



CRICKET BOARD OF MALDIVES

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TWENTY20 MATCH PLAYING CONDITIONS

All Matches will be played as to the Latest ICC Standard-Twenty20-International-Match-Playing-Conditions. Except as varied hereunder the Laws of Cricket (2000 Code 6th edition 2015) shall apply.

Note: All references to 'Governing Body', 'ICC Match Referee' within the Laws of Cricket shall be replaced by 'CBM' or 'CBM Match Referee'.

Cricket Board of Maldives (CBM) has full authority to change the content of this playing condition whenever necessary.

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. Only 15 players can be registered in the team list.

Amendments to the Team List

A player can be replace before 1 (one) hour, of schedule of play. Request to replace a player must be submitted by a written document or by an email to info@maldivescricket.org.

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 4 substitute fielders in writing to the CBM 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 CBM Match Referee, in exceptional circumstances, allows subsequent additions.

1.2.3 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

- a) Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or
- b) Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in b) above (for example, the player is not permitted to enter the on-field 'dug-out').

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 2.1 Substitutes and Runners

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

Law 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.

2.2 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, the following restrictions shall apply to their future participation in the match:

2.2.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penalty time), subject to a maximum cumulative penalty time of 40 minutes. If any unexpired penalty time remains at the end of the first innings, it is carried forward to the second innings of the match and into the Super Over if applicable.

2.2.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penalty time carried forward from the previous innings, subject to a maximum cumulative penalty time of 40 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately.

For the purposes of 2.2.1 and 2.2.2, playing time shall only comprise of the time that play is in progress. 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 batsman or 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 provided he returns to the field of play immediately after the interruption.

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 Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following:

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

3.1.1 The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least one hour before the scheduled start of play.

3.1.2 Shall not apply.

3.1.3 Shall not apply.

3.1.4 CBM shall appoint both umpires to stand in each T20 match.

3.1.5 Shall not apply.

3.1.6 Shall not apply.

3.1.7 MCB shall appoint a match referee for all matches (CBM Match Referee).

3.1.8 Shall not apply.

3.1.9 Neither team will have a right of objection to an umpire's or match referee's appointment.

3.2 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 Shall not apply.

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 CBM. 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, CBM 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 following consultation with the CBM Match Referee. 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.

If circumstances are warranted, the umpires shall stop play and instruct the ground staff to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.

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 CBM 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 CBM Match Referee who shall act only after consultation with the head of ground security and the police.

3.6 Shall not apply.

3.6.1 Shall not apply.

3.6.2 Shall not apply.

3.6.3 Shall not apply.

3.5.3 Shall not apply.

3.6.4 Shall not apply.

3.7 Shall not apply.

3.8 Shall not apply.

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

3.8.2 Sight screens will be black.

3.9 Advertising on grounds, perimeter boards and sightscreens

3.9.1 Shall not apply.

3.9.2 Shall not apply.

3.9.3 Sightscreens

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

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:

CBM shall provide cricket balls of an approved standard for T20 cricket and spare used balls for changing during a match, which shall also be of the same brand.

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

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket or any other disruption in play. Where day/night matches are scheduled in a series 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, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.

5.3.3 If the ball is to be replaced, the umpire shall inform the batsmen and the fielding captain. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5.4 Law 5.6 - Specifications

Law 5.6 shall not apply.

6. LAW 6 - THE BAT

The following shall apply in addition to Law 6:
Only Type A bats shall be used in T20 matches.

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

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

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

7.1.3 In the event of any dispute, the CBM 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 CBM Match Referee.

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

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

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

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

- a) In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 21.7.2.
- b) In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.

7.2.6 If the match is abandoned as a no result, the CBM Match Referee shall consult with the Board with the objective of finding a way for a new match to be commenced and completed on the same date (including any reserve day) and venue.

7.2.7 Such a match may be played either on the repaired pitch or on another pitch, subject to the CBM Match Referee and the relevant ground authority both being satisfied that the new pitch will be of the required T20 standard. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of clauses 12 and 16 below.

7.2.8 If it is not possible to play a new match on the scheduled day of the match (including any reserve day), the relevant officials from the Boards shall agree on whether the match can be replayed within the existing tour schedule.

7.2.9 Throughout the above decision making processes, the CBM Match Referee shall keep informed both captains and the head of the ground authority. The head of the ground authority shall ensure that suitable and prompt public announcements are made.

7.3 Law 7.5 - Non-turf pitches

Law 7.5 All matches shall be played on Astro turf pitches.

8. LAW 8 - THE WICKETS

8.1 Law 8.2 - Size of stumps

The following shall apply in addition to Law 8.2:

For televised matches the CBM may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be exactly the same size.

8.2 LED Wickets

The use of LED wickets is permitted.

Refer also to Appendix 5 clause 2.5.

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

9.1 Law 9.3 - The Popping Crease

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

9.2 Additional Crease Markings

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 3 shall be marked in white at each end of the pitch.

10. LAW 10 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA

10.1 Shall not apply.

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.

11. LAW 11 - COVERING THE PITCH

11.1 Law 11.1 - Before the match

The following shall apply in addition to Law 11.1:
The pitch shall be entirely protected against rain up to commencement of play.

11.2 Law 11.2 - During the match

Law 11.2 shall be replaced by the following:

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

The covers must totally protect the pitch and also the pitch surroundings, a minimum 5 metres either side of the pitch and any worn or soft areas in the outfield.

11.3 Law 11.3 - Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

The bowlers' run-ups shall be covered in inclement weather, in order to keep them dry, to a distance of at least 10 x 10 metres.

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 2 1/2 hours 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:

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration.

12.2 Law 12.2 - Alternate innings

Law 12.2 shall not apply.

12.3 Law 12.3 - Completed innings

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

12.4 Length of Innings

12.4.1 Uninterrupted Matches.

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

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the schedule time. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

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

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

e) Penalties shall apply for slow over rates (refer ICC Code of Conduct).

12.4.2 Delayed or Interrupted Matches

a) Delay or Interruption to the Innings of the Team Batting First (see Appendix 1)

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

ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater

number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to 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 4.25, 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 14.11 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval 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.

vi) Penalties shall apply for slow over rates (refer to ICC Code of Conduct).

b) Delay or Interruption to the innings of the Team Batting Second (see Appendix 2)

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

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

iii) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to 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 14.11 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.

vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

vii) Penalties shall apply for slow over rates (refer ICC Code of Conduct).

12.5 Extra Time

CBM may agree to provide for extra time where the start of play is delayed or play is suspended. For clarity, the changeover period (max 10mins) for a Super Over after the main match is not to be taken into account when applying any permitted extra time available.

12.6 Number of Overs per Bowler

No bowler shall bowl more than 4 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 CBM 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. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

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

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

15.2 Law 15.9 - Intervals for drinks

No drinks intervals shall be permitted.

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 Law 16.1 – Start and Cessation Times

To be determined by the CBM subject to there being 2 sessions of 1 hour 25 minutes each, separated by a 10 minute interval between innings.

CBM must provide the participating teams the detail schedule of the matches with dates and timings.

16.2 Minimum Over Rates

The minimum over rate to be achieved in a T20 match will be 14.11 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:

- a) treatment given to a player by an authorised medical personnel on the field of play;
- b) a player being required to leave the field as a result of a serious injury;
- c) all third umpire referrals and consultations;
- d) time wasting by the batting side; and
- e) all other circumstances that are beyond the control of the fielding side.

In the event of any time allowances being granted to the fielding team under 16.2 (d) above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

In addition to the allowances as provided for above,

- in the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted.
- an additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.

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 will be deemed to have complied with the required minimum over rate.

17. LAW 17 - PRACTICE ON THE FIELD

Law 17 shall apply subject to the following:

17.1 Law 17.1 - Practice on the pitch or the rest of the square

Law 17.1 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 between the call of play and the call of time

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

- c) 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 the law.

18. LAW 18 - SCORING RUNS

Law 18 shall apply.

19. LAW 19 - BOUNDARIES

Law 19 shall apply subject to the following:

19.1 Law 19.1 - The boundaries of the field of play

The following shall apply in addition to Law 19.1:

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

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

19.2 Law 19.2 - Defining the boundary - boundary marking

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by the CBM from time to time. Where appropriate the rope should be a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 metres) 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).

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 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

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

21.3 Law 21.3 – Umpire (CBM 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 CBM Match Referee refuses to play and the CBM 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 CBM Match Referee of this fact. The CBM Match Referee shall together with the umpires ascertain the cause of the action. If the CBM 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 CBM 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 clause 12.4.2 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 will be a tie and no account shall be taken of the number of wickets which have fallen. In the event of a tied match the teams shall compete in a Super Over to determine the winner. Refer attached Appendix 6.

21.6 Law 21.5 (b) - A Draw

Law 21.5 (b) shall not apply.

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

21.7.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations).

21.7.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern method (Refer Duckworth/Lewis/Stern 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 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

The following points system will apply:

RESULT	POINTS
Win	3 Point
No Result	1 point for each team
Loss	0 Point

21.9.1 League Matches

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

- The team with the most wins in the Group matches will be placed in the higher position.
- If there are teams with equal points and equal wins in the Group matches then in such case the team with the higher net run rate in the Group matches will be placed in the higher position (refer to Appendix 7 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.
- If still equal, then the team with the higher number of wickets taken in the Group matches in which results were achieved 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 toss of a coin.

21.9.2 Semi Finals

If a semi-final is tied or there is no result, the following shall apply:

1. Tied match
 - The teams shall compete in a one over per side eliminator to determine which team progresses to the Final.
2. No result
 - In the event of a no result, provided weather conditions permit, the teams shall compete in a one over per side eliminator to determine which team is the winner
 - If weather conditions do not permit to complete one over, the team with the most wins in the Group stage matches shall be placed in the higher position.
 - If still equal the team with the higher net run rate in Group matches shall proceed to the Final.
 - If following the net run rate calculation are still equal, then the team with the higher number of wickets taken in group matches in which results are achieved, shall proceed to the Final.
 - If still equal, the finalist shall be determined by toss of a coin.

21.9.3 Final

- In the event of a tied Final, the teams shall compete in a one over per side eliminator to determine which team is the winner.
- In the event of a no result, provided weather conditions permit, the teams shall compete in a one over per side eliminator to determine which team is the winner

- If the match is totally abandoned as a no result, the CBM shall where possible find a way for a new match to be commenced and completed on the same date or any reserve day.
- If none of the above can be achieved the trophy will be shared.

22. LAW 22 - THE OVER

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

22.1 Law 22.5 - Umpire miscounting

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

23. LAW 23 - DEAD BALL

Law 23 shall apply subject to the addition of the following to Law 23.4.

23.1 Law 23.4 – Umpire calling and signalling ‘Dead Ball’

In a match where cameras are being used on or over the field of play (e.g. Spydercam), should a ball that has been hit by the batsman make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal ‘dead ball’. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a no ball it shall count and the no ball penalty applied, including if appropriate a free hit from the next delivery. No other runs (including penalty runs) apart from the no ball penalty shall be scored.

Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal dead ball. Unless this was already a no-ball or wide, the ball shall count as one of the over. All runs scored to that point shall count, plus the run in progress if the batsmen have already crossed.

Refer also to Appendix 5 clause 7.

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

In addition to the above, the delivery following a no ball called (all modes of 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.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

a) There is a change of striker (the provisions of clause 41.2 shall apply),

or

b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Law 24.1 a) 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.

24.3 Fair Delivery - the feet

Law 24.5 shall apply, subject to the final paragraph being replaced by the following:

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

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 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 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls. Dugouts shall be provided.

32. LAW 32 - CAUGHT

32.1.1. Law 32 shall apply.

33. LAW 33 - HANDLED THE BALL

33.1.1. Law 33 shall apply.

34. LAW 34 - HIT THE BALL TWICE

34.1.1. 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.

See also clause 3 of Appendix 5.

38. LAW 38 - RUN OUT

38.1.1. Law 38 shall apply.

39. LAW 39 - STUMPED

39.1.1. Law 39 shall apply.

40. LAW 40 - THE WICKET-KEEPER

40.1.1. 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.

- a) Subject to 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 4). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
- c) During the Powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the non Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2 (b) above.

41.2.3 In 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.

TOTAL OVERS NO. OF IN INNINGS	OVERS FOR WHICH FIELDING RESTRICTIONS IN CLAUSES 41.2.2 (a) & 41.2.2 (c) ABOVE WILL APPLY
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

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

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

41.3 Law 41.7 - Movement by fielders other than the wicket keeper

Law 41.7 shall apply.

42. LAW 42 - FAIR AND UNFAIR PLAY

42.1 Law 42.1 – Fair and unfair play – responsibility of captains

Law 42.1 shall apply.

42.2 Law 42.2 – Fair and unfair play – responsibility of umpires

Law 42.2 shall apply.

42.3 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 of the ball is inconsistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall then decide together whether they can identify the player(s) responsible for such conduct.

42.3.1 If it is possible to identify the player(s) responsible:

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 CBM Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the ICC Code of Conduct.

42.3.2 If it is not possible to identify the player(s) responsible:

a) Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.

b) The bowler's end umpire shall issue the captain with a first and final warning, and

c) Advise him that should there be any further incident by that team during the remainder of the match or series, steps 42.1.1 a) to e) above will be adopted, with the captain deemed under e) to be the player responsible.

42.4 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 CBM Match Referee under the ICC Code of Conduct.

42.5 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 CBM Match Referee under the ICC Code of Conduct.

42.6 Law 42.6 - Dangerous and Unfair Bowling

42.6.1 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 bowler's 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 may then report the matter to the CBM 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 42.7 below which umpires are able to apply at any time.

42.6.2 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 signalling 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 signalling 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 may then report the matter to the CBM 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 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:

42.7.1 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.

42.7.2 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 may then report the matter to the CBM 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.)
- Should the umpires initiate the caution and warning procedures set out in Clauses 42.6.1, 42.6.2, and 42.7 such cautions and warnings are not to be cumulative.

42.8 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:

42.8.1 Call and signal no ball.

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

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

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

42.8.5 Report the occurrence to the other umpire, to the captain of the batting side and the CBM 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).

42.9 Law 42.9 - Time Wasting by the Fielding Side

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

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

a) Call and signal dead ball if necessary, and;

b) Award 5 penalty runs to the batting side (see Law 42.17).

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

d) If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the Code of Conduct. In such circumstances the Captain and, if necessary, members of the team concerned will be charged.

42.10 Law 42.10 - Batsman Wasting Time

Law 42.10 shall apply, subject to Law 42.10 (b) being replaced by the following:

If either umpire considers that there is any further waste of time by any batsman in that innings, the umpire concerned shall:

42.10.1 Call and signal dead ball if necessary, and;

42.10.2 Award 5 penalty runs to the fielding side (see Law 42.17).

42.10.3 Inform the other umpire, the other batsman and as soon as possible the captain of the fielding side of what has occurred.

42.10.4 In addition, if the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the Code of Conduct. In such circumstances the batsman concerned will be charged.

42.11 Law 42.11 - Damaging the pitch – area to be protected

Law 42.11 shall apply.

42.12 Law 42.12 – Bowler running on protected area after delivering the ball

Law 42.12 shall apply, subject to 42.12 (d) (iv) being replaced by the following:

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

42.13 Law 42.13 – Fieldsman damaging the pitch

Law 42.13 shall apply.

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

42.14 Law 42.14 Batsman damaging the pitch

Law 42.14 shall apply, subject to the following:

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

See also clause 37 above.

42.15 Law 42.15 – Bowler attempting to run out non-striker before delivery

Law 42.15 shall be replaced by the following:

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to deliberately attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

42.16 Law 42.16 – Batsman stealing a run

Law 42.16 shall apply, subject to 42.16(vi) being replaced by the following:

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

42.17 Law 42.17 – Penalty runs

Law 42.17 shall apply.

42.18 Law 42.18 – Players' conduct

Law 42.18 shall apply, subject to 42.18(iii) being replaced by the following:

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

42.19 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, except that broadcaster to player communication shall, with the prior consent of the participating countries, be allowed.

APPENDIX 6

Procedure for the Super Over

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

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the ICC Match Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
2. The amount of extra time allocated to the Super Over is the greater of (a) the extra time allocated to the original match less the amount of extra time actually utilised and (b) the gap between the actual end of the match and the time the original match would have been scheduled to finish had the whole of the extra time provision been utilised. Should play be delayed prior to or during the Super Over once the playing time lost exceeds the extra time allocated, the Super Over shall be abandoned. See clause 15.
3. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the ICC Match Referee.
4. The umpires shall stand at the same end as that in which they finished the match.
5. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
6. 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.
7. Any penalty time being served in the main match shall be carried forward to the Super Over.
8. Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 International match.
9. The team batting second in the match will bat first in the Super Over.
10. The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such box 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.
11. The loss of two wickets in the over ends the team's one over innings.
12. In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the DLS method, clause 14 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
13. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
14. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

RUNS SCORED FROM:	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

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

scored a single so team 1 is the winner.

15. Clause 2 examples:

Scheduled finish 5.00, 30 minutes extra time available, so scheduled finish time if the whole of the extra time provision is utilised is 5.30.

a) No extra time is utilised in the original match which overruns ten minutes and finishes at 5.10. The Super Over is scheduled to start at 5.20 with 30 minutes extra time available. It starts on time but is interrupted at 5.25. Play must resume by 5.55 otherwise the Super Over is abandoned.

b) 20 minutes of extra time was utilised, with the match scheduled to finish at 5.20, but it actually finishes at 5.10. Therefore the extra time allocated to the Super Over is the greater of a) 10 minutes (30 minutes extra time less 20 already utilised) and b) 20 minutes (the gap from the actual finish time of 5.10 and the scheduled finish had the full extra time been utilised of 5.30). The Super Over was due to start at 5.20, but is delayed by rain. It must therefore start by 5.40 or the Super Over is abandoned.

c) The match finishes at 5.40 (having started 30 minutes late and overrun by 10 minutes). There is no extra time allocated to the Super Over which should start at 5.50. Any delay or interruption after 5.50 means the Super Over is abandoned.

APPENDIX 7



TOURNAMENT NET RUN RATE CALCULATION

$$\begin{array}{c} \text{NRR} \\ \text{[NET RUN RATE]} \end{array} = \left(\frac{\text{TOTAL RUNS SCORED IN ALL MATCHES}}{\text{[DIVIDED BY]}} \right) \text{[MINUS]} \left(\frac{\text{TOTAL RUNS CONCEDED IN ALL MATCHES}}{\text{[DIVIDED BY]}} \right)$$

$$\left(\frac{\text{TOTAL RUNS SCORED IN ALL MATCHES}}{\text{TOTAL OVERS FACED IN ALL MATCHES}} \right) \text{[MINUS]} \left(\frac{\text{TOTAL RUNS CONCEDED IN ALL MATCHES}}{\text{TOTAL OVERS BOWLED IN ALL MATCHES}} \right)$$

- If a team is bowled out, it is not the overs actually faced which their score is divided by; instead the full quota of overs to which it would have been entitled is used (e.g. 50 overs for an uninterrupted One Day International, and 20 overs for a Twenty20 match).
- Convert the number of balls in an incomplete over to obtain the fraction as a decimal. Example: 14.3 Overs is converted to 14.5 Overs.
- If a match is abandoned as a No Result, none of the runs scored or overs bowled count towards this calculation.
- If a match is interrupted, Duckworth-Lewis revised targets are set, and a result is subsequently achieved, the revised targets and revised overs are used for Team 1's innings (i.e. 1 run less than the final Target Score for Team 2, off the total number of overs allocated to Team 2), and the actual runs scored by Team 2 and overs allocated to Team 2 are used for Team 2's innings. If a match is abandoned, but a result decided by retrospectively applying Duckworth-Lewis, the number of overs assigned to each team for this calculation is the number of overs actually faced by Team 2. Team 1 is credited with Team 2's Par Score (the number of runs they would need to have reached from this number of overs and wickets lost if they were going to match Team 1's score), and the actual runs scored are used by Team 2 for Team 2's innings.