



CRICKET BOARD OF MALDIVES

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50 OVERS RULES & PLAYING CONDITIONS 2016

TOURNAMENT FORMAT

The Tournament will be 50 Overs per Innings in each match. Round 1 & Round 2 will be a 'Knock-Out' format with the winning team progressing to the next round and the losing team eliminated. Round 3 will be a 'Super League' format played by the 3 remaining teams playing each other once; the top 2 teams will play the Grand Final and the winner crowned 'Maldives 50 Overs Super League Champions 2016'.

PARTICIPATING TEAMS

It is requested that the 11 teams that have participated in the T20 Premier Cricket League and the T20 Championship take part in this Tournament. This is to offer those teams the chance to play at least one match in the 50 Overs format.

Aryans Cricket Club, Bangladesh High Commission, Dhivehi Sifainge Club, India Blues Cricket Club, Hunters Cricket Club, Malé Sports Club, Milan Cricket Academy, New Star Cricket Club, Pakistan High Commission, R.O.I.C, & Sri Lankan Cricket Club Maldives.

There will be no restrictions on the players' nationality as long as the players' Maldives entry visa is in line with Maldives Government guidelines & rules to play sport.

CLOTHING & EQUIPMENT

The Tournament will be played in coloured clothing and each participating team will be responsible for their playing attire & equipment. The ball will be white in colour and clothing must not clash with the colour of the ball.

MATCH PLAYING TIMES

Friday Morning Session	07:30 to 11:20 [50 Overs @14.28 Overs per hour]
Friday Afternoon Session	14:00 to 17:50 [50 Overs @14.28 Overs per hour]
Saturday Morning Session	08:30 to 12:20 [50 Overs @14.28 Overs per hour]
Saturday Afternoon Session	13:05 to 16:55 [50 Overs @14.28 Overs per hour]

TOURNAMENT COMMITTEES & MATCH REFEREES'/UMPIRES

The Match Officials will be appointed by Cricket Board of Maldives and advised in due course. The Tournament Committee will make decisions on technical matters and their decision will be final.

NOTICES

If the fielding side is not on time and the match is delayed by more than 60 minutes, the match will be awarded to the team batting. Take note that batting team should have 9 players present in the ground)

RULES

Revised Standard one day playing conditions commencing 1st July 2015. These playing conditions are applicable to all 50 Overs matches from 1st July 2015 and supersede the previous version dated 1st October 2012.

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 'match referee'.

1. LAW 1 - THE PLAYERS

1.1. 1.1 numbers of Players

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. (a minimum of 9 players has to be in the fielding side at all times.

1.2. 1.2 nominations of Players

1.2 shall be replaced by the following:

1.2.1 each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the 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 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 regulations pertaining to international cricket and in particular, the clothing and Equipment regulations, the code of conduct for players and player Support personnel.

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, BATSMEN OR FIELDER LEAVING THE FIELD, BATSMAN RETIRING, BATSMAN COMMENCING INNINGS.

Law 2 shall apply subject to the following:

2.1 2.1 Substitutes and Runners

2.1.a.2 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted.

2.1.b 2.1 (b) shall be amended as follows: the umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.

2.5 2.5 Fielder absent or leaving the field

Law 2.5 shall be replaced by the following:

2.2 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 15 minutes:

2.2.1 2.2.1 The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

- 2.2.2 2.2.2. 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 2.2.1 and 2.2.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness). 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. Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.
- 2.2.3 2.2.3 Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

Note: Squad members of the fielding 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 3.1 appointment and attendance
- 3.1.1 3.1.1 neither team will have a right of objection to an umpire's or match referee's appointment.

- 3.2 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 3.4 to inform captains and scorers - the following shall apply in addition to law 3.4 (i):

(i) umpires have to inform the teams manager or captain 5 minutes before entering the field

- 3.8 3.8 Fitness for play and Law 3.9 suspension of play in dangerous or unreasonable conditions

- 3.5.1 3.5.1 the safety of all persons within the ground is of paramount importance to the in the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, 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.

Laws 3.8 & 3.9 shall be replaced by:

- 3.5.2 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 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.

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 3.5.4 play may be suspended due to safety and security concerns by the umpires.

3.5.5 3.5.5 where play is suspended under clause 3.5.4 above the decision to abandon or resume play shall be the responsibility umpires.

3.6 3.6 Light Meters – not applicable.

3.9.3 3.9.3 Sightscreens

a) Sightscreens shall be provided at both ends of the ground.

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

4. Law 4 shall apply.

5. LAW 5 – THE BALL

5.2 Law 5.2 - Approval and control of balls

Law 5.2 shall be replaced by the following:

The Board shall provide cricket balls of an approved standard for cricket and spare used balls for changing during a match, which shall also be of the same brand. Before each innings, the fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the Board. Umpires shall periodically and irregularly inspect the condition of the balls and shall retain possession of them at the fall of a wicket, a drinks interval, or any other disruption in play.

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

Law 5.4 shall not apply. Standard ONE-day match playing conditions

5.5 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

5.3.1 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 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 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.

6. LAW 6 – THE BAT

7. LAW 7 – THE PITCH

7.3 7.3 selection and preparation

8. LAW 8 – THE WICKETS

8.2 Law 8.2 sizes of stumps

9. LAW 9 – THE BOWLING, POPPING AND RETURN CREASES

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 – PREPERATION AND MAINTENANCE OF THE PLAYING AREA

11. LAW 11 – COVERING THE PITCH

12. LAW 12 - INNINGS

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

12.1 number of innings

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs. All matches shall be of one day's scheduled duration. There are no Reserve Days allocated.

12.2 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 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 30 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 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.

12.4.2 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 a result not being achieved 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. Standard ONE-day international match playing conditions

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 has been bowled or the innings is completed.

12.4.3 12.4.3 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 a result not being achieved 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.

12.5 12.5 Extra Time the participating team may agree to provide for extra time where the start of play is delayed or play is suspended.

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 are 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.

12.7 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 umpire or 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 & FORFEITURE

Law 14 shall not apply.

15. LAW 15 – INTERVALS

15.1 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.

Match playing conditions

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) Note: the prescribed interval timings above may be reduced further by the umpire / match referee taking into account the intention of not having a prolonged interval after a lengthy interruption close to the conclusion of the innings of the team batting first. However, the minimum interval shall not be less than 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 2.2.3).

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 16.1 Start and Cessation Times

To be determined by the home Board subject to there being 2 sessions of 3.5 hours each, separated by a 45 minute interval between innings.

Note: the playing hours of matches scheduled to take place at venues where dew is likely to be a factor should be determined so as to ensure that the effect of any dew is minimized.

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 16.4 Minimum Over Rates - the minimum over rate to be achieved in matches will be 14.28 overs per hour. The umpires will calculate the actual over rate at the end of the match. 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 16.4.1 treatment given to a player by authorized medical personnel on the field of play;

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

16.4.3 16.4.3 all third umpire referrals and consultations;

16.4.4 16.4.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of it's over rate. 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 – not applicable.

17.2 Law 17.3 - Practice on the outfield – not applicable.

18. LAW 18 – SCORING RUNS

19. LAW 19 – BOUNDARIES

20. LAW 20 – LOST BALL

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 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 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 during the Super League in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall

be declared no result. All Knock-Out stage matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be decided by the flip of a coin.

21.3 Law 21.3 – umpire 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 umpire / match refuses to play and the 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 match referee of this fact. The match referee Standard one-day international match playing conditions 4.17 shall together with the umpires ascertain the cause of the action. If the 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 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

21.5.1 21.5.1 weather permitting, the Super Over will commence 10 minutes after the main match.

21.5.2 21.5.2 the Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Match Referee.

21.5.3 21.5.3 in both innings of the Super Over, the fielding side shall choose from which end to bowl. The umpires shall stand at the same end as that in which they finished the match.

21.5.4 21.5.4 only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.

21.5.5 21.5.5 each team's over is played with the same fielding restrictions as applied in the last completed over in the match.

21.5.6 21.5.6 the team batting second in the main match will bat first in the Super Over.

21.5.7 21.5.7 the fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.

21.5.8 21.5.8 the loss of two wickets in the Super Over ends the team's Super Over innings.

21.5.9 21.5.9 the team scoring the most runs in the Super Over shall be declared the winner.

21.5.10 21.5.10 in the event of the scores being level in the Super Over, the first satisfied of the following criteria will determine the winner:

i) the team with the most number of boundaries combined from the main match and the Super Over is the winner.

ii) the team with the most number of boundaries from the main match (that is, not including the Super Over) is the winner.

iii) the result will be achieved on a 'count-back' from the final ball of the Super Over.

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 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 to Duckworth/Lewis regulations).

21.7.2 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.

21.8.2 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. Standard ONE-day international match playing conditions

21.9 21.9 Points

21.9.1 21.9.1

All matches in the Knockout Stages and Final

No points system shall be used.

All matches in The Super League

No points system shall be used.

In the event of teams finishing on equal points, the Super League positions will be determined as follows:

- the team with the highest Net Run Rate. *NRR to be calculated by CricHQ scoring software. If CricHQ software unavailable, then the Tournament Committee shall calculate the NRR using the standard method, as described in Law 21.9.2
- if equal, then the team that took the most wickets shall be the winner.
- if still equal, then the team that scored the most runs off the bat, excluding extras, shall be the winner.

21.9.2 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.

21.9.3 21.9.3 Bonus points

Law 21.9.3 shall not apply in this

21.9.4 21.9.4 Final match - if no result is achieved in a final the match shall be declared drawn. In the event of a drawn final, the title and the prize money will be shared equally between the two competing teams.

22. LAW 22 – THE OVER

Law 22 shall apply subject to the following:

22.1 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 subject to the addition of the following to law 23.4.

23.1 Law 23.4 –Umpire calling and signaling 'Dead Ball'

24. LAW 24 – NO BALL

Law 24 shall apply subject to the following:

The delivery following a no ball 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.

24.1 24.1 Mode of delivery (a) The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball. (b) Underarm bowling shall not be permitted except by special agreement before the match.

24.2 24.2 Fair delivery - the arm. For a delivery to be fair in respect of the arm the ball must not be thrown. See 3 below Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signaling No ball if he considers that the ball has been thrown.

(a) If, in the opinion of either umpire, the ball has been thrown, he shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call. The bowler's end umpire shall then,

(i) caution the bowler. This caution shall apply throughout the innings.

(ii) inform the captain of the fielding side of the reason for this action.

(iii) inform the batsmen at the wicket of what has occurred.

(b) If, after such caution, either umpire considers that, in that innings, a further delivery by the same bowler is thrown, the procedure set out in

(a) above shall be repeated, indicating to the bowler that this is a final warning. This warning shall also apply throughout the innings.

(c) If either umpire considers that, in that innings, a further delivery by the same bowler is thrown, he shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then,

(i) direct the captain of the fielding side to suspend the bowler forthwith. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.

(ii) inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the occurrence.

(d) The umpires together shall report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and the bowler concerned.

24.3 24.3 Definition of fair delivery - the arm A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

24.4 24.4 Bowler throwing towards striker's end before delivery. If the bowler throws the ball towards the striker's end before entering his delivery stride, either umpire shall call and signal No ball. See Law 42.16 (Batsmen stealing a run). However, the procedure stated in 2 above of caution, informing, final warning, action against the bowler and reporting shall not apply.

24.5 24.5 Fair delivery - the feet. For a delivery to be fair in respect of the feet, in the delivery stride,

(a) the bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.

(b) the bowler's front foot must land with some part of the foot, whether grounded or raised

(i) on the same side of the imaginary line joining the two middle stumps as the return crease described in (a) above and (ii) behind the popping crease.

If the bowler's end umpire is not satisfied that all of these three conditions have been met, he shall call and signal No ball.

- 24.6 24.6 Bowler breaking wicket in delivering ball. Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under Law 42.15, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride. See Appendix D. Laws 23.4(b)(viii), 23.4(b)(ix) and 10 below will apply.
- 24.7 24.7 Ball bouncing more than twice or rolling along the ground. The umpire shall call and signal No ball if a ball which he considers to have been delivered, without having previously touched bat or person of the striker, either (i) bounces more than twice or (ii) rolls along the ground before it reaches the popping crease.
- 24.8 24.8 Ball coming to rest in front of striker's wicket. If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.
- 24.9 24.9 Call of No ball for infringement of other Laws. In addition to the instances above, No ball is to be called and signaled as required by the following Laws.
- Law 40.3 - Position of wicket-keeper
- Law 41.5 - Limitation of on side fielders
- Law 41.6 - Fielders not to encroach on pitch
- Law 42.6 - Dangerous and unfair bowling
- Law 42.7 - Dangerous and unfair bowling - action by the umpire
- Law 42.8 - Deliberate bowling of high full pitched balls
- 24.10 24.10 Revoking a call of No ball. An umpire shall revoke his call of No ball if the ball does not leave the bowler's hand for any reason.
- 24.11 24.11 No ball to over-ride Wide. A call of No ball shall over-ride the call of Wide ball at any time. See Laws 25.1(Judging a Wide) and 25.3 (Call and signal of Wide ball).
- 24.12 24.12 Ball not dead. The ball does not become dead on the call of No ball.
- 24.13 24.13 Penalty for a No ball. A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.
- 24.14 24.14 Runs resulting from a No ball - how scored. The one run penalty shall be scored as a No ball extra. If other penalty runs have been awarded to either side these shall be scored as stated in Law 42.17 (Penalty runs). Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as No ball extras. Apart from any award of 5 penalty runs, all runs resulting from a No ball, whether as No ball extras or credited to the striker, shall be debited against the bowler.
- 24.15 24.15 No ball not to count. A No ball shall not count as one of the over. See Law 22.3 (Validity of balls).
- 24.16 24.16 Out from a No ball. When No ball has been called, neither batsman shall be out under any of the Laws except 33 (Handled the ball), 34 (Hit the ball twice), 37 (Obstructing the field) or 38 (Run out).

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 leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. A penalty of one run for a wide shall be scored. this penalty shall stand in addition to any other runs which are scored or awarded. all runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

- 26.** LAW 26 – BYE & 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. For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder’s attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. it shall not be relevant whether a run out would have occurred or not. if the change of direction involves the batsman crossing the pitch, law 42.14 shall also apply.
38. LAW 38 – RUN OUT – 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 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 41.2.2 in addition to the restriction contained in clause 41.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.
- 41.2.3 41.2.3 the following fielding restrictions shall apply: 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 4). 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.
At the instant of delivery:
- a) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- b) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- c) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

41.2.4 41.2.4 in circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

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

41.2.5 41.2.5 if play is interrupted during an innings and the table in 41.2.4 applies, the PowerPlay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over

41.2.6 41.2.6 at the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. 41.2.7 the scoreboard shall indicate the current PowerPlay in progress. 41.2.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'