



Challenge
TROPHY



ACC TROPHY 2010

PLAYING CONDITIONS

These playing conditions are applicable to all ACC sanctioned matches from 1st October 2010 and supersede the previous version dated 1st October 2009.



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These playing conditions are applicable to all ACC sanctioned ODI matches from 1st October 2010 and supersede the previous version dated 1st October 2009. 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 captain.

1.2 LAW 1.2 - NOMINATION OF PLAYERS

Law 1.2 shall be replaced by the following:

1.2.1 Each captain shall nominate 11 players plus a maximum of 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 nomination without the consent of the opposing captain.

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

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

1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable ICC regulations pertaining to international cricket and in particular, the clothing and Equipment regulations, the code of conduct for players and player Support personnel (hereafter referred to as the ICC code of Conduct), the anti-racism code for players and player Support personnel, the anti-doping code and the anti-corruption code.

1.3 LAW 1.3 — CAPTAIN

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

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

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'.

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

3 LAW 3 – THE UMPIRES

3.1 LAW 3.1 - APPOINTMENT AND ATTENDANCE

Law 3.1 shall be replaced by the following:

Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following:

ACC will appoint the on-field Umpires. Third (Reserve) umpire will be appointed by Event Organizing Committee.

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 will appoint Match Referees.

Third Umpire / TV Replay System 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 home Board may 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. The home Board shall inform the ACC match referee and the manager of the visiting team at the start of the tour that this practice is to be adopted.

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 ACC. in the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, 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 head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

Laws 3.8 & 3.9 shall be replaced by:

3.5.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. See clause 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 time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

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

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

- c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
- d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light

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

3.5.4 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.

3.5.5 Where play is suspended under clause 3.5.4 above the decision to abandon or resume play shall be the responsibility of the ACC match referee who shall act only after consultation with the head of ground security and the police.

3.6 LIGHT METERS

Shall not apply.

3.7 USE OF ARTIFICIAL LIGHTS

Shall not apply.

3.8 CLOTHING, EQUIPMENT AND SIGHT SCREEN

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

3.8.2 Sight screens will be black.

3.9 ADVERTISING ON GROUNDS, PERIMETER BOARDS AND SIGHTSCREENS

3.9.1 Advertising on grounds

The logos on outfielders are to be positioned as follows:

- a) Behind the stumps – a minimum of 25.15 yards (23 meters) from the stumps.
- b) midwicket/cover area – no advertising to be positioned within the 30 yard (27.50 meters) circle.

Note: advertising closer to the stumps as set out above which is required to meet 3d requirements for broadcasters may be permitted, subject to prior ICC approval having been obtained.

3.9.2 Perimeter Boards

- a) Advertising on perimeter boards placed in front of the sightscreens is permitted save that the predominant color of such advertising shall be of a contrasting color to that of the ball.
- b) Advertising on perimeter boards behind the stumps at both ends shall not contain moving, flashing or flickering images and operators should ensure that the images are only changed or moved at a time that will not be distracting to the players or the umpires.
- c) In addition, the brightness of any electronic images shall be set at a level so that it is not a distraction to the players or umpires.

3.9.3 Sightscreens

- a) Sightscreens shall be provided at both ends of all grounds.

- b) Advertising shall be permitted on the sightscreen behind the striker, providing it is removed for the subsequent over from that end.
- c) 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.

4 LAW 4 - THE SCORERS

Law 4 shall apply.

5 LAW 5 - THE BALL

5.1 LAW 5.2 - APPROVAL AND CONTROL OF BALLS

Law 5.2 shall be replaced by the following:

The ACC shall provide cricket balls of an approved standard and spare used balls for changing during a match (minimum of 12 cleaned and whitened), which shall also be of the same brand.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the home Board. 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, a drinks interval, or any other disruption in play.

White balls will be used in all matches (including day matches). 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 batsmen and the fielding captain. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5.3.4 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 commencement of the match from the supply of spare balls provided by the home Board as follows:

- a) The third 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 third 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

The following will apply in addition to law 7.3:

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 2 meters 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 authorized ground staff, the ACC match officials, players and team coaches and authorized tournament 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) No spiked footwear shall be permitted.
- c) 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.
- d) 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 shall consider one of the options in the following sequence:

- (a) Whether the existing pitch can be repaired. Repair work will only be considered if there has been malicious damage to a non-crucial part of the pitch
- (b) Whether the alternative pitch can be used;
- (c) Whether the match has to be abandoned.

7.2.5 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 favor 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, the match will not be rescheduled and declared as 'No Result'.

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

Law 8.2 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 meters)'.

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 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.

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

10.2 LAW 10.6 - MAINTENANCE OF FOOTHOLES

The following shall apply in addition to law 10.6:

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

10.3 PROTECTION AND PREPARATION OF ADJACENT PITCHES DURING MATCHES

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

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

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

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

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

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

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.

11.3 LAW 11.3 - COVERING BOWLERS' RUN UPS

Law 11.3 shall be replaced by the following:

Wherever possible the bowlers run up shall be covered.

11.4 LAW 11.4 - REMOVAL OF COVERS

Law 11.4 shall be replaced by the following:

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 7.00 a.m. Before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

Attention is drawn to clauses 3.5 and 10.3 above.

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 will consist of one innings per side and each innings being limited to a maximum of 50 overs.

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

12.1.3 Every effort will be made to complete matches on the scheduled day with any necessary reduction in overs taking place, and only if the minimum number of overs necessary to constitute a match cannot be bowled on the scheduled day will the match be deemed as abandoned.

12.1.4 There shall be no reserve days for any of the matches

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 ICC 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) As soon as the total minutes of playing time remaining is less than the completed overs faced by team 1 multiplied by 4.2, then the first 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 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 or rescheduled time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.

v) if the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed. the interval shall be reduced to enable the second innings to commence at the rescheduled time, subject to there being a minimum interval of 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)).

vi) Penalties shall apply for slow over rates (refer to ICC code of Conduct for ICC 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 rescheduled 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 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 ICC code of Conduct for ICC Development Program Events).

12.5 EXTRA TIME

In all matches where the start of play is delayed or play is suspended, the scheduled hours of play shall be extended up to a maximum of 30 minutes.

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 and the number of overs bowled by each bowler.

12.7 LAW 12.4 — THE TOSS

Law 12.4 shall be replaced by the following:

The captains shall toss for the choice of innings, on the field of play and in the presence of the ACC match referee, who shall supervise the toss. The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any re-scheduled time for the match to start. Note, however, the provisions of law 1.3 (captain).

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

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.

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 (subject to the 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):

16.1 START AND CESSATION TIMES

16.1.1 There shall be 2 sessions of 3.5 hours each, separated by a 45 minute interval between innings.

16.1.2 The scheduled hours of play will be as follows:

First session 09:30 to 13:00

Lunch Interval 13:00 to 13:45

Second session 13:45 to 17:15

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.

16.4 MINIMUM OVER RATES

The minimum over rate to be achieved in will be 14.28 overs per hour.

The actual over rate will be calculated at the end of the match by the umpires. In calculating the actual over rate for the match, allowances will be given

For the actual time lost as a result of any of the following:

16.4.1 Treatment given to a player by authorized medical personnel on the field of play;



16.4.2 A player being required to leave the field as a result of a serious injury;

16.4.3 All third umpire referrals and consultations;

16.4.4 Time wasting by the batting side; and

16.4.5 All other circumstances that are beyond the control of the fielding side.

If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

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 any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.
- b) Bowling practice on the bowling strips referred to in (a) above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

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

Law 19 shall apply subject to the following:

19.1 LAW 19.1 - THE BOUNDARIES OF THE FIELD OF PLAY

The following shall apply in addition to law 19.1:

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

Meters). Distances shall be measured from the center 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. Where appropriate the rope should be a required minimum distance (3 yards [2.74 meters] minimum) inside the perimeter fencing or advertising signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 meters) between the boundary and the fence.

19.3 LAW 19.3 - SCORING A BOUNDARY

The following shall apply in addition to law 19.3:

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

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

20 LAW 20 - LOST BALL

Law 20 shall apply.

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 team's refusal to play (law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 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 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 20 overs, shall be declared no result.

21.3 LAW 21.3 — UMPIRE (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 21.4 shall not apply.

21.5 LAW 21.5 (A) - A TIE

The following shall apply in addition to law 21.5 (a):

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.

21.6 LAW 21.5 (B) - A DRAW

Law 21.5 (b) shall not apply.

21.7 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 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 Duckworth/ Lewis regulations)

21.7.2 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 Duckworth/Lewis regulations). 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.

21.8 LAW 21.8 - CORRECTNESS OF RESULT

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

21.9 POINTS

21.9.1 Preliminary matches

The following point system shall apply:

Win	2
Tie or no result	1
Loss	0

No bonus points shall be awarded

21.9.2 In the event of two or more teams finishing on equal points at the end of the Group matches, the right to progress to the Semi-finals and ranking play-offs will be decided in the following order of priority:

The team with the most number of wins in the Group matches.

If still equal, the team with the highest net run rate, calculated up to four decimal points (refer to 21.9.5 below for the calculation of net run rate).

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.

The scores of match declared as 'no result' will not be included in calculation of run rate.

Knock-out match ending as Tie

If a knock-out match (Semi-Final, Final or Play-Off) ends as a Tie, the teams shall compete in a Bowl Out to determine the winner. (Refer to Appendix 6).

Knock-out match ending as No Result

If a knock-out match (Semi-Final, Final or Play-Off) ends as No Result, weather and ground conditions permitting, the winner will be determined through Bowl Out (Refer Appendix 6).

If umpires are of the view that due to ground or weather conditions a Bowl Out is not possible the winners will be determined through the priorities laid down in Clause 21.9.2 above.

21.9.2 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 competition, the average runs per over scored against that team throughout the competition.

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

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under 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.

22 LAW 22 - THE OVER

Law 22 shall apply subject to the following:

22.1 LAW 22.5 - UMPIRE MISCOUNTING

The following shall apply in addition to law 22.5:

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 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 – THE FIELDER

Law 41 shall apply subject to the following:

41.1 LAW 41.1 - PROTECTIVE EQUIPMENT

The following shall apply in addition to law 41.1:

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

41.2 RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

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 powerplay 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 center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). 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) 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 centers 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 meters). These fielding restriction areas 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 the applicable fielding restriction area measured from the striker's end 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 meters) (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 cannot 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	PORWERPLAY TOTAL
20 - 21	4	2	2	8
22 - 23	5	2	2	9
24 - 26	5	3	2	10
27 - 28	6	3	2	11
29 - 31	6	3	3	12
32 - 33	7	3	3	13
34 - 36	7	4	3	14
37 - 38	8	4	3	15
39 - 41	8	4	4	16
42 - 43	9	4	4	17
44 - 46	9	5	4	18
47 - 48	10	5	4	19
49	10	5	5	20

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, it is necessary to determine how any remaining powerplay overs should be allocated. The total number of powerplay overs for the innings is derived from the table in 41.2.6. Any powerplay overs already taken prior to the interruption will be deemed to have been in sequence: the initial allocation, the fielding side's allocation then the batting side's allocation. The decision of the batting side, and if applicable of the fielding side, of when to take any remaining powerplay overs, is made in the usual way.

Illustrations of 41.2.8:

A match starts as 40 overs; with the first 8 as Powerplays (PP). The next two overs are not PP, the match is then delayed after 10 overs and shortened to 30 overs.

The new PP allocation is 6+3+3, we have had 8 PP overs, so there is one over of fielding side selection left and all three overs for the batting sides. Both teams can choose when to use their respective 1 and 3 over allocations.

As above but the match resumes as 23 overs each the PP allocation is now 5+2+2, so one batting side PP over remains to be taken at their discretion.

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.

Illustrations of 41.2.9, 41.2.10 and 41.2.11

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.

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 power plays will commence at the start of the next over.

Illustration of 41.2.12:

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.

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 a light or other indicator shall be displayed on the scoreboard whenever the powerplay overs are being bowled.

41.2.16 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 a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

Additionally the bowler's end umpire shall:

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

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 for ICC Development Program Events.

42.4 LAW 42.6 - DANGEROUS AND UNFAIR BOWLING

42.4.1 law 42.6 (a) - the Bowling of Fast Short pitched Balls law 42.6 (a) shall be replaced by the following:

- a) A bowler shall be limited to one fast short-pitched delivery per over.
- b) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to clause 42.4.1 (f) below, a ball that passes above head height of the batsman that prevents him from being able to hit

It with his bat by means of a normal cricket stroke shall be called a wide.

- e) For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over
- f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause 42.4.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential

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

- g) If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- l) The umpires will then report the matter to 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 it is likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in clause 42.4.2 (a) above, 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 inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- f) The umpires will then report the matter to the ICC 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 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 ICC 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:

42.8.1 Call and signal dead ball if necessary, and;

42.8.2 Award 5 penalty runs to the batting side (see law 42.17).

42.8.3 Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.

42.8.4 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 for ICC Development Program Events.

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 for ICC Development Program Events.

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 4th Edition – 2010) now apply in international cricket. Some penalty runs can be referred to the ACC match referee for further action if necessary.



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	<u>420 minutes</u> (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost [C – (D + E)]	_____ (F)
Remaining playing time available (A - F)	_____ (G)
G divided by 4.2 (to 2 decimal places)	_____ (H)
Max overs per team [H / 2] (rounded up if not a whole number)	_____ (I)
Max overs per bowler [I / 5]	_____
Duration of Powerplay overs (Refer to 41.2.6)	_____ + _____ + _____

RESCHEDULED PLAYING HOURS

First session to commence or recommence	_____ (J)
Length of innings [I x 4.2]	_____ (K)
Rescheduled cessation 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)

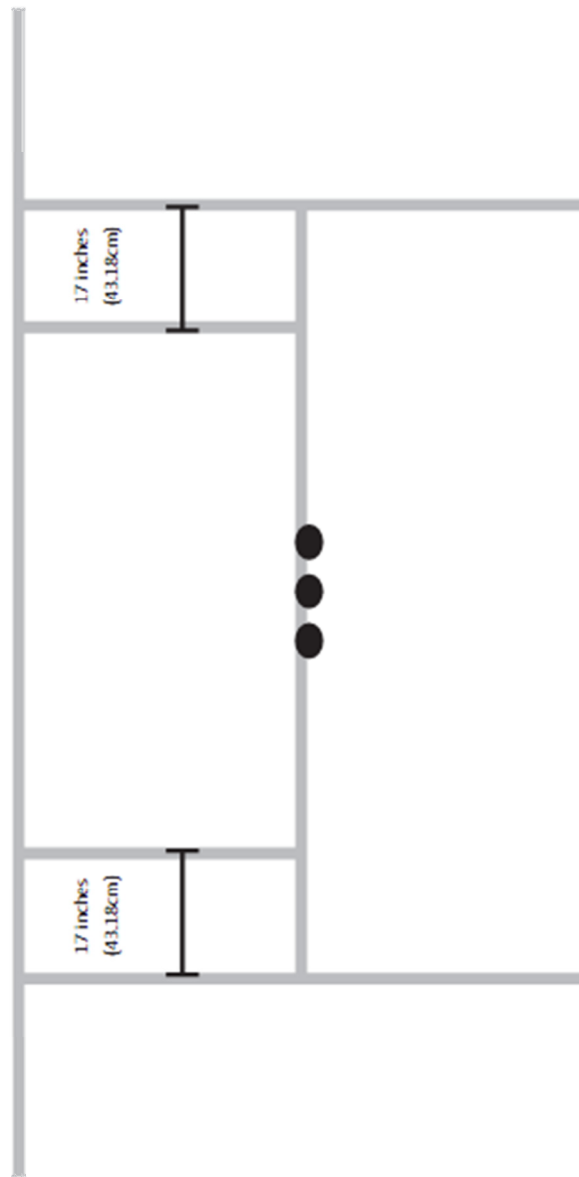
Overs per BOWLER AND FIELDING RESTRICTIONS

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

Fielding restrictions [Refer to 41.2.6] _____ overs

APPENDIX 4

CREASE MARKINGS



APPENDIX 6

PROCEDURE FOR 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 ground authority and the ACC Match 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.
5. The ACC Match Referee shall decide which end the bowlers will bowl from.
6. Event organizing committee is to ensure there is a supply of six used balls available for Bowl Out.
7. The umpire at the bowler's end shall be responsible for custody of the balls.
8. Immediate prior to his delivery, each bowler will be permitted to choose the ball for his delivery.
9. Five minutes prior to the start of bowl out, the captains shall toss a coin for the right to decide which team bowls first or second in the Bowl Out. The ACC Match Referee will supervise the toss in the normal manner.
10. The captains shall nominate their five bowlers in writing to the ACC Match Referee, prior to the toss. Such bowlers must be nominated from the 11 nominated players for the match. The wicket keeper may be one of the nominated bowlers in which case one of the players not nominated as a bowler in Bowl Out shall perform the wicket keeping responsibilities during the Bowl Out.
11. 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 or extra cover outside the 30 yards circle. The remainders of the players and teams' officials shall be required to remain beyond boundary.
12. The on-field umpires shall take up normal positions at the bowler's end and at square leg respectively.
13. 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 list of the players nominated and communicated by the team captains to the ACC Match Referee prior to the toss for the Bowl Out. The team with most number of 'Hits' after number of hits after five deliveries shall be declared winner.
14. 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 the injury (see 15 below) and continue until one team has scored a 'Hit' more than the other team, from the same number of deliveries. The sequence of the bowlers need not be the same as in the previous series and the captain shall have the freedom of choice at the time each delivery as to which of 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.

15. If any of nominated bowlers is injured during the Bowl Out (at any time after the toss has taken place), the injured bowler may be replaced by another player who was a member of 11 players nominated for the match, provided no player is repeated.
16. The ACC Match 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.
17. The wicket keeper will not be permitted to stand up to the stumps.
18. 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 a toss has taken place no further practice deliveries, measurement or practice of run ups shall be allowed (whether on the square or outfield).
19. The umpires shall be responsible for officially recording the number of 'Hits' on the wicket. Unless otherwise stated by the ACC Match Referee and on-field umpires, Law 24 and these playing conditions Clause 24.1 shall apply. In case of an infringement the umpire shall 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 signaled by the bowler's end umpire in the manner of an 'out' dismissal.
20. The umpires' decision shall be final as to the fairness of the delivery and the result of the Bowl Out.

