



ACC Under-19 Challenge Cup

Playing Conditions

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Cricket Association
Of Thailand



TABLE OF CONTENTS

1	LAW 1 – THE PLAYERS.....	4
2	LAW 2 – SUBSTITUTES AND RUNNERS, BATSMAN OR FIELDER LEAVING THE FIELD, BATSMAN RETIRING, BATSMAN COMMENCING INNINGS	4
3	LAW 3 – THE UMPIRES AND REFEREES.....	5
4	LAW 4 – THE SCORERS.....	7
5	LAW 5 – THE BALL.....	7
6	LAW 6 – THE BAT.....	8
7	LAW 7 – THE PITCH.....	8
8	LAW 8 – THE WICKETS	10
9	LAW 9 – THE BOWLING, POPPING AND RETURN CREASES	10
10	LAW 10 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA.....	10
11	LAW 11 – COVERING THE PITCH.....	11
12	LAW 12 – INNINGS.....	11
13	LAW 13 – THE FOLLOW-ON	14
14	LAW 14 – DECLARATION AND FORFEITURE.....	14
15	LAW 15 – INTERVALS	14
16	LAW 16 – START OF PLAY; CESSATION OF PLAY	15
17	LAW 17 – PRACTICE ON THE FIELD	15
18	LAW 18 - SCORING RUNS	15
19	LAW 19 - BOUNDARIES.....	16
20	LAW 20 - LOST BALL.....	16
21	LAW 21 - THE RESULT	17
22	LAW 22 – THE OVER.....	21
23	LAW 23 – DEAD BALL	21
24	LAW 24 – NO BALL	21
25	LAW 25 – WIDE BALL	21
26	LAW 26 – BYE AND LEG BYE	22
27	LAW 27 – APPEALS.....	22
28	LAW 28 – THE WICKET IS DOWN	22
29	LAW 29 – BATSMAN OUT OF HIS GROUND.....	22
30	LAW 30 – BOWLED	22
31	LAW 31 – TIMED OUT	22
32	LAW 32 – CAUGHT	22
33	LAW 33 – HANDLED THE BALL	23
34	LAW 34 – HIT THE BALL TWICE.....	23



35	LAW 35 – HIT WICKET.....	23
36	LAW 36 – LEG BEFORE WICKET.....	23
37	LAW 37 – OBSTRUCTING THE FIELD	23
38	LAW 38 – RUN OUT.....	23
39	LAW 39 – STUMPED.....	23
40	LAW 40 – THE WICKET-KEEPER.....	23
41	LAW 41 – FIELDER	23
42	LAW 42 – FAIR AND UNFAIR PLAY.....	26
	APPENDIX 1.....	32
	APPENDIX 2.....	33
	APPENDIX 3.....	34
	APPENDIX 4.....	35
	APPENDIX 5.....	36
	APPENDIX 6.....	37
	APPENDIX 7.....	45
	APPENDIX 8.....	46
	APPENDIX 9.....	48



PLAYING CONDITIONS

Except as varied hereunder the Laws of Cricket (2000 Code 3rd Edition – 2008) shall apply.

Note: All references to 'Governing Body' within the Laws of Cricket shall be replaced by '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 captain.

1.2 LAW 1.2 - Nomination of Players

Law 1.2 shall be replaced by the following:

Each captain shall provide a list of the names of the 11 players and the nominated 12th man in writing to the ACC Match Referee before the toss. No player may be changed after the toss without the consent of the opposing captain.

1.3 LAW 1.3 – CAPTAIN

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

The deputy must be one of the 11 nominated players.

2 LAW 2 – SUBSTITUTES AND RUNNERS, BATSMAN OR FIELDER LEAVING THE FIELD, BATSMAN RETIRING, BATSMAN COMMENCING INNINGS

Law 2 shall apply subject to the following:

2.1 LAW 2.5 - FIELDER ABSENT OR LEAVING THE FIELD

Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (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.

2.1.2 the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has



been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

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

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

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

3 LAW 3 – THE UMPIRES AND REFEREES

3.1 LAW 3.1 - APPOINTMENT AND ATTENDANCE

Law 3.1 shall be replaced by the following:

3.1.1 ACC shall appoint umpires for on-field and reserve umpire duties. The reserve umpire shall act as the emergency field umpire.

3.1.2 Such umpires shall not be from the same country as the participating teams

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

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

3.1.5 ACC shall appoint the match referee for all matches.

3.2 THIRD UMPIRES / TV REPLAYS

Not applicable. There will be no TV telecast / replay facility.

3.3 LAW 3.2 - CHANGE OF UMPIRE

The following shall apply in place of Law 3.2:

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

3.4 LAW 3.4 - TO INFORM CAPTAINS AND SCORERS

In addition to Law 3.4 (i)



The host country will provide for the ringing of a bell, which shall be rung 5 minutes before the termination of an interval, when the umpires shall go to the wickets.

3.5 LAW 3.8 - FITNESS OF GROUND, WEATHER AND LIGHT AND LAW 3.9 - SUSPENSION OF PLAY FOR ADVERSE CONDITIONS OF GROUND, WEATHER OR LIGHT

Laws 3.8 and 3.9 shall apply subject to the following:

3.5.1 If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. In these circumstances the provisions of Laws 3.9 (b) (i) and 3.9 (c) (i) shall not apply.

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

3.5.3 If a shadow from the fielder falls across the strikers 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.

3.6 LAW 3.10 EXCEPTIONAL CIRCUMSTANCES.

The following shall apply in addition to Law 3.10:

3.6.1 Play may be suspended due to safety and security concerns by the umpires on the advice of the ACC Match Referee, the head of the relevant ground authority, the head of ground security or the police.

3.6.2 Where play is suspended under Clause 3.6.1 above the decision to abandon or resume play shall be the responsibility of the ACC Match Referee who shall act only after consultation with the head of ground security and the police.

3.7 LIGHT METERS

Not applicable. No light meters will be provided or used.

3.8 USE OF LIGHTS

Not applicable.

3.9 DAY / NIGHT MATCHES - COLOURS

3.9.1 All matches shall be day matches.

3.9.2 Pads and players' and umpires' clothing shall be coloured in all matches.

3.9.3 Sight screens will be black.



4 LAW 4 – THE SCORERS

- 4.1 LAW 4.2 - CORRECTNESS OF SCORES
Attention is drawn to Clause 21.

5 LAW 5 – THE BALL

- 5.1 LAW 5.2 - APPROVAL AND CONTROL OF BALLS
Law 5.2 shall be replaced by the following:

White 'Turf' cricket balls supplied by ACC will be used for all matches. Spare used balls (minimum of 6 cleaned and whitened), of the same brand will be supplied for changing during a match.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by ACC. The reserve 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, a drinks interval, 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, 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 batsman. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5.3.4 In addition, there will be a mandatory change of the ball at the commencement of the 35th over of each innings.

5.3.5 The mandatory replacement balls for each innings are to be pre-selected by the captains prior to the match from the supply of spare balls provided by the Cricket Association of Thailand as follows:



- a) The reserve umpire will supervise the process.
- b) The captain who has lost the toss shall be permitted to select two balls from the supply of cleaned and whitened used balls.
- c) The other captain then chooses which of the two balls he would like his team to bowl with.
- d) The reserve umpire will identify which ball has been selected by each team and shall pass it to the on-field umpires prior to the commencement of the 35th over.

Note: For the sake of clarity:

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

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 unauthorised access. (The pitch area shall include an area at least 2 metres beyond the rectangle made by the crease markings at both ends of the pitch).

7.1.2 The reserve umpire shall ensure that, prior to the start of play and during any intervals, only authorised ground staff, the ACC 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 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 in consultation with the Event Technical Committee will rule and his ruling will be final.

7.2 LAW 7.4 - CHANGING THE PITCH

7.2 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 shall consider in consultation with the tournament Technical Committee 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.

7.2.5 When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.

7.2.6 In the event of a decision being taken in favour of Clauses 7.2.4 (a) or 7.2.4 (b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.

7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures herein provided, shall be the responsibility of the on-field umpires.

7.2.8 In the event that the existing pitch can be made playable after suitable remedial work in

Clause 7.2.4 (a) above, the match shall continue from the point stopped.

7.2.9 If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above).

7.2.10 If the decision is to abandon the match as in Clause 7.2.4 (c) above is taken, the match will not be replayed. In this case both the teams will get one point each. (Refer Clause 21.9)

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
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 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 grounds man. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the grounds man, 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 grounds man 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 FOOTHOLES
The following shall apply in addition to Law 10.6:

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



11 LAW 11 – COVERING THE PITCH

11.1 LAW 11.1 - BEFORE THE MATCH

The following shall apply in addition to Law 11.1:

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

11.2 LAW 11.2 - DURING THE MATCH

Law 11.2 shall be replaced by the following:

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

The covers must totally protect the pitch.

11.3 LAW 11.3 - COVERING BOWLERS' RUN UPS

Law 11.3 shall be replaced by the following:

The bowler's run-ups shall be covered up to reasonable distance.

11.4 LAW 11.4 - REMOVAL OF COVERS

Law 11.4 shall be replaced by the following:

The covers shall be removed no earlier than 5.00 am and no later than 7.00 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:

12.1.1 All matches shall be of one day's scheduled duration.

12.1.2 There shall be no reserve day for any match at any stage of the tournament.

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 50 overs unless all out earlier.



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

12.4.2 Delayed or Interrupted Matches

- a) Delay or Interruption to the Innings of the Team Batting First (see 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 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.
 - (ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.
 - (iii) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.28 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.
 - (iv) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed. The interval shall be reduced to enable the second innings to commence at the rescheduled time, subject to there being a minimum interval of 20 minutes (or where the interval has been reduced to a period of less



than 20 minutes – such reduced period less than 20 minutes under 15.1(iii)).

(v) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.

(vi) Penalties shall apply for slow over rates (Refer to ICC Code of Conduct for Development Program Events).

b) Delay or Interruption to the innings of the Team Batting Second (see 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 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

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

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

(iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

(v) A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.

(vi) If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled 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 for Development Program Events).

12.5 EXTRA TIME

Thirty (30) minutes extra time will be available in all the matches.

12.6 NUMBER OF OVERS PER BOWLER

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



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

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

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

The scoreboard shall show the total number of overs bowled.

13 LAW 13 – THE FOLLOW-ON

Law 13 shall not apply.

14 LAW 14 – DECLARATION AND FORFEITURE

Law 14 shall not apply.

15 LAW 15 – INTERVALS

Law 15 shall apply subject to the following:

15.1 LAW 15.5 - CHANGING AGREED TIMES FOR INTERVALS - INTERVAL BETWEEN INNINGS

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval.

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

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

(i) If up to 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced by the amount of actual playing time lost.

(ii) If more than 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced to 30 minutes (subject to (iii) below).

(iii) If more than 60 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval of 30 minutes prescribed under (ii) above may be reduced further by mutual agreement between the Umpires and both Captains. In the event of disagreement, the length of the



interval shall be determined by the ACC Match Referee. The minimum interval shall be ten minutes. The Friday prayer interval of 45 minutes will not be reduced or rescheduled in case.

15.2 LAW 15.9 - INTERVALS FOR DRINKS

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

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

16 LAW 16 – START OF PLAY; CESSATION OF PLAY

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

16.1 LAW 16.1 – START AND CESSATION TIMES

There shall be 2 sessions of 3.5 hours each, separated by a 40 minute interval between innings.

All the timings are in 24 hours clock format.

First Session 0930 – 1300

Lunch Interval 1300 – 1340

Second Session 1340 – 1710

16.2 LAWS 16.6, 16.7 AND 16.8

Shall not apply.

16.3 LAWS 16.9, 16.10, AND 16.11

Shall apply in so far as they are relevant to a one innings limited overs type match.

17 LAW 17 – PRACTICE ON THE FIELD

17.1 Law 17.1 - Practice on the field

The following shall apply in addition to Law 17.1:

The use of the square for practice on any day of any match will be restricted to any netted practice area on the square set aside for that purpose.

18 LAW 18 - SCORING RUNS

Law 18 shall apply.



19 LAW 19 - BOUNDARIES

19.1 LAW 19.1 - THE BOUNDARIES OF THE FIELD OF PLAY

The playing area shall be a minimum of 150 yards (137.16 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 65 yards (59.43 metres). The straight boundary at both ends of the pitch shall be a minimum of 70 yards (64.00 metres). Distances shall be measured from the centre of the pitch to be used.

On large grounds the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 meters) from the centre of the pitch to be used.

Any ground which has been approved to host international cricket prior to 1st October 2007 or which is currently under construction as of this date which is unable to conform to these new minimum dimensions shall be exempt. In such cases the regulations in force immediately prior to the adoption of these regulations shall apply.

Sightscreens shall be provided at both ends of all grounds. Advertising shall be permitted on the sight screen behind the striker, providing it is removed for the subsequent over from that end.

Such advertising shall not contain flashing or flickering images and particular care should be taken by the operators that the advertising is not changed at a time which is distracting to the umpire.

In addition, advertising on perimeter boards placed in front of the sight screens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

19.2 LAW 19.2 - DEFINING THE BOUNDARY - BOUNDARY MARKING

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by the ACC from time to time. Where appropriate the rope should be a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs.

19.3 LAW 19.3 - SCORING A BOUNDARY

The following shall apply in addition to Law 19.3:

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

20 LAW 20 - LOST BALL



Law 20 shall apply.

21 LAW 21 - THE RESULT

Law 21 shall apply subject to the following:

21.1 LAW 21.1 - A WIN - TWO INNINGS MATCH

Law 21.1 shall not apply.

21.2 LAW 21.2 - A WIN - ONE INNINGS MATCH

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing 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 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

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

21.3 LAW 21.3 – UMPIRE (REFEREE) AWARDING A MATCH

Law 21.3 shall be replaced by the following:

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

(i) concedes defeat or

(ii) in the opinion of the Referee refuses to play and the Referee shall award the match to the other side.

b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the Referee of this fact. The Referee shall together with the umpires ascertain the cause of the action. If the Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the Referee shall award the match in accordance with (a)(ii) above.*

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

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

21.4 LAW 21.4 - A TIE



Law 21.4 shall apply in addition to the following:

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

21.5 LAW 21.5 - A DRAW

Law 21.5 shall not apply.

21.6 INTERRUPTED AND PREMATURELY TERMINATED MATCHES - CALCULATION OF THE TARGET SCORE

21.6.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Appendix 6)

21.6.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (refer Appendix 6). 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, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

21.8 COMPETITION FORMAT

The ACC Under – 19 Challenge Cup 2009 will be contested by 8 teams which have been divided into two groups:

Group A	Group B
Kuwait	Thailand
China	Maldives
Brunei	Bahrain
Myanmar	Iran

The first round of the competition will be the 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.

21.8.1 Following the Group Stage the top 2 teams from each group will qualify for Semi Final to be played on following pattern:

Semi Final SF1: A1 Vs B2

Semi Final SF2: A2 Vs B1

21.8.2 Third placed teams from both the groups will play each other to decide 5th and 6th positions. (A3 Vs B3).

21.8.3 Fourth placed teams from both the groups will play each other to decide 7th and 8th positions. (A4 Vs B4).

21.8.5 The losers of Semi Finals will play each other to decide 3rd and 4th positions. (Losers SF1 Vs Losers SF2)

21.8.6 The winners of Semi Finals will play each other in the Final. (Winners SF1 Vs Winners SF2).

21.9 POINTS

The following point system will apply:

RESULT POINTS

Win 2

Tie, No result, Abandoned 1

Loss 0

No bonus point will be awarded in any case

21.9.1 Group Matches

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

- The team with the most wins in the Group 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 case the team with the higher net run rate in the Group matches will be placed in the higher position (refer to 21.9.4 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.

21.9.2 Semi Finals

If a Semi-Final is tied or there is no result, the following shall apply:

1. Tied match - the teams shall compete in a bowl out to determine which team progresses to the Final. Refer attached Appendix 8.
2. No result - the team with more points, if equal then more wins and if still equals then better run rate during group stage will qualify for the finals.

21.9.3 Final

In the event of a tied Final or if there is no result, the following shall apply:

1. Tied match - the teams shall compete in a bowl out to determine which team is the winner. Refer attached Appendix 8.
2. No result - the teams will be declared joint winners.

21.9.4 Net Run Rate

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

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

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

Duckworth/Lewis 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.

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 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 50 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 relevant portion 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 reserve umpire shall liaise with the scorers and if possible inform the onfield umpires if the over has been miscounted.

23 LAW 23 – DEAD BALL

Law 23 shall apply.

24 LAW 24 – NO BALL

Law 24 shall apply subject to the following:

24.1 LAW 24.1 (B) MODE OF DELIVERY

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

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

24.2 FREE HIT AFTER A FOOT-FAULT NO BALL

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

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

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

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

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

Law 26 shall apply.

27 LAW 27 – APPEALS

Law 27 shall apply.

28 LAW 28 – THE WICKET IS DOWN

Law 28 shall apply.

29 LAW 29 – BATSMAN OUT OF HIS GROUND

Law 29 shall apply.

30 LAW 30 – BOWLED

Law 30 shall apply.

31 LAW 31 – TIMED OUT

Law 31 shall apply.

Refer also to clause 42.9 (Law 42.10).

32 LAW 32 – CAUGHT

Law 32 shall apply.



33 LAW 33 – HANDLED THE BALL

Law 33 shall apply.

34 LAW 34 – HIT THE BALL TWICE

Law 34 shall apply.

35 LAW 35 – HIT WICKET

Law 35 shall apply.

36 LAW 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 FIELDSMEN

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

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

41.2.3 The following fielding restrictions shall apply:

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

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

During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer attached appendix 5).

During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within this fielding restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

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

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

a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.

b) For the remaining second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.

c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.

d) Once a side has nominated a Powerplay, the decision can not be reversed.

e) Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 46th over).

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

For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

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

41.2.7 Each block of Powerplay Overs must commence at the start of an over.

41.2.8 If play is interrupted not during the Powerplay overs, then on resumption, for the purposes of allo

cating any remaining Powerplay overs, those taken to date will be deemed to have been in sequence:

The initial allocation, the fielding side's allocation and then the batting side's allocation. The nomination of any Powerplay overs remaining for the batting side, and if applicable, for the fielding side, may be made in the usual way.



41.2.9 If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.

41.2.10 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.

41.2.11 If following an interruption, on resumption the total number of Powerplay overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings.

Note that this is the only circumstance under which the Powerplay status can be changed during an over.

41.2.12 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

NOTE: Refer Appendix 9 for illustrations of each of the above situations.

41.2.13 At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.

41.2.14 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

41.2.15 Shall not apply.

41.2.16 Shall not apply.

41.2.17 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

42.1.1 Law 42.3 shall apply, subject to the following:

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

Inform the captain of the fielding side of the reason for the action taken.

42.1.2 And in addition to Law 42.3:

- a) The umpires shall report the incident to the ACC Match Referee.
- b) The ACC Match Referee shall take action as is appropriate against the player(s) responsible for the breach under the ICC Code of Conduct.



c) If the ACC Match Referee is unable to identify the player(s) guilty of such breach, the captain shall take responsibility and will be subject to such action as is appropriate under the ICC Code of Conduct.

d) In the event that a ball has been interfered with and requires replacement the batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

42.2 LAW 42.4 - DELIBERATE ATTEMPT TO DISTRACT STRIKER

Law 42.4 shall apply subject to the following:

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

42.3 LAW 42.5 - DELIBERATE DISTRACTION OR OBSTRUCTION OF BATSMAN

Law 42.5 shall apply subject to the following:

In addition, the umpire shall report the incident to the 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 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 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, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

b) A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

c) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2 (a) and 42.4.2 (b) above (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.



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

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

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

g) The umpires will then report the matter to the 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 he may be wearing. The relative skill of the striker shall also be taken into consideration.

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

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

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

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

d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous



over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).

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

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

g) The umpires will then report the matter to the 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 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 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 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 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 - 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 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 3rd Edition - 2008) now apply in International Cricket. Some penalty runs can be referred to the ACC Match Referee for further action if necessary.

Laws of Cricket (2000 Code 3rd Edition-2008) - Penalty Runs



APPENDIX 2

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

TIME

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

Time innings in progress _____ (B)

Playing time lost _____ (C)

Extra time available _____ (D)

Time made up from reduced interval _____ (E)

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

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

OVERS AND FIELDING RESTRICTIONS

Overs in match $[G / 4.2]$ round up fraction and +1 if necessary _____ (H)

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

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

Fielding restrictions [Refer to 41.2.6] _____ over

Fielding restrictions innings 1 _____ overs

Fielding restrictions innings 2 _____ overs [Refer to 41.2.6]

RESCHEDULED PLAYING HOURS

First session to commence or recommence _____ (J)

Length of innings $[I \times 4.2]$ _____ (K)

Rescheduled cessation time $[(J + K) - B]$ _____

Length of interval _____

Second session commencement time _____ (L)

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



APPENDIX 3

Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of One Day Internationals

TIME

Original cessation time of innings _____ (A)
 Time at start of interruption _____ (B)
 Restart time _____ (C)
 Length of interruption [C – B] _____ (D)
 Extra time available _____ (E)
 Total playing time lost [D – E] _____ (F)
 Amended cessation time of innings [A + E] _____ (G)

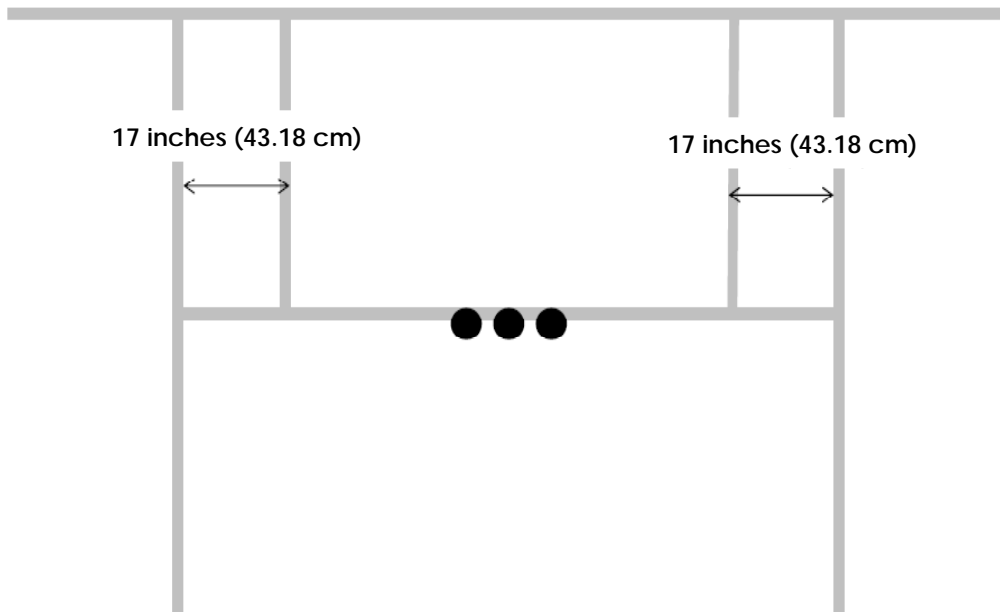
OVERS

Maximum overs at start of innings _____ (H)
 Overs lost [F / 4.2] ignore fractions _____ (I)
 Adjusted maximum length of innings [H – I] _____ (J)

OVERS PER BOWLER AND FIELDING RESTRICTIONS

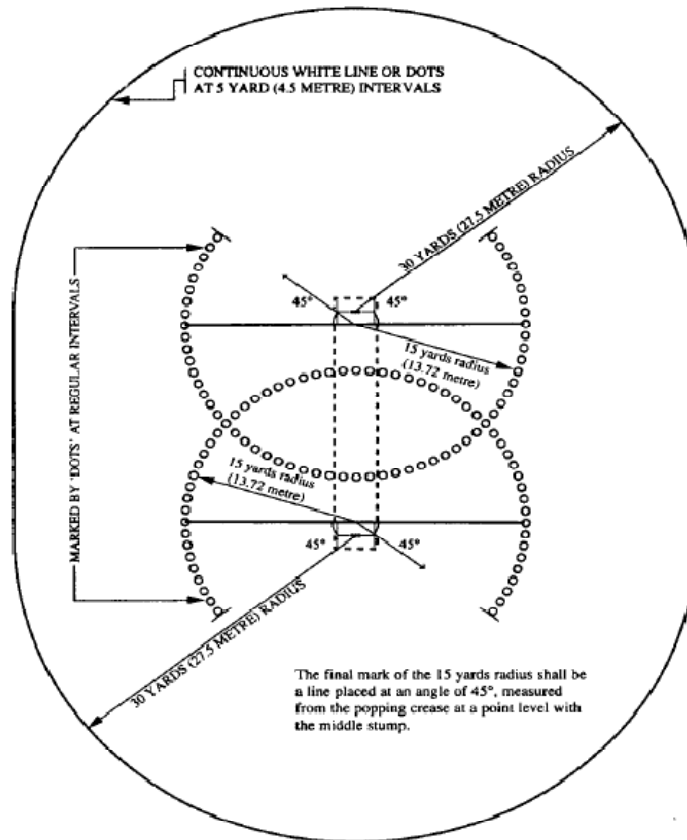
Max. overs per bowler [J / 5] _____ overs
 Fielding restrictions [Refer to 41.2.6] _____ overs

APPENDIX 4
CREASE MARKINGS



APPENDIX 5

RESTRICTION OF THE PLACEMENT OF FIELDSMEN





APPENDIX 6

DUCKWORTH/LEWIS METHOD OF RE-CALCULATING THE TARGET SCORE IN AN INTERRUPTED MATCH.

The Professional Edition of the Duckworth/Lewis shall be used in all matches. If any match is suspended after it has started such that the number of overs available to be faced by either side is reduced from that determined when the match started, the revised target shall be computed using the latest version of CODA as distributed by ICC in accordance with the instructions provided with that software and displayed on the screen.

Where possible, arrangements shall be made for the provision of back-up capability, in case of computer malfunction, for the operation or continued operation of the Professional Edition. In the event of computer non-availability or malfunction where no such provision has been made, the Standard Edition (the method in use prior to October 2003) shall be used.

The regulations given below describe only the operation of the Standard Edition, except that Clauses 4, 6 and 7 are also applicable to the Professional Edition.

1. INTRODUCTION

The D/L method sets revised targets in rain-interrupted limited-overs matches in accordance with the relative run scoring resources which are at the disposal of the two sides. These are not in direct proportion to the number of overs available to be faced, as with the average run rate method of correction. Instead they depend on how many overs are to go and how many wickets are down when the interruptions occur.

To calculate the revised targets, you need to know the resources available at the stage of the match when suspensions and resumption of play occur. All possible values of resources have been precalculated and these are listed in the accompanying table.

The table covers each individual ball in a game of up to 50-overs per side. The figures given in the table are percentages of the resources available for a complete 50-over innings.

For matches with less than 50-overs per innings before they start, the resource percentages available at the start of an innings will be less than 100%. But the same table and the same method of calculation are used whatever the number of overs per innings.

The single sheet over-by-over version of the table can be used for cases when play is suspended before the start of a new over.

When Team 2 (the side batting second) have less run scoring resources at their disposal than had Team 1 (the side batting first), their target is adjusted downwards using the ratio of the resources available to the two sides.

But when Team 1's innings has been interrupted, it often happens that Team 2 have more resources at their disposal than had Team 1 and it is now necessary to adjust Team 2's target upwards. In this case the adjustment is based on the runs that would be expected to be scored on average from the extra resources at their disposal. The number of these extra runs required is calculated by applying the excess resource percentage to the average total score in a 50-over innings, referred to here as G50. For matches involving ICC full member nations, including Under-19 international matches, or for matches between teams that play first class cricket, the value of G50 to be used at present is 235. For lower levels of the game, G50 should be chosen to represent the average score expected from the team batting first in an uninterrupted 50 overs-per-innings match.



For teams between associate ICC member nations, the recommended value of G50 is 190; for women's ODIs, the recommended value is 175.

For U15 internationals, the recommended value is 200. For other levels of the game, advice should be sought from the ICC.

2. DEFINITIONS

- The team batting first are referred to as 'Team 1' and the team batting second are referred to as 'Team 2'.
- In the table decimal fractions of an over are expressed in standard cricket notation; i.e. 4.3 overs means 4 overs plus 3 balls.
- The terms 'target' and 'revised target' are reserved exclusively for the minimum score Team 2 need to win.
- As with an uninterrupted match, if Team 2 make a score which is one run short of the target, the match is tied.

The following symbols are used throughout:

N is the number of overs per innings for the match as decided at the moment of delivery of the first ball of the match.

S is Team 1's total score.

R1 is the resource percentage (relative to a full 50-over innings) available to Team 1.

R2 is the resource percentage (relative to a full 50-over innings) available to Team 2.

T is Team 2's target score.

3. CALCULATION OF THE PERCENTAGE RESOURCE LOST BY A SUSPENSION IN PLAY

To compensate for any loss of overs due to a suspension in play during either Team 1's or Team 2's innings, it is necessary first to calculate the resource percentage that has been lost on account of this suspension.

If the suspension occurs between overs, use the sheet of the table which gives the figures for whole numbers of overs. If it occurs mid-over, use the sheets of the table which provide the figures for each individual ball.

3.1 For the start of the suspension in play, from the table note the resource percentage that remained for the appropriate number of overs/ball left and wickets lost.

3.2 For the resumption of play after the suspension, from the table note the resource percentage now remaining for the revised number of overs/balls left and for the same number of wickets lost.

3.3 Subtract the resource percentage in 3.2 from that in 3.1 to give the resource percentage lost.

3.4 If a suspension in play causes the innings to be terminated, the resource percentage on resumption (3.2) is zero and the percentage lost is the resource percentage which was remaining when the suspension occurred (3.1).

3.5 If more than one suspension in play occurs, the resource percentages lost are calculated as described in 3.1 to 3.4 and are accumulated to give updated values for the total resource percentage lost or resource available for the innings. This is done after each suspension as described in 5.2 and 5.5.

4. PENALTIES FOR SLOW OVER RATES

No overs penalties are imposed for slow over rates and hence slow over rates have no effect on revised target calculations.

5. CALCULATION OF REVISED TARGETS

5.1 Note the number of overs per innings decided at the start of the game, N. From the table note the resource percentage available to Team 1 at the start of their innings. (For N = 50 this is 100%.)

5.2 For all suspensions and any premature termination of Team 1's innings, calculate the total resource percentage lost using the procedure described in section 3. Subtract this from the starting resource percentage (5.1) to give R1, the resource which was available to Team 1 for their innings. Note Team 1's total score, S.

5.3 There is no overs penalty for slow over rates by either side.

5.4 Note the number of overs allocated to Team 2 at the start of their innings and from the table note the resource percentage for this number of overs remaining and 0 wicket lost. This is R2, the resource percentage available to Team 2. If R2 differs from R1, which will happen if Team 1's innings was interrupted and/or Team 2's was delayed, a revised target must be set.

Calculate this revised target, T, as described in 5.6 below.

5.5 For each suspension of play during Team 2's innings or for premature termination of the match, update the resource percentage available, R2, by subtracting the resource percentage lost calculated as in section 3. Calculate the revised target, T, after each suspension as described in 5.6 below. If the match has to be terminated, the result is decided by comparing Team 2's score at the time with the 'par score', this being the value as calculated in the formulae for T in

5.6 below, but without the one run added. If it is greater, Team 2 win. If it is equal, the match is tied. If it is less, Team 1 win.

5.6 If R2 is less than R1, Team 2's revised target is obtained by reducing Team 1's score S in the ratio of R2 to R1, ignoring any figures after the decimal point, and adding one run i.e. $T = (S \times R2/R1) + 1$ (rounded down to a whole number, if necessary).

If R2 is equal to R1, no revision is needed and Team 2's target is one more run than Team 1's score. i.e. $T = S + 1$

If R2 is greater than R1, calculate the amount of excess resources, $R2 - R1$, and take this percentage of the average 50-over total, G50, to give the extra runs needed, ignoring any figures after the decimal point.

i.e. $T = S + (R2 - R1) \times G50/100 + 1$ (rounded down to a whole number, if necessary)



6. PENALTY RUNS

6.1 During Team 1's innings

If penalty runs are awarded to the batting side, then their score shall advance accordingly and be taken into account when performing any future D/L calculation.

If penalty runs are awarded to the fielding side, then any D/L calculation in between innings will be performed as normal, and their innings will commence with the score equivalent to the number of penalty runs that they have been awarded.

6.2 During Team 2's innings

If penalty runs are awarded to the batting side, then their score shall advance accordingly. These penalty runs do not affect any subsequent D/L calculation.

If penalty runs are awarded to the fielding side, then there will be no recalculation of any D/L target.

Instead, the target score and the entire schedule of par scores will advance by the appropriate number of penalty runs. If a loss of overs occurs after such a penalty has been awarded, then the D/L target will be calculated based upon the original score of the side batting first, and this target, and all par scores, will then be raised by the appropriate number of penalty runs

7. THE RESULT AND ITS DESCRIPTION

When a revised target has been calculated and the match has been played out to its completion, the result is described exactly as in the case of an uninterrupted match; if Team 2 achieve their revised target they win by the number of wickets they have in hand when they reach this score; if they fall short of their revised target by exactly one run the result is a tie, and if they make a lower score Team 1 win by the margin of runs by which Team 2 fall short of the score needed to achieve a tie.

When a match has to be abandoned with Team 2's innings in progress (provided sufficient overs have been bowled to constitute a viable match), the result is decided by comparing Team 2's score with the 'par score' as defined in 5.5 and the winning margin is described in terms of the number of runs by which their score differs from the 'par score', regardless of whether Team 1 or Team 2 are the victors.

Whenever a completed game has involved the use of the D/L method, the description should be qualified by appending '(D/L method)'.

7.1 Examples of result description:

(i) Team 2 are set a revised target of 186. But they only succeed in making 180 in their allocation of overs. They thus fall 5 runs short of the 185 runs needed to tie the match and the result is described as 'Team 1 win by 5 runs (D/L method)'.

(ii) Team 2 are chasing a target of 201 in a 50-over per innings match and reach 105/4 after 25 overs when rain causes the match to be abandoned. At this point the 'par score' is 100. Team 2 have exceeded this by 5 runs and so the result is described as 'Team 2 win by 5 runs (D/L method)'.



Example 1 (Suspension during Team 1's innings)

In a 50 over-per-innings match, Team 1 reaches 79/3 after 20 overs and then there is a suspension in play. It is decided that 20 overs of the match should be lost, 10 of these by each team. Team 1 resumes to reach a final total of 180 in its revised allocation of 40 overs.

Number of overs per innings at the start of match, $N = 50$

Resource percentage available to Team 1 at start of innings = 100% (5.1)

Resource percentage remaining at suspension (30 overs left, 3 wkts lost = 61.6% (3.1)

Resource percentage remaining at resumption (20 overs left, 3 wkts lost) = 49.1% (3.2)

Resource percentage lost due to suspension = $61.6 - 49.1 = 12.5\%$ (3.3)

Resource percentage available to Team 1, $R1 = 100 - 12.5 = 87.5\%$ (5.2)

Number of overs available to Team 2 at the start of its innings = 40

Resource percentage available (40 overs left, 0 wkt lost), $R2 = 89.3\%$ (5.4)

$R2$ is greater than $R1$, i.e. Team 2 has more resource available than had Team 1, so its target should be increased. $S = 180$

Team 2's revised target (5.6) is

$T = S + G50 \times (R2 - R1)/100 + 1 = 180 + 235 \times (89.3 - 87.5)/100 + 1 = 185$ (rounded down).

Example 2 (delay to start of Team 2's innings)

In an English National League match (45 overs per innings), Team 1 scores 212 in its allocated 45 overs. Rain then causes Team 2's response to be delayed and it is decided that it should be shortened to 35 overs.

Number of overs at start of match, $N = 45$.

Resource percentage available to Team 1 at start of its innings (45 overs left, 0 wkt lost) = 95.0% (5.1).

The innings was not interrupted, so $R1 = 95.0\%$

Number of overs available to Team 2 at start of its innings = 35

Resource percentage available to Team 2 at start of innings (35 overs left, 0 wkt lost) $R2 = 82.7\%$ (5.4)

$R2$ is less than $R1$; $S = 212$

Team 2's revised target (5.6) is

$T = S \times R2/R1 + 1 = 212 \times 82.7/95.0 + 1 = 185$ (rounded down).



Example 3 (suspension during Team 2's innings)

In an One Day International match (50 overs per innings), Team 1 has scored 250 from its allocation of 50 overs in an uninterrupted innings. Team 2 has received 12 overs and has scored 40/1. Then play is suspended and 10 overs are lost.

Number of overs at start of match, $N = 50$.

Team 1's innings was uninterrupted, so its resource percentage available, $R1 = 100\%$ (5.1).

Resource percentage available to Team 2 at start of innings = 100% (5.4).

Resource percentage remaining at suspension (38 overs left, 1 wkt lost) = 82.0% (3.1).

Resource percentage remaining at resumption (28 overs left, 1 wkt lost) = 68.8% (3.2).

Resource percentage lost due to suspension = $82.0 - 68.8 = 13.2\%$ (3.3).

Resource percentage available to Team 2, $R2 = 100 - 13.2 = 86.8\%$ (5.5).

$R2$ is less than $R1$; $S = 250$.

Team 2's revised target (5.6) is

$T = S \times R2/R1 + 1 = 250 \times 86.8/100 + 1 = 218$, and it needs a further 178 runs from 28 overs.

Example 4 (multiple suspensions and abandonment)

Suppose that in Example 3, play continues for a further 10 overs during which Team 2 takes its score on to 98/3, whereupon there is another suspension in play and 2 more overs are lost. A further 8.2 overs are bowled and Team 2 is 154/6 when rain washes out the match.

Team 1's resource percentage is still $R1 = 100\%$.

Team 2's resource percentage has been reduced further.

Resource percentage remaining at start of second suspension (18 overs left, 3 wkts lost) = 45.9% (3.1).

Resource percentage remaining at end of second suspension (16 overs left, 3 wkts lost) = 42.3% (3.2).

Resource percentage lost due to second suspension = $45.9 - 42.3 = 3.6\%$ (3.3).

Resource percentage available to Team 2, $R2 = 86.8 - 3.6 = 83.2\%$ (5.5).

$R2$ is less than $R1$; $S = 250$.

Team 2's revised target (5.6) is

$T = S \times R2/R1 + 1 = 250 \times 83.2/100 + 1 = 209$ and it needs a further 111 runs from 16 overs.

When the innings had to be terminated, there were 7.4 overs remaining.



Resource percentage remaining at termination of Team 2's innings (7.4 overs left, 6 wkts lost) = 19.4%.

This remaining resource is lost by the termination.

Resource percentage available to Team 2, $R_2 = 83.2 - 19.4 = 63.8\%$ (5.5).

R_2 is less than R_1 ; $S = 250$.

Team 2's par score (5.5 and 5.6) is $S \times R_2/R_1 = 250 \times 63.8/100 = 159$ (rounded down); the par score at the instant of abandonment is 159 and with a score of 154 it has lost by 5 runs.

Team 1 wins by 5 runs (D/L method) (7).

Example 5 (suspension and termination of Team 1's innings mid-over and delay to Team 2's innings)

This is taken from an actual ODI: India (Team 1) versus Pakistan (Team 2), Singapore, April 1996.

Team 1 scores 226/8 in 47.1 of a scheduled 50 overs. Rain then terminates Team 1's innings and delays that of Team 2, which is given a reduced allocation of 33 overs.

Number of overs per innings at start of match, $N = 50$

Team 1's innings:

Resource percentage at start of innings is 100% (5.1).

Resource percentage remaining at termination (2.5 overs left, 8 wkts lost) = 6.9% (3.1).

Resource percentage lost due to termination = 6.9% (3.4).

Resource percentage available, $R_1 = 100 - 6.9 = 93.1\%$ (5.2).

Team 2's innings (allocated 33 overs):

Resource percentage available at start of innings (33 overs left, 0 wkts lost), $R_2 = 79.8\%$ (5.4).

R_2 is less than R_1 ; $S = 226$.

Team 2's revised target (5.6) is

$T = S \times R_2/R_1 + 1 = 226 \times 79.8/93.1 + 1 = 194$ (rounded down).

Example 6 (as Example 5 but with a further interruption during Team 2's innings)

In the match of the previous example, Team 2 has scored 140 for 2 after 25 overs when a further 5 overs are lost to the weather.

Team 1's resource percentage is still $R_1 = 93.1\%$.



Team 2's innings:

Resource percentage at start of innings (33 overs left, 0 wkt lost) = 79.8% (5.4).

Resource percentage remaining at suspension (8 overs left, 2 wkts lost) = 25.5% (3.1).

Resource percentage remaining at resumption (3 overs left, 2 wkts lost) = 10.4% (3.2).

Resource percentage lost due to suspension = $25.5 - 10.4 = 15.1\%$ (3.3).

Resource percentage available, $R_2 = 79.8 - 15.1 = 64.7\%$ (5.2).

R_2 is less than R_1 ; $S = 226$.

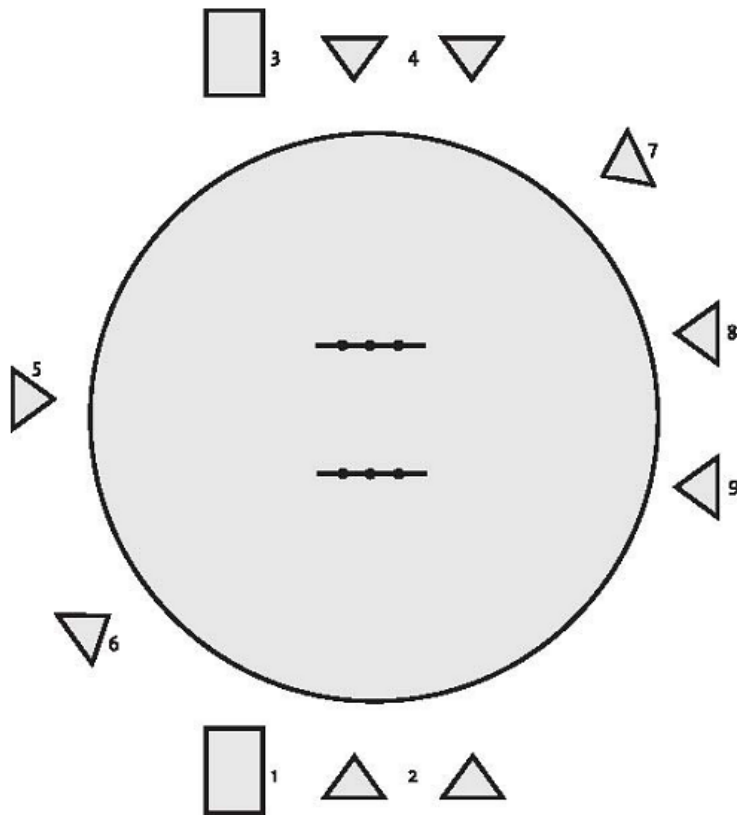
Team 2's revised target (5.6) is

$T = S \times R_2/R_1 + 1 = 226 \times 64.7/93.1 + 1 = 158$ (rounded down) and it needs a further 18 runs from 3 overs.

APPENDIX 7

Not to be used during the tournament

Generic Camera Layout - Basic TV Coverage



- 1 Wicket to Wicket
- 2 Follow
- 3 Wicket to Wicket
- 4 Follow
- 5 Square Leg/Mid Wicket
- 6 Slips
- 7 Slips
- 8 Line/Run out Cam
- 9 Line/Run out Cam



APPENDIX 8

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 referee. In normal circumstances the bowl out shall commence 15 minutes after the conclusion of the match.
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 ground authority and the referee.
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 same end. The host television broadcaster shall be consulted as to which end of the ground the bowlers should bowl from, although the final decision will be taken by the referee.
5. The Ground Authority shall ensure there is a supply of six used balls available for the bowl out. The umpire at the bowler's end shall be responsible for custody of the balls. Immediately prior to his delivery, each bowler will be permitted to choose the ball for his delivery.
6. 5 minutes prior to the start of the bowl out, 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.
7. The captains shall nominate their five bowlers in writing to the referee prior to the toss. Such bowlers must be from the 11 nominated players for that match. The wicket keeper may be one of the nominated bowlers in which case one of the players not nominated as a bowler in the bowl out shall perform the wicket keeping responsibilities during the bowl out.
8. Following the toss the nominated bowlers (and, if the captain is not one of the bowlers, the captain), the wicket keepers and the coaches from each side will take up a position on the field at mid wicket/extra cover outside the 30 m circle. The remainder of the players and team officials shall be required to remain beyond the boundary.
9. The on-field umpires shall take up their normal positions at the bowler's end and at square leg respectively.
10. The nominated bowlers shall each bowl a delivery making a total of 10 deliveries (5 from each team). The deliveries are taken alternatively by the teams. The bowlers must bowl in the same sequence as the list of players nominated and communicated by the team captains to the referee prior to the toss for the bowl out. The team with the most number of hits after five deliveries each shall be declared the winner.
11. If, after both teams have bowled 5 deliveries, both have scored the same number of hits on the wicket, or have not scored any hits, a second series of deliveries must be



started with the same players, subject to injury (see point 12 below), and shall continue until one team has scored a hit more than the other from the same number of deliveries. That team shall be declared the winner. The sequence of bowlers need not be the same as in the previous series and the captain shall have the freedom of choice at the time of each delivery as to which of the 5 nominated bowlers shall bowl. In the second series, all 5 nominated bowlers shall bowl a delivery before any of them are eligible to bowl a further delivery.

12. If any of the nominated bowlers is injured during the bowl out (at any time after the toss has been taken), the injured bowler may be replaced by another player who was a member of the 11 players nominated for the match. For the sake of clarity, the replacement bowler may not be one of the other nominated bowlers.
13. The referee will be responsible for making sure only the nominated bowlers actually bowl, that the correct sequence is followed and that no bowler bowls more than once until permitted to do so.
14. The wicket keeper will not be permitted to stand up to the stumps.
15. The teams shall be entitled to a warm up period prior to the toss for the bowl out. Players shall be entitled to measure and practice their run ups during this warm up period provided no player shall be entitled to bowl any delivery on the square itself. Once the toss has taken place no further practice deliveries, measurement or practice of run ups shall be allowed (whether on the square or outfield).
16. The umpires will be responsible for officially recording the number of 'hits' on the wicket. Unless otherwise stated by the 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 and signal 'no ball' and the delivery shall be considered a miss and will not be retaken. A hit achieved with a "fair" delivery shall be signalled by the bowling end umpire in the manner of an out dismissal.
17. The umpires' decision shall be final as to the fairness of the delivery and the result of the bowl out.



APPENDIX 9

NUMERICAL EXAMPLES OF ADJUSTMENTS TO POWERPLAY OVERS FOLLOWING AN INTERRUPTION

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

(a) Powerplay overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of the fielding team's 4 overs completed. The batting side's 3 over Powerplay can start any time after the 12th over.

(b) Powerplay overs are 6+3+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.

(c) Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

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