –Inter-Districts S.S.RAJAN TROPHY (T/20)

2. OBJECT

The main object of the Tournament is to promote the standard of the game in the Districts of Tamil Nadu and Union Territory of Pondicherry 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 organized by the District Tournament Committee of TNCA.

5. ELIGIBILITY

The Tournament is open to all the District Cricket Associations affiliated to the TNCA. Each District 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 01.04.2017

(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 districts

(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 the season

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 atleast 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 atleast 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 spelt out correctly and written legibly
3. Whether the latest passport size photo of the boy has been pasted on the right hand top corner of the form.
4. Whether the boy's photo has been properly attested by the Secretary of the respective Associations.
5. The player's bio-date forms should be filled/ completed by the players themselves.

Attested address proof of the player should also be submitted along with the form.

If the boy is **not studying** in any school then an attested bona-fide age certificate duly signed by the Head of the School where he **last Studied** should be attached with the player's bio-data form.

The Secretary should endorse the form and the Player's photos.

Please note that failure of sending the above mentioned certificates along with 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:

- (i) The Tournament will be conducted on a league-cum-knock-out basis among the 31 district teams.
- (ii) The first round matches will be played on a league basis. The 31 teams will be divided into six zones . The teams in each zone will play among themselves on '20 overs a side' on League basis. The top two teams from each zone will qualify to play the second stage match.
- (iii) The next stage matches will be played on Knockout basis among the top two teams that qualified in the first stage (6X2 =12) i.e. 12 teams till the finals.

9. RULES AND REGULATIONS

- (i) The MCC laws of cricket (2000 code 6th Edition 2015) 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 Districts matches.
- (vii) Captains of teams shall handover the list of players to Umpires indicating the playing XI and the reserves atleast 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 42.17 (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. - PLAYING CONDITIONS

Except as varied hereunder the Laws of Cricket (2000 Code 6th Edition - 2015) 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 - Substitutes and Runners. Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings

Law 2 shall apply subject to the following:

2.1 Law 2.5 - Fielder absent or leaving the field

Law 2.5 shall be replaced by the following:

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

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

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

2.2.2 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, However, once his side has lost five wickets in its batting innings, he may bat immediately.

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

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

Law3 - The Umpires

3.1 Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following:

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

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

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

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

3.3 Law 3.2 - Change of Umpire

Law 3.2 shall be replaced by the following:

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

3.4 Law 3.4 -To inform captains and scorers

In addition to Law 3.4 (i)

The host association 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.

3.5 Law 3.8 - Fitness for play and

Law 3.9 - Suspension of play for dangerous or unreasonable conditions

Law 3.8 and 3.9 shall apply subject to the following

Laws 3.8 & 3.9 shall be replaced by:

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

See 3.5.3 below and Law 7.2 (Fitness of the pitch for play).

3.5.2 Suspension of play in dangerous or unreasonable conditions

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

(b) If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make. The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place. The Umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

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

(d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light

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

3.5.3 If a shadow from the fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

3.5.4 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.

3.5.5 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.

4. Law 4 - The Scorers

Law 4 Shall apply.

5. Law 5 - The Ball

5.1 Law 5.2 - Approval and control of balls

Law 5.2 shall be replaced by the following:

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

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.

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

Law 5.4 shall not apply.

5.3 Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

5.3.1 In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

5.3.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear even though it has not gone out of shape.

5.3.3 If the ball is to be replaced, the umpire shall inform the batsmen 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.

5.4 Law 5.6 - Specifications

Law 5.6 shall not apply.

6. Law 6 - The Bat

Law 6.2 to 6.6 shall be replaced by:

6.2 Width and length

The bat overall shall not be more than 38 inches/96.5 cm in length. The blade of the bat shall be made solely of wood and shall not exceed 4.25 in/10.8 cm at the widest part. The blade of the bat shall have a conventional 'flat' face.

6.3 Covering the blade

The blade may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 in/1.56 mm in thickness.

6.4 Law 6.8 shall apply subject to the following:

Law 6.8 (b) (iv) shall be replaced by:

(iv) any additional materials permitted under 6.3 above

7. Law 7- Changing the pitch

Law 7.4 shall be replaced by the following:

7.1.1 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.

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

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

7.1.4 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.

7.1.5 In the event of a decision being taken in favour of Clauses 7.1.4 (a) or 7.1.4 (b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.

7.1.6 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.

7.1.7 In the event that the existing pitch can be made playable after suitable remedial work in Clause 7.1.4 (a) above, the match shall continue from the point stopped.

7.1.8 If a new pitch is prepared as in Clause 7.1.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.1.6 above).

7.1.9 If the decision is to abandon the match as in Clause 7.1.4 (c) above, the relevant officials from the tournament committee shall agree on whether the match can be replayed within the existing scheduled.

8. Law 8 - The Wickets

8.1 Law 8.2 - Size of stumps

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

9. Law 9 - The Bowling, Popping and Return Creases

9.1 Law 9.3 - The Popping Crease

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

9.2 Additional Crease Markings

The following shall apply in addition to Law 9: As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix C shall be marked in white at each end of the pitch.

Law 10 - Preparation and Maintenance of the Playing Area

10.1 Law 10.1 - Rolling

The following shall apply in addition to Law 10.1:

10.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the 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.

10.1.2 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.

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

10.2 Law 10.6 - Maintenance of footholes

The following shall apply in addition to Law 10.6:

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

10.3 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:

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

10.3.2 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.

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

10.3.4 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.

10.3.5 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 12 - Innings

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

12.1 Law 12.1 - Number of innings

Law 12.1 shall be replaced by the following: All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration.

12.2 Law 12.2 - Alternate innings

Law 12.2 shall not apply.

12.3 Law 12.3 - Completed innings

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

12.4 Length of Innings

12.4.1 Uninterrupted Matches.

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

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 10 minutes. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

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

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

12.4.2 Delayed or Interrupted Matches

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

(i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.11 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

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

(iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.25, then the first inning is terminated and the provisions of 12.4.2 b) below take effect.

(iv) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.11 overs per hour. When calculating the

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

(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 10 minutes (or where the interval has been reduced to a period of less than 20 minutes-such reduced period less than 20 minutes under 15.1 (iii)).

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

(i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.11 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

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

(iii) To constitute a match, a minimum of 5 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 14.11 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.

12.5 BOWLER

No bowler shall bowl more than 4 overs in an uninterrupted innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second no bowler may bowl more than one fifth of the total overs allowed.

Where the total over is not divisible by five one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

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

12.6 Law 12.4 - The toss

Law 12.4 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 12.5 requiring the captain of the side winning the toss to notify the opposing captain as soon as the toss is completed of his decision to bat or to field shall apply

Law 13 -The Follow-on

Law 13 Shall not apply.

Law 14 - Declaration and Forfeiture

Law 14 Shall not apply.

Law 15 – Intervals

Law 15 shall apply subject to the following:

Law 15.5 - Changing agreed times for intervals

If the innings of the team batting first is completed prior to the scheduled time for the interval, their interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or rescheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes.

However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the Umpires may, at his their discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes.

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

Law 15.9 - Intervals for drinks

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

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

There will be two sessions of 1 hour and 25 minutes each, separated by a 20 minutes interval between innings:

Hours of play:

Match 1

First Session 9.00 am to 10.25 am

Break 10.25 am to 10.45 am

Second session 10.45 a.m to 12.10 p.m

Match 2

First Session 1.30 pm to 2.55 pm

Break 2.55 pm to 3.15 pm

Second session 3.15 pm to 4.40 pm

Law 17 shall apply subject to the following:

Law 17.1- Practice on the rest of the square

The following shall apply in addition to Law 17.1:

a) The use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.

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

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

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

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

18. Law 18 - Scoring Runs

Law 18 shall apply.

19. Law 19 - Boundaries

Law 19 shall apply subject to the following:

19.1 Law 19.1 - The boundaries of the field of play shall apply.

19.3 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 - Lost Ball

Law 20 Shall apply.

Law 21 - The Result

Law 21 shall apply subject to the following:

21.1 Law 21.1 - A win - two innings match

Law 21.1 shall not apply.

A win - one innings match

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

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

21.3 Law 21.3 - Umpire awarding a match

Law 21.3 shall apply.

21.4 Law 21- Matches in which there is an agreement under Law 21.1(b)

Law 21.4 shall not apply.

21.5 Law 21.5 (a)- A Tie

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

21.5.1 If the scores are equal, the result shall be a tie

In the event of a tied match the teams shall compete in a Super Over to determine the winner.

Refer Appendix 2

21.6 Law 21.5 (b)- A Draw

Law 21.5(b) shall not apply.

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

21.7.2 Prematurely Terminated Matches If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the VJD System 'Par Score' determined at the instant of the suspension by the VJD System method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

Correctness of result

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

MATCH POINTS

Win - Four Points

Tie or No result - Two Points

Loss - Zero Point

POINTS BEING EQUAL

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

1. The team with the most number of wins.

2. If still equal, the team with the highest net run rate
3. In the unlikely event that Teams cannot be separated by the above, this will be done by draw of lots. In a match declared as no result, run rate is not applicable.

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

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

21.8 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.5, 21.7 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

21.9

If the result is not achieved as mentioned above in knockout matches

- a) Up to and including the semi final the winner will be decided by spin of a coin in the presence of the Umpires.
- b) In the finals both teams will be declared as joint winners

22. Law 22 - The Over

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

22.1 Law 22.5 - Umpire miscounting

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

23. Law 23 - Dead Ball

Law 23 Shall apply.

Law 24 - No Ball

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

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

Free Hit In addition to the above, the delivery following a no ball called (for all modes of No ball) shall be free hit for whichever 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 whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for free hit was called a wide ball. Field changes are not permitted for free hit deliveries unless

- a. There is a change of striker (the provision of clause 41.2 shall apply) or
- b. The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

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

Short pitched delivery:-

- a. A bowler shall be limited to one fast short pitched deliveries per over. Second 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 the crease.
- c. The Umpire at the bowlers end shall inform the bowler and the batsman on strike when a fast short pitched ball has been bowled.
- 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 2nd or more short pitched delivery in that over in which case the umpire shall call " No ball")

a) Action by the Umpire:

- i) In the event of a bowler bowling more than one 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.
- ii) If a bowler delivers a second 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, 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.
- iii) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched deliveries in an over, the umpire shall inform the bowler that this is his final warning for the innings.
- iv) 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.
- v) The bowler thus taken off shall not be allowed to bowl again in that innings.
- vi) 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.
- vii) The umpires will then report the matter to the referee/governing body who shall take such action as is considered appropriate.

24.1 Law 24.1 (b) Mode of delivery

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

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

25. Law 25 - Wide Ball

25.1 Law 25.1 - Judging a Wide

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

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

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

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

26. Law 26 - Bye and Leg Bye

27. Law 27 - Appeals

28. Law 28 - The Wicket is Down

29. Law 29 - Batsman out of His Ground

30. Law 30 - Bowled

31. Law 31 - Timed Out

32. Law 32 - Caught

33. Law 33 - Handled the Ball

34. Law 35 - Hit Wicket

35. Law 35 - Leg Before Wicket

37. Law 37 - Obstructing the Field

For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not. If the change of direction involves the batsman crossing the pitch, Law 42.14 shall also apply.

38. Law 38 - Run Out

39. Law 39 - Stumped

40. Law 40 - The Wicket-Keeper

Law 40.4 shall be replaced by the following:

After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper

significantly alters his position in relation to the striker's wicket, except for the following:

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

reach of the wicket.

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

(iii) movement in response to the stroke that the striker is playing or that his actions suggest he

intends to play, however the provisions of Law 40.3 (Position of the wicket-keeper) shall apply. In the

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

41. Law 41 - The Fielder

Law 41 shall apply subject to the following:

41.1 Law 41.1 - Protective equipment

The following shall apply in addition to Law 41.1:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

41.2 Restrictions on the placement of fieldsmen

Law 41 shall apply subject to the following:

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

41.1
41.2

LAW 41: The Fielder

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

a) Subject to 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Power play overs).

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

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

d) During the non Power play overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2 (b) above.

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

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

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

Innings Duration Number of overs Innings	for which fielding restrictions in an
05-08	2
09-11	3
12-14	4
15-18	5
19-20	6

42. Law 42 - Fair and Unfair Play

42.1 Law 42.3 - The Match Ball - changing its condition

Law 42.3 shall apply, subject to the following:

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

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

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

42.2 Law 42.4 - Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

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

42.3 Law 42.5 - Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following:

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

42.4 Law 42.6 - Dangerous and Unfair Bowling

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

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

a) A bowler shall be limited to one fast short-pitched delivery per over.

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 one fast short-pitched delivery in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowlers' end shall call and signal no

ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.

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

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

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

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

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

l) The umpires will then report the matter to Districts Tournament Committee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.) The above is not a substitute for Clause 42.5 below which umpires are able to apply at any time.

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

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

a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at popping the crease is deemed dangerous and unfair whether or not it is likely to inflict physical injury on the striker.

b) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2 (a), the umpire at the bowler's end shall, in the first instance, call and signal no ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall 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.

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

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

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

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

Law 42.7 shall be replaced by the following:

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

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

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

a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.

c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).

e) The bowler thus taken off shall not be able to bowl again in that innings.

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

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

42.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

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

The umpire at the bowlers' end shall:

42.6.1 Call and signal no ball.

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

42.6.3 Not allow the bowler to bowl again in that innings.

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

42.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the Districts Tournament Committee.

42.7 Action by the umpires for dangerous and unfair Bowling

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

42.8 Law 42.9 - Time Wasting by the Fielding Side

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

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

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

42.9 Law 42.10 - Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

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

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

42.10 Non striker running prematurely

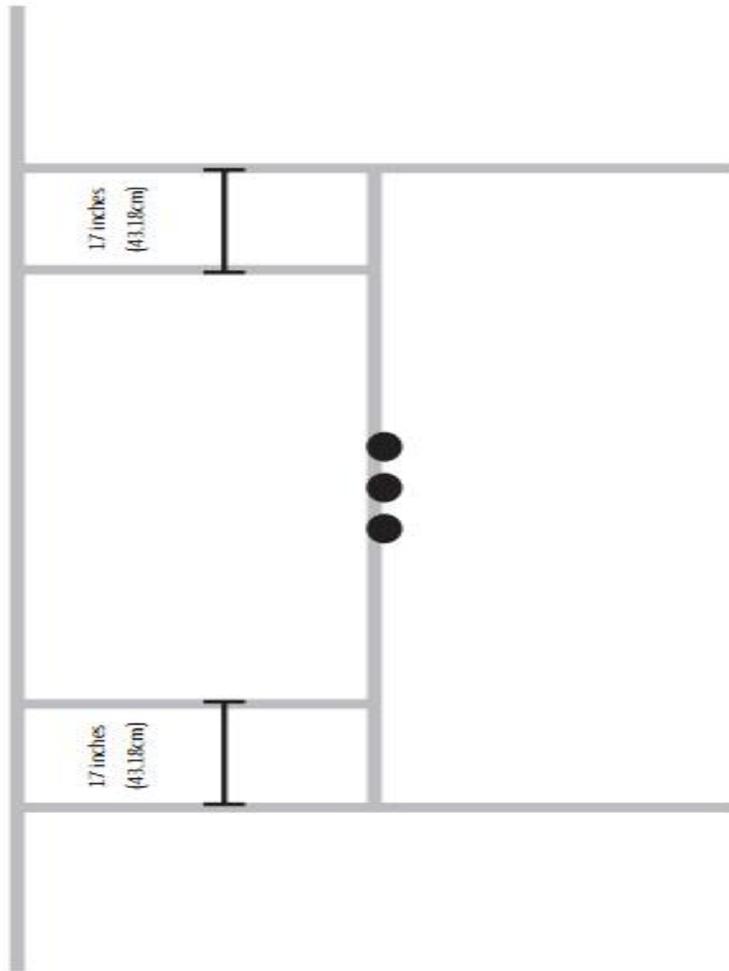
42.10.1 The practice whereby a non-striker embarks on a run by leaving his ground before the bowler's front foot has landed in the delivery stride shall be considered as unfair play.

42.10.2 If either on-field umpire considers the non-striker has acted in this way, then once the ball is dead, if any runs have been scored from that delivery under Law 18.1(a) (i.e. other than runs scored from penalties (Law 18.6) or from boundaries (Law 18.7)), they shall:

- (a) disallow the first run completed from that delivery
- (b) signal short run
- (c) instruct the batsmen to change ends for the next delivery
- (d) warn the non-striker that the practice is unfair and that any further breaches in that innings may be the subject of a report to the Umpires.

APPENDIX A

CREASE MARKINGS



APPENDIX 2 SUPER OVER

The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the UMPIRES. In normal circumstances it shall commence 10 minutes after the conclusion of the match.

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

3. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority

4. The umpires shall stand at the same end as that in which they finished the match. In both innings of the Super Over, the fielding side shall choose from which end to bowl.

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

6. Any penance time being served in the main match shall be carried forward to the Super Over

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

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

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

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

11. In the event of the teams having the same score after the Super Over has been completed,

12. the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.

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

14. If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner.

If a team loses two wickets during its over, then any unbowed deliveries will be counted as dotballs. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from Wides, no ball or penalty runs.

Example

Runs Scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

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

15. If still equal the following shall apply:

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

In knockout stage 21.9 shall apply

Example

Match finishes at 5.20 p.m. Super Over is scheduled to start at 5.30 p.m. but is delayed, in which case it must start by 6.00 p.m. Otherwise the Super Over is abandoned.

Scheduled finish 5.00 p.m. Super Over scheduled to start by 5.10 p.m. 30 minutes extra time

available, so game must start by 5.40 p.m. otherwise Super Over is abandoned.

Match finishes at 5.10 p.m. Super Over is scheduled to start at 5.20 p.m. with 30 minutes of extra time. It starts at 5.20 p.m. but is interrupted at 5.25 p.m. Play must resume by 5.55 p.m., otherwise Super Over is abandoned.

11. PROTEST

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.

12. STAGING EXPENSES

A consolidated payment of Rs.20,000/- each per day will be paid to the staging Association towards expenses for lunch and other incidental expenses by the TNCA.

13. BOARDING, LODGING AND TRAVELLING EXPENSES

All visiting teams will be paid a consolidated amount of Rs. 10,000/- 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.

14. 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.