



ACC Women's Twenty20 Tournament 2011, Kuwait

PLAYING CONDITIONS

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

Note:

All references to „Governing Body’ within the Laws of Cricket shall be replaced by „ACC Match Referee’.

1. LAW 1 THE PLAYERS

1.1 Law 1.1 - Number of Players

Law 1.1 shall be replaced by the following:

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be the captain.

1.2 Law 1.2 - Nomination of Players

Law 1.2 shall be replaced by the following:

1.2.1 Each captain shall provide a list of the names of the 11 players plus 3 substitute fielders in writing to the ACC match referee before the toss. No player (member of the playing eleven) may be changed after the toss without the consent of the opposing captain.

1.3 Law 1.3 – Captain

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

The deputy must be one of the 11 nominated players.

2. LAW 2 SUBSTITUTES AND RUNNERS, BATTER OR FIELDER LEAVING THE FIELD, BATTER RETIRING, BATTER 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 her 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 her absence, and she 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 her return until she has been on the field for at least that length of playing time for which she was absent.

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

The restriction in Clauses 2.1.1 and 2.1.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

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

2.1.3 No substitute fielder will be allowed for "Comfort Break".

2.1.4 Squad members of the fielding team, who are not playing in the match and who are not acting as substitute fielder/s shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

3 LAW 3 - THE UMPIRES

3.1 Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following:

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

3.1.1 On behalf of ACC, the Tournament Director (TD) shall appoint on-field umpires and reserve umpire.

3.1.2 Left blank on purpose.

3.1.3 The third umpire will act as an emergency umpire and carry out the tasks prescribed for the third and fourth umpires.

3.1.4 Neither team will have a right of objection to an umpire's appointment.



3.1.5 The umpires shall be present at the ground at least 90 minutes before the scheduled start of play.

3.1.6 On behalf of ACC, the Tournament Director shall appoint the match referee for all the matches.

3.2 Third Umpires / TV Replays

Shall not apply.

3.3 Law 3.2 - Change of Umpire

Law 3.2 shall be replaced by the following:

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

3.4 Law 3.4 - To inform captains and scorers

The following shall apply in addition to Law 3.4 (i)

The host country may provide for the ringing of a bell, which shall be rung 5 minutes before the start of the first innings and 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 in dangerous or unreasonable conditions

3.5.1 The safety of all persons within the ground is of paramount importance to the ICC, ACC and host Kuwait Cricket. In the event that any threatening circumstances, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasion, act of God etc. (See also clauses 3.5.4 and 3.5.5 below), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, ACC Match Referee, the Venue Manager and / or the police as the circumstances may require.

Laws 3.8 and 3.9 shall be replaced by:

3.5.2 The umpires will be the final judges of the fitness of the ground, weather and light for play. See clauses 3.5.3 below and Law 7.2 (Fitness of the pitch for play).

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

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

(b) If at any times 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 batter 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 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 the conditions are suitable for play they shall call upon the players to resume the game.
- (d) If play is in progress up to 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 an obvious and foreseeable risk to the safety of the player or umpire, so that it would be unreasonable or dangerous for play to take place.

3.5.4 Play may be suspended due to safety or security concerns by the umpires on the advice of ACC Match Referee, the Venue Manager or the police.

3.5.5 Where the play is suspended under clause 3.5.4 above the decision to abandon or resume the play shall be responsibility of ACC Match Referee who shall act after consultation with Venue Manager and the police.

3.6 Light Meters

This clause shall not apply

3.7 Use of artificial lights

This clause shall not apply.

3.8 Colours

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

3.8.2 Sight screens shall be black.



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:

ACC shall provide White cricket balls to be used for all the matches. Spare used balls of the same brand will be supplied for changing during a match.

The fielding captain or her nominee may select the ball with which she wishes to bowl from the supply provided by ACC. The third umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.

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 or any other disruption in play. Each fielding team shall have one new ball for its innings.

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

Law 5.4 shall not apply.

5.3 Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

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

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

5.3.3 If the ball is to be replaced, the umpire shall inform the batter. Either batter 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 shall apply



7 LAW 7 - THE PITCH

7.1 **Law 7.3 - Selection and preparation**

7.1.1 The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorized access. (The pitch area shall include an area at least 1 meter beyond the rectangle made by the crease markings at both ends of the pitch).

7.1.2 The third umpire shall ensure that, prior to the start of play and during any intervals, only authorised ground staff, the ACC Appointed match officials, players, team coaches and authorised television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

- (a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- (b) Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).
- (c) No spiked footwear shall be permitted.
- (d) No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
- (e) Access shall not interfere with pitch preparation.

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

7.2 **Law 7.4 - Changing the pitch**

Law 7.4 shall be replaced by the following:

7.2.1 In the event of a pitch being considered too dangerous for play to continue in the estimation of the on-field umpires, they shall stop play and immediately advise the ACC Match Referee.

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

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

7.2.4 If the decision is not to resume play, the on-field umpires together with ACC Match Referee shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped in considering whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.



7.2.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:

- (a) In the event of required number of overs to constitute a match having being completed at the time the match is abandoned, the result shall be determined according to the provisions of Clause 21.7.2.
- (b) In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a “No Result”.

7.2.6 If the decision is to abandon the match as in Clause 7.2.5 (b) above, the Technical Committee shall decide whether the match can be replayed within the existing event schedule.

7.3 Law 7.5 - Non-turf pitches

Law 7.5 shall not apply.

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

8 LAW 8 - THE WICKETS

8.1 Law 8.2 - Size of stumps

This clause shall apply.

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 attached **Appendix 4** shall be marked in white at each end of the pitch.

10 LAW 10 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA

10.1 Law 10.1 - Rolling

The following shall apply in addition to Law 10.1:

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



Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground curator, 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 ground curator to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

10.2 Law 10.6 - 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.

11 LAW 11 - COVERING THE PITCH

11.1 Law 11.1 - Before the match

The following shall apply in addition to Law 11.1:

The pitch shall be entirely protected against rain up to commencement of play.

11.2 Law 11.2 - During the match

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match.

The covers must totally protect the pitch and also the pitch surroundings.

11.3 Law 11.3 - Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

The bowlers' run – ups shall be covered in inclement weather in order to keep them dry.

11.4 Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

The covers shall be removed not later than 6.00 am on the morning of the match provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.
Attention is drawn to Clause 3.5.



12 LAW 12 - INNINGS

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

12.1 Law 12.1 - Number of innings

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be scheduled to be completed on one and same day.

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) (iii) 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 not be extended and the second session shall commence at the scheduled time provided the minimum time for the interval shall be ten 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 fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- (d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- (e) Penalties shall apply for slow over rates (refer to ICC Code of Conduct).

12.4.2 Delayed or Interrupted Matches

- (a) Delay or Interruption to the Innings of the Team Batting First (Refer attached **Appendix 2**)
 - i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour in the total remaining time available for play.



- ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to 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, then the first innings 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 the play for the match by applying a rate of 15 overs per hour. When calculating the length of the playing time available for the match or the length of the either innings the timings and the duration of all relative delays, extension in playing hours, interruption in play and the interval will be taken in to consideration. This calculation must not cause the match to finish earlier than original or rescheduled time of cessation of play. If required the original time shall be extended to allow for one extra over for each team.
 - iv) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs has been bowled or the innings is completed.
 - v) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
 - vi) Penalties shall apply for slow over rates (refer to ICC Code of Conduct).
- (b) Delay or Interruption to the innings of the Team Batting Second (Refer attached **Appendix 3**)
- i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.



- ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- iii) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to 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 15 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
- vii) Penalties shall apply for slow over rates (refer to ICC Code of Conduct).

12.5 Extra Time

Where the start is delayed or play is suspended, the scheduled hours of play shall be extended up to a maximum of **30** minutes for all the matches, irrespective of the fact it is played in the morning or the afternoon session.

12.6 Number of Overs per Bowler

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

12.6.2 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.

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

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

12.6.5 The scoreboard shall show the total number of overs bowled.



12.7 Law 12.4 – The Toss

12.7.1 The captains shall toss for the choice of innings on the field of play and in presence of ACC Match Referee, who shall supervise the toss.

12.7.2 The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before scheduled or any re-scheduled time for the match to start.

Note: The provisions of Law 1.3 (Captain).

12.8 Law 12.5

The Captain of the team winning the toss to notify, the opposing Captain and ACC Match Referee, as soon as the toss is completed of her decision to bat or to field first. Once notified, this decision cannot be altered in any case.

12.9 Interval between the matches

There shall be minimum 30 minutes between the morning and afternoon match.

13 LAW 13 - THE FOLLOW-ON

Law 13 shall not apply.

14 LAW 14 - DECLARATION AND FORFEITURE

Law 14 shall not apply.

15 LAW 15 - INTERVALS

Law 15 shall apply subject to the following:

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

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

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

“If up to 10 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will reduced by the amount of actual playing time lost”.

15.2 Law 15.9 - Intervals for drinks

No scheduled drinks intervals shall be observed.



An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to wearing of bibs – refer to the note in clause 2.1.3)

16 LAW 16 - START OF PLAY & CESSATION OF PLAY

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

On the behalf of ACC to be determined by Tournament Director, subject to there being 2 sessions 80 minutes each, separated by a 20 minute interval between innings.

16.1 Law 16.1 – Start and Cessation Times

The scheduled hours of play will be as follows at all venues:

Morning Match (On all days except Friday)

First Session.....	09:00 – 10:20
Interval.....	10:20 – 10:40
Second Session.....	10:40 – 12:00

Morning Match (On Friday only)

First Session.....	08:30 – 09:50
Interval.....	09:50 – 10:10
Second Session.....	10:10 – 11:30

Afternoon Match (On all days)

First Session.....	13:00 – 14:20
Interval.....	14:20 – 14:40
Second Session.....	14:40 – 16:00

16.2 Minimum Over Rates

The minimum over rate to be achieved will be 15 overs per hour.

17 LAW 17 - PRACTICE ON THE FIELD

Law 17.1 shall apply subject to the following:

17.1 Law 17.2 – Practice on the rest of the square

Law 17.2 shall apply subject to the following:

- (a) The use of the square for practice on day of 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 change of the innings, unless the umpires consider that, in the prevailing conditions of the ground and weather, it will be detrimental to the surface of the square.



17.2 Law 17.3 – Practice on the outfield

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

- ii) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to (b)(iii) and (c) below.

18 LAW 18 - SCORING RUNS

Law 18 shall apply.

19 LAW 19 - BOUNDARIES

19.1 Law 19.1 - The boundaries of the field of play

The following apply in addition to Law 19.1:

The playing area shall be minimum 120 Yards from boundary to boundary, square of the pitch with the shorter of the two square boundaries being minimum 55 Yards. The straight boundary at both ends of the pitch should be minimum 60 Yards. Distances shall be measured from the centre of the pitch to be used.

19.2 Law 19.2 - Defining the boundary – boundary marking

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorized by the ICC / ACC from time to time. Where appropriate the rope should be minimum 3 yards inside the perimeter fencing or advertising signs.

19.3 Law 19.3 - Scoring a boundary

The following shall apply in addition to Law 19.3:

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 batter is liable to be out as a result of the unauthorized person handling the ball. See also Law 19.1 (c).

Note: Refer the introduction of new Law 19.4 – Ball beyond the boundary dealing with the catching of the ball after it has crossed the boundary.

20 LAW 20 - LOST BALL

Law 20 shall apply.



21 LAW 21 - THE RESULT

Law 21 shall apply subject to the following:

21.1 **Law 21.1 - A win - two innings match**

Law 21.1 shall not apply.

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

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams 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 – ACC Match Referee awarding a match**

Law 21.3 shall be replaced by the following:

- (a) A match shall be lost by a side which either
 - (i) Concedes defeat or
 - (ii) In the opinion of the ACC Match Referee refuses to play and the ACC Match Referee shall award the match to the other side.
- (b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the ACC Match Referee of this fact. The ACC Match Referee shall together with the umpires ascertain the cause of the action. If the ACC Match Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the ACC Match Referee shall award the match in accordance with (a)(ii) above.*
- (c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 12.4.2 and 15.1 above.

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



21.4 Law 21.4 – Matches in which there is an agreement under Law 12.1(b)

Law 41.4 shall not apply.

21.5 Law 21.5(a) – A Tie

Law 21.4 shall apply in addition to the following:

If the scores are equal, the result shall be a “Tie” and no account shall be taken of wickets fallen. In the event of a Tied match:

- (a) During league stage, the points will be split between the teams (Refer clause 21.9.1).
- (b) During knock stage, Bowl Out will be carried out to get the result. Refer attached **Appendix 6**.

Refer also to clauses 21.9.3 and 21.9.4.

21.6 Law 21.5 (b) – A Draw

Law 21.5(b) shall not apply.

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

21.7.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 6 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 **CODA 20 version** of Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer ICC Duckworth Lewis Method Regulations).

21.7.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 6 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L „Par Score’ determined at the instant of the suspension by the Duckworth/Lewis method (Refer ICC Duckworth Lewis Method). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

21.7 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.



21.8 Competition Format

The ACC Women's Twenty20 Championship 2011 Kuwait will be contested by **10** teams, which have been divided into two groups:

Group A	Group B
<p>Hong Kong China Singapore Bhutan Oman</p>	<p>Thailand Nepal Malaysia U.A.E. Kuwait</p>

21.8.1 League Round

The first round (Group Stage) of the competition will be played on the League System.

During Group Stage Each team will play every other team in its group. Points will be allocated for each match in accordance with the system described in clause 21.9 of these playing conditions, which will apply throughout the competition.

21.8.2 Semi Finals

The top two teams from each group of the competition will progress to the semi-finals where in Semi – Final 1, the team placed first in Group “A” will play the team placed second in Group “B” and in the Semi – Final 2, the team placed first in Group “B” will play the team placed second in Group “A”.

21.8.3 Final & 3rd / 4th Position Play – Off

The winners of both the semi-finals will play each other in the Final. Whereas the losing semi – finalists will contest the 3rd / 4th position Play – Off.

21.8.4 Play – Off for 5th /6th, 7th /8th and 9th /10th Positions:

- (a) Teams finishing 3rd in both groups will play each other in 5th / 6th position play-off.
- (b) Teams finishing 4th in both groups will play each other in 7th / 8th position play - off.
- (c) Teams finishing 5th in both groups will play each other in 9th /10th position play-off.

21.9 Points, Group Standings, and Tied &/or No Result Matches

21.9.1 Points

The following points system will apply:



RESULT	POINTS
Win	2
No Result	1 point for each team
Tie	1 point for each team
Loss	0

Note for clarity: No bonus points will be awarded in the event.

21.9.2 Group Standings

In the event of teams finishing on equal points in its Group, the Group Standing will be decided in the following order of priority:

- The team with the most wins in the Group (League) matches will be placed in the higher position.
- If there are teams with equal points and equal wins in the Group matches then in such a case the team with the higher net run rate in the Group matches will be placed in the higher position (Refer to clause 21.9.5 below for the calculation of net run rate).
- If following the net run rate calculation above there are teams which are still equal, then the team with the higher number of wickets taken per balls bowled in the Group matches in which results were achieved will be placed in the higher position.
- If still equal, the team which was the winner of the head to head match played between them will be placed in the higher position.
- In the highly unlikely event that teams cannot be separated by the above this will be done by drawing lots.

21.9.3 Knock-Out Matches (Final, Semi Finals and Play-Off for final standing):

If a Knock –Out match is tied or there is no result, the following shall apply:

1. Tied match: The teams shall compete in a Bowl Out to determine the winner of a Knock-Out match. (Refer attached **Appendix 6**).
2. No Result: In the event of “No Result” , provided weather and ground conditions permit, the teams shall compete in a “Bowl Out”. (Refer attached **Appendix 6**). If weather and ground conditions do not permit the “Bowl Out”, the winner will be determined in the order of priority laid in Clause 21.9.2, above.

21.9.4 Left blank on purpose.



21.9.5 Net Run Rate (To be calculated **ONLY** for League Round Matches)

- (a) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the relevant portion of the competition, the average runs per over scored against that team throughout the competition.
- (b) 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.
- (c) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis 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.
- (d) Where a match is concluded but with Duckworth/Lewis Method having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.
- (e) In circumstances where a match (and the points for such match) is awarded to a team as a result of the other team's refusal to play, either by the ACC Match Referee in accordance with Law 21.3 (a)(ii) as read with playing condition 21.3 or in accordance with the provisions of the relevant event agreements signed by the participating teams, the net run rate of the defaulting team shall be affected in that the full 20 overs of the defaulting team's innings in such forfeited match shall be taken into account in calculating the average runs per over of the defaulting team over the course of the Group Matches of the competition.

For the avoidance of doubt: The runs scored and overs bowled in such forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

22 **LAW 22 - THE OVER**

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

22.1 **Law 22.5 - Umpire miscounting**

Whenever possible the third umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

23 **LAW 23 - DEAD BALL**

Law 23 shall apply.



24 NO BALL

Law 24 shall apply subject to the following:

24.1 Law 24.1 (b) Mode of delivery

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

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal No Ball, and the ball is to be bowled over arm.

24.2 Free Hit after a foot-fault No Ball

- (a) In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batter is facing it. If the delivery for the 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 batter is facing it.
- (b) For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- (c) Field changes are not permitted for free hit deliveries (the provisions of clause 41.2 shall apply) unless there is a change of striker. (The provision of Clause 41.2 shall apply).
- (d) The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

25 LAW 25 - WIDE BALL

25.1 Law 25.1 - Judging a Wide

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

- (a) 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.
- (b) Any offside or leg side delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a "Wide".
- (c) 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

Law 26 shall apply.



27 LAW 27 - APPEALS

Law 27 shall apply.

28 LAW 28 - THE WICKET IS DOWN

Law 28 shall apply.

29 LAW 29 - BATTTER OUT OF HER GROUND

Law 29 shall apply.

30 LAW 30 - BOWLED

Law 30 shall apply.

31 LAW 31 - TIMED OUT

Law 31 will apply except that the incoming batter must be in position to take guard or for her partner to be ready to receive the next ball within 90 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make her way to the wicket immediately a wicket falls.

32 LAW 32 - CAUGHT

Law 32 shall apply.

33 LAW 33 - HANDLED THE BALL

Law 33 shall apply.

34 LAW 34 - HIT THE BALL TWICE

Law 34 shall apply.

35 LAW 35 - HIT WICKET

Law 35 shall apply.

36 LAW 36 - LEG BEFORE WICKET

Law 36 shall apply.

37 LAW 37 - OBSTRUCTING THE FIELD

Law 37 shall apply.

38 LAW 38 - RUN OUT

Law 38 shall apply.



39 LAW 39 - STUMPED

Law 39 shall apply.

40 LAW 40 - THE WICKET-KEEPER

Law 40 shall apply.

41 LAW 41 - 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 fielder

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

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

- (a) Subject to clause 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Fielding Restriction Overs).
- (b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached **Appendix 5**). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 meters) interval.
- (c) During the Fielding Restriction Overs only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- (d) During the non Fielding Restriction Overs, no more than 5 fielders shall be permitted outside the fielding restriction area referred to in clause 41.2.2 (b) above.



41.2.3 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below.

Note for the sake of clarity: It should be noted that the table shall apply to both the 1st and 2nd innings of the match.

TOTAL OVERS IN THE INNINGS	FIELD RESTRICTION OVERS
5 – 8	2
9 – 11	3
12 – 14	4
15 – 18	5
19 – 20	6

41.2.4 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs has 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.

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 the selection of 6 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.
- (b) Additionally the bowler's end umpire shall:
 - (i) Award 5 penalty runs to the batting side.
 - (ii) Inform the captain of the fielding side of the reason for the action taken.



- (iii) Inform the captain of the batting side as soon as practicable of what has occurred.
- (iv) Together with other umpire report the incident to the ACC Match Referee.
- (c) The ACC Match Referee shall take action as is appropriate against the player(s) responsible for the conduct under the ICC Code of Conduct.
- (d) If the ACC Match Referee is unable to identify the player(s) responsible for such conduct, the captain shall take responsibility and will be subject to such action as is appropriate under the ICC 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 ACC Match Referee under the ICC Code of Conduct.

42.3 Law 42.5 - Deliberate distraction or obstruction of batter

Law 42.5 shall apply subject to the following:

In addition, the umpire shall report the incident to the ACC Match Referee under the ICC Code of Conduct.

42.4 Law 42.6 - Dangerous and Unfair Bowling

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

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

- (a) A bowler shall be limited to one fast short-pitched delivery per over.
- (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 batter 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 batter, that prevents her from being able to hit it with her 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 batter 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 her 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 batter at the wicket and as soon as possible to the captain of the batting side.
- (l) The umpires will then report the matter to the ACC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)

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

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

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

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



- (b) In the event of a bowler bowling a high full pitched ball as defined in Clause 42.4.2(a), the umpire at the bowler's end shall call and signal No Ball.

If, in the opinion of the umpire, such a delivery is considered likely to conflict physical injury on the batter, 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 first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batter at wicket of what has occurred.

- (c) Should there be any further instance (where high full pitched ball is bowled and considered likely to inflict physical injury on the batter) by the same bowler in that innings, the umpire shall, in addition to calling and signaling No Ball, when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (e) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.
- (g) The umpires will then report the matter to the ACC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)

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

Law 42.7 shall be replaced by the following:

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

42.5.1 The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment she 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 batter 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 batter at the wicket and as soon as possible to the captain of the batting side.
- (g) The umpires will then report the matter to the ACC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)

42.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

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

The umpire at the bowler's end shall:

- 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 ACC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains).



42.7 Action by the umpires for dangerous and unfair Bowling

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

42.8 Law 42.9 - Time Wasting by the Fielding Side

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

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

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

42.9 Law 42.10 - Batter Wasting Time

Law 42.10 shall apply, subject to the following:

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

42.10 Use of Electronic Communications Equipment

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



APPENDIX 1

All penalty runs in the Laws of Cricket (2000 Code – 4th Edition – 2010) shall apply in all the matches of the event. Some penalty runs can be referred to the ACC Match Referee for further action, if necessary.

LAW	NO WARNING	ACTION
2.6	Player returning without permission and coming into contact with the ball in play.	Ball becomes dead + 5 penalty runs + ball not to count as one of the over + report*
41.2	Fielding the ball illegally	Ball becomes dead + 5 penalty runs + ball not to count as one of the over + report*.
41.3	Ball in play hitting helmet not being worn	Ball becomes dead + 5 penalty runs (no report).
41.3	Match ball changing its condition unfairly.	Umpires consult + change ball + 5 penalty runs + report*
	Any repetition during that innings.	Consult + change ball + 5 penalty runs + suspend the bowler who bowled the previous ball + report*
42.5	Deliberate distraction or obstruction of a batter after striker received delivery.	No dismissal + 5 penalty runs + run in progress to count + batter at wicket shall decide which of them is to face next delivery + ball not to count as one of the over + report*
42.16	Batter stealing a run	5 penalty runs + report*

LAW	ONE WARNING **	ACTION
42.4	Deliberate attempt to distract striker preparing to receive or receiving a delivery.	Warn captain** + no dismissal + ball not to count as one of the over.
	Any repetition during that innings.	No dismissal + 5 penalty runs + ball not to count as : one of the over + report*
42.9	Time wasting by fielding side.	Warn captain**
	Any repetition during that innings.	a. if not during an over - 5 penalty runs + report* b. if during an over - suspend bowler + report*.
42.13	Fielder causing avoidable damage to pitch.	No runs to count - warn both batter+.
	Any repetition during that innings.	No runs to count + 5 penalty runs + report*
18.5	Deliberate short run - either batter.	No runs to count - warn both batter+.
	Any repetition during that innings.	No runs to count + 5 penalty runs + report*
42.10	Batter wasting time.	Warn batter+
	Repetition by any batter in that innings.	5 penalty runs + report*

LAW	TWO WARNINGS**	ACTION
42.14	Batter causing avoidable damage to pitch.	Warn the batter+ (first warning)
	Repetition by any batter in that innings.	Warn the batter+ (final warning). + no runs to count
	Repetition by any batter in that innings.	No runs to count + 5 penalty runs + report*

* *Report to Executive and any Governing Body responsible for the match*

** *Warning applies to whole inning*

+ *Applies to the whole side for the rest of that innings, Inform each incoming batter*



APPENDIX 2

Calculation Sheet for Use, When First Innings of the match is delayed or interrupted.

TIME	DETAILS	CODE
Net playing time available at the start of the match	160	A
Time innings in progress		B
Playing time lost		C
Extra time available		D
Time made up from reduced interval		E
Effective playing time lost [C – D – E]		F
Remaining playing time available (A – F)		G
Overs in the match G/4 (to 2 decimal points)		H
Max overs per team [H/2] (rounded up if not a whole number)		I
Max overs per bowler [I/5]	Bowlers X	Overs
	Bowlers X	Overs
Field Restriction Overs First Innings (Refer to 41.2.6)		Overs
RESCHEDULED PLAYING HOURS		
First session to commence or recommence		J
Length of the innings [I x 4]		K
Rescheduled innings cessation time (round up fractions) [(J+(K – B))]		
Length of the interval		Minutes
Second session commencement time		L
Rescheduled match cessation time = (L+K)		Hours



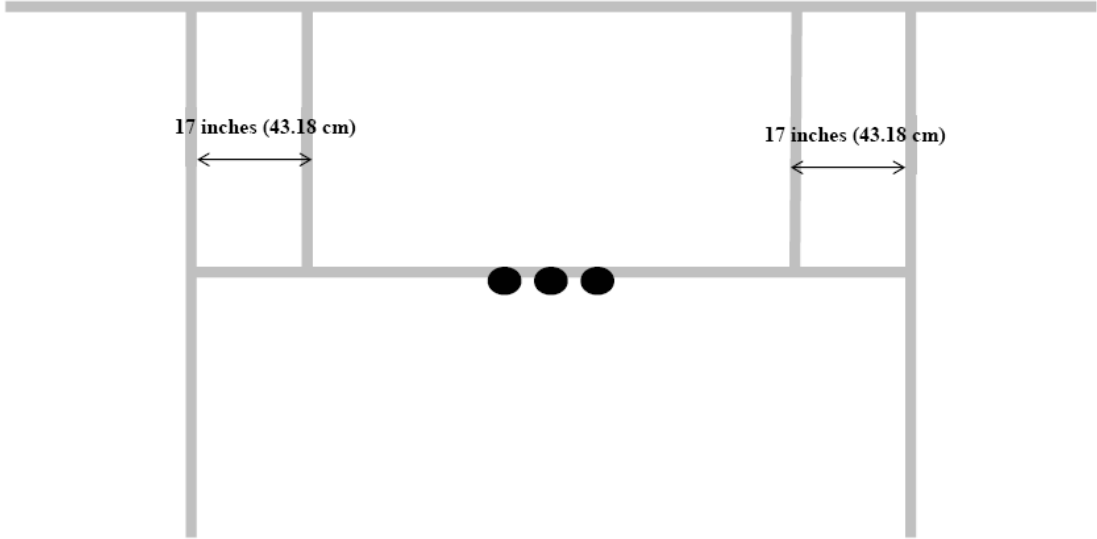
APPENDIX 3

Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of the match

TIME	DETAILS	CODE
Original cessation time of innings		A
Time at the 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 (match) [A + E]		G
OVERS		
Maximum overs at the start of innings		H
Overs lost [F / 4] (ignore fractions)		I
Adjusted maximum length of the innings [H – I]		J
OVERS PER BOWLER AND FIELDING RESTRICTIONS		
Max overs per bowler [J/5]	Bowlers X	Overs
	Bowlers X	Overs
Field Restriction Overs Second Innings (Refer to 41.2.6)		Overs

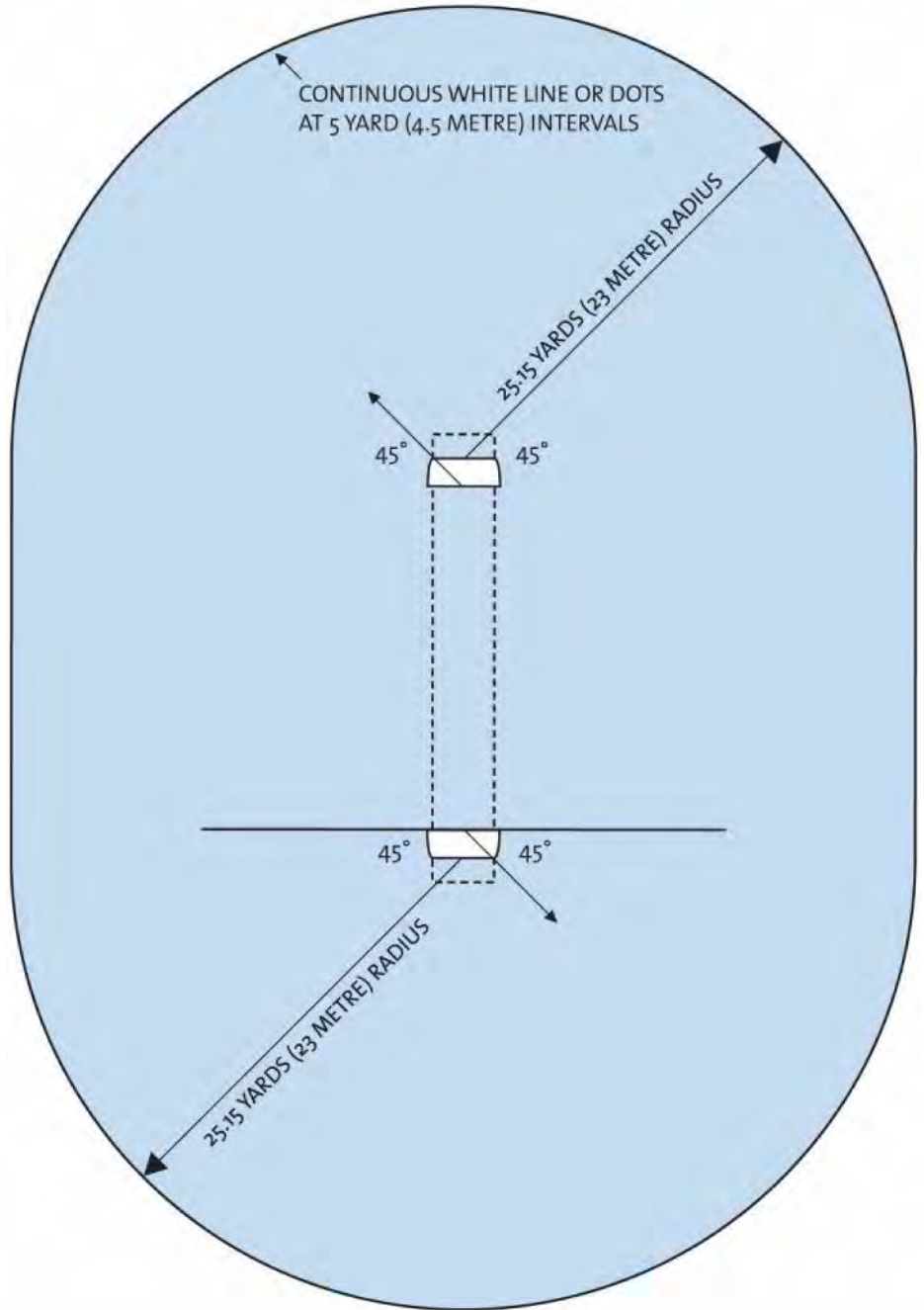


**APPENDIX 4
CREASE MARKINGS**





APPENDIX 5
RESTIRCTION OF THE PLACEMENT OF FIELDERS





APPENDIX 6

Procedure for the Bowl Out

The following procedure will apply should the provision for a bowl out be adopted in any match.

1. Subject to weather conditions the bowl out will take place on the scheduled day of the match at a time to be determined by the ACC Match Referee.
2. The bowl out will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ACC Match Referee and Venue Manager.
3. A full set of stumps, including bails, will be pitched at both ends of the designated pitch.
4. The bowlers will all bowl from the one and same end.
5. The ACC Match Referee will be the sole and final authority to decide from which end of the ground the bowlers should bowl.
6. The home Board shall ensure there is an adequate supply of dry, used balls.
7. The captains shall toss a coin for the right to decide which team bowls first or second in the bowl out. The referee will supervise the toss in the normal manner.
8. The captains shall nominate their five bowlers to each other, the umpires and referee prior to the toss. In the event of injury during the bowl out, the injured player may be replaced by another bowler.
9. The wicket keeper will not be permitted to stand up to the stumps.
10. No bowler will be allowed a practice delivery.
11. The umpires will stand in their normal positions and will be responsible for officially recording the number of „hits’ on the wicket. Their decision shall be final as to the result.
12. The referee will be responsible for making sure only the chosen bowlers actually bowl, and that no bowler bowls more than once until permitted to do so.
13. The bowls are taken alternately by the teams.
14. The team with the most number of hits after five bowls shall be declared the winner.
15. If, after both teams have taken five bowls, both have scored the same number of hits on the wicket, or have not scored any hits, bowls continue to be taken in the same order until one team has scored a hit more than the other from the same number of bowls. That team shall be declared the winner.
16. Each bowl is taken by a different player and all 10 eligible players (the wicket keeper shall not bowl) must bowl a delivery before any player can take a second bowl.
17. Only the eligible players and match officials (ACC Match Referee and on-field umpires) are permitted to remain on the field of play when the bowls are being taken.
18. All players, except the bowler at the time and the wicket keeper, must remain just outside the 25 yard circle at mid-wicket.
19. Unless otherwise stated by ACC Match Referee and on-field umpires, Law 24 and ICC standard playing condition 24.1 shall apply. In the case of an infringement the umpire shall call No Ball and the delivery shall be considered a miss and will not be retaken.