



CRICKET BOARD OF MALDIVES

Malé Sports Complex. Indoor Cricket Hall, 1st Floor

Tel. +960 332 5503 Mob. +960 777 4761 Fax. +960 332 5550

Email. info@maldivescricket.org Website. www.maldivescricket.org Twitter. [@maldivescricket](https://twitter.com/maldivescricket)

National Cricket Tournament 2016

TOURNAMENT RULES

INTRODUCTION

Except as varied hereunder, the Laws of Cricket (2000 Code 2nd Edition - 2003) shall apply.

The ICC Code of Conduct for Players and Team Officials as applicable to Development Program Tournaments shall apply.

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

1. LAW 1 THE PLAYERS

1.1 Law 1.3 Captain

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

The deputy must be one of the nominated players.

2. LAW 2 SUBSTITUTES AND RUNNERS

2.1 Law 2.5 Fielder absent or leaving the field

Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes:

2.1.1 the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent. Such absence or penalty time absent shall be carried over into a new day's play and in the event of a follow-on or forfeiture, this restriction will, if necessary, continue into the second innings.

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

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



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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.

3. LAW 3 THE UMPIRES

3.1 Law 3.1 Appointment and attendance

Umpires

The following shall apply in place of Law 3.1:

3.1.1 Two umpires shall be appointed, one for each end to control the game as required by the Laws and Playing Conditions.

3.1.2 The ICC Regional Development Manager responsible for the region in which the matches are played, or his nominee, will be responsible for the appointment of the umpires save for the semi-finals and final. The ICC shall be responsible for the appointment of umpires for the semi-finals and final.

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

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

3.2 Law 3.2 Change of umpire

The following shall apply in place of Law 3.2:

3.2.1 An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill. The relevant Maldives Cricket shall appoint the replacement umpire.

3.3 Law 3.4 To inform captains and scorers

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

The host country may provide for the ringing of a bell, which shall be rung 5 minutes before the termination of an interval, when the umpires shall go to the wickets. The host country shall inform the visiting country at the start of the tour that this practice is to be adopted.

3.4 Law 3.8 Fitness of Ground, Weather and Light

Law 3.9 Suspension of play for adverse conditions of ground, weather or light

Law 3.8 and 3.9 shall apply subject to the following:

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



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

3.4.3 If a shadow from the fielder falls across the strikers half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

3.5 Law 3.10 Exceptional Circumstances. : law 3.10 shall apply.

4. LAW 4 THE SCORERS

4.1 Law 4.2 Correctness of scores : Attention is drawn to Clause 21.2.

5. LAW 5 THE BALL : Law 5 shall apply subject to the following:

5.1 Law 5.2 Approval and control of balls

Law 5.2 shall be replaced by the following:

The Home Board shall provide four-piece cricket balls of an approved standard for First Class cricket and spare used balls for changing during a match, which shall also be of the same brand

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

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

Law 5.4 shall be replaced by the following:

The captain of the fielding side shall have the choice of taking a new ball at any time after 65 overs have been bowled with the previous ball. The umpires shall indicate to the batsman and the scorers whenever a new ball is taken into play.

5.3 Law 5.5 Ball lost or becoming unfit for play

The following shall apply in addition to Law 5.5:

However, if the ball needs to be replaced after 110 overs for any of the reasons above, it shall be replaced by a new ball. If the ball is to be replaced, the umpire shall inform the batsmen.

5.4 Law 5.6 Specifications: Law 5.6 shall not apply.

6. LAW 6 THE BAT

6.1 Law 6.1 Width and length

The following shall apply in addition to Law 6.1:

The blade of the bat shall have a conventional "flat" face.



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7. LAW 7 THE PITCH

Law 7 shall apply subject to the following:

7.1 Law 7.3 Selection and preparation

The following will apply in addition to Law 7.3:

The umpires shall ensure that, prior to the start of play and during any intervals, only authorized ground staff, the ICC match officials, players, team coaches and authorized 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 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.

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

7.2 Law 7.4 changing the pitch (not applicable)

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 Match Referee.
- 7.2.2 The on-field umpires and Match Referee shall consult with both captains.
- 7.2.3 If the captains agree to continue, play shall resume.
- 7.2.4 If the decision is not to resume play, the on-field umpires shall consider one of the options in the following sequence:
 - (a) whether the existing pitch can be repaired. Repair work will only be considered if there has been malicious damage to a non-crucial part of the pitch;
 - (b) Whether an alternative pitch can be used;
 - (c) whether the match has to be abandoned.
- 7.2.5 When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.
- 7.2.6 In the event of a decision being taken in favour of Clauses 7.2.4 (a) or 7.2.4 (b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.
- 7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures as provided herein, shall be the responsibility of the on-field umpires.
- 7.2.8 In the event that the existing pitch can be made playable after suitable remedial work as in Clause 7.2.4 (a) above, the match shall continue from the point stopped.
- 7.2.9 If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above).
- 7.2.10 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the relevant officials from the Boards involved shall agree on whether the match can be replayed within the existing event schedule.

7.3 Law 7.5 Non-turf pitches: Law 7.5 tournament will be played on ASTRO Turf...

8. LAW 8 THE WICKETS

8.1 Law 8.2 Size of stumps

Law 8.2 shall apply.

9. LAW 9 THE BOWLING, POPPING AND RETURN CREASES



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9.1 Law 9.3 The popping crease

Law 9.3 shall apply.

10. LAW 10 PREPARATIONS AND MAINTENANCE OF THE PLAYING AREA

10.1 Law 10.1 Rolling: The following shall apply in addition to Law 10.1:

10.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the grounds man. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the grounds man, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

10.1.2 The umpires may instruct the grounds man to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

10.1.3 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 foot holes (not applicable)

The following shall apply in addition to Law 10.6:

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 the 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. It shall be wholly covered at the termination of each day's play or providing the weather is fine, within a period of two hours thereafter.

Note: the covers must totally protect the pitch and also the pitch surroundings, a minimum 2 meters 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 bowler's run-ups shall be covered to a distance of at least 5 x 5 meters.

11.4 Law 11.4 Removal of covers (not applicable)

Law 11.4 shall be replaced by the following:



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The covers shall be removed no later than 8.00am on each morning of the match provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

12. LAW 12 INNINGS

12.1 Number of innings

Law 12 shall apply subject to the following:

12.1.1 Law 12.1 (a) shall be replaced by the following:

A match shall be two innings per side subject to the provisions of Law 13.1 and 12.1.3 below.

12.1.2 Law 12.1 (b) shall apply subject to the following:

Matches shall be of two or three days scheduled duration.

The first innings of each side will be restricted to 60 overs

12.1.3 If the match commences with less than eight hours playing time remaining, the first innings of each team will automatically be forfeited and the match will commence with the second innings.

13. LAW 13 THE FOLLOW-ON: Law 13 shall apply.

14. LAW 14 DECLARATIONS AND FORFEITURE: Law 14 shall apply.

15. LAW 15 INTERVALS: Law 15 shall apply subject to the following:

15.1 Law 15.3 Duration of intervals

15.1.1 Luncheon Interval: The interval shall be of 60 minutes duration.

15.1.2 Tea Interval: the interval shall be of 20-30 minutes duration.

15.2 Law 15.8 Tea interval-9 wickets down

Law 15.8 shall be replaced by the following:

If at the scheduled time for the tea interval, the ninth wicket of the innings in progress is already down, or it falls at, or after that time, or falls when less than two minutes remain before that time, play will continue for a period of 30 minutes unless the players have cause to leave the field of play, or the innings is concluded earlier.

15.3 Law 15.9 Intervals for Drinks

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.



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16. LAW 16 START OF PLAY; CESSATION OF PLAY

Law 16 shall apply subject to the following:

16.1 Start and Cessation Times

The Home Board shall determine the hours of play, subject to there being 7 hours scheduled play per day and subject to:

16.1.1 Minimum Overs in the Day

Subject to clause 16.1.2 below:

- (a) On days other than the last day, play shall continue on each day until the completion of a minimum target of 105 overs (or a minimum of 15 overs per hour) or the completion of the scheduled or rescheduled cessation time, which ever is the later but provided that play shall not continue for more than 30 minutes beyond the scheduled or rescheduled cessation time (permitted overtime). For the sake of clarity, if any of the minimum target number of overs have not been bowled at the completion of the permitted overtime, play shall cease upon completion of the over in progress. The overs not bowled shall not be made up on any subsequent day.
- (b) On the last day, a minimum of 90 overs (or a minimum of 15 overs per hour) shall be bowled during the playing time other than the last hour of the match where clause 16.1.6 below shall apply. If any of the minimum of 90 overs, or as recalculated, have not been bowled when one hour of the scheduled playing time remains, the last hour of the match for the purposes of clause 16.1.6 shall be the hour immediately following the completion of these overs.

16.1.2 Reduction in minimum overs

Except in the last hour of the match, for which clause 16.1.6 makes provision, if play is suspended due to adverse weather or light or any other reason (other than normal intervals) for more than 1 hour on any day, the minimum number of overs shall be reduced by 1 over for each full 4 minutes of the aggregate playing time lost. For the avoidance of doubt, the aggregate of 1 hour shall be inclusive of any time that may have been brought forward from previous days due to playing time lost on such previous days under clause 16.1.3 (b) below.

16.1.3 Making Up Lost Time

(a) On the Day

Subject to weather and light, except in the last hour of the match, in the event of play being suspended for any reason other than normal intervals, the playing time on that day shall be extended by the amount of time lost up to a maximum of 1 hour. For the avoidance of doubt, the maximum of 1 hour shall be inclusive of any time that may have been added to the scheduled playing time due to playing time having been lost on previous days under clause 16.1.3 (b) below.

(b) On Subsequent Days

If any time is lost and cannot be made up under clause 16.1.3 (a) above, additional time of up to a maximum of 30 minutes per day shall be added to the scheduled playing hours for the next day, and subsequent day(s) as required (to make up as much lost time as possible). Where appropriate this additional time shall be added prior to the scheduled start of the first session. In circumstances where it is not



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possible to add this additional time prior to the scheduled start of the first session, the additional time may be added to the second and/or the third sessions (see also 16.1.4). When such additional time is added, the minimum overs for that day shall be increased by one over for each four minutes of additional time or part thereof.

(c) On the Last Day only

Clause 16.1.3 (a) applies. However, for the purposes of this clause, the definition of playing time shall be the time up to the most recently scheduled time for the start of the last hour.

Should an interruption in play commence prior to the most recently scheduled time for the last hour and continue past this time:

- i Only the playing time lost prior to this last hour start time will be made up (subject to the maximum of one hour described in (a) above) with the start time for the last hour being rescheduled accordingly
- ii The period of time between the scheduled last hour start time at the start of the interruption and the time of the resumption of play will not be made up. The minimum number of overs to be bowled prior to the last hour at the start of the interruption will therefore be reduced by one for each full four minutes of aggregate time lost (as described in clause 16.1.2)
- iii The start time for the last hour will thus be the later of the rescheduled time as defined at the end of (i) above and the time at which the minimum overs prior to the last hour have been completed or reduced to zero by application of the formula in (ii) above.
- iv No time is made up in respect of any interruptions that commence after the start of the last hour.

16.1.4 Change of Intervals

- a If play has been suspended for any reason other than normal intervals for 30 minutes or more prior to the commencement of the scheduled or rescheduled tea interval on that day, the tea interval shall be delayed for ½ hour.
- b Notwithstanding the provisions of clause a above, the timings of intervals can be altered under Law 15.5 at any time on any day if playing time has been lost irrespective of whether the time has been lost on that day or on any previous days.

16.1.5 Change of Innings

Where there is a change of innings during a days play (except where the change of innings occurs at lunch or tea or when play is suspended for any reason) 2 overs will be deducted from the minimum number of overs to be bowled.

The over in progress at the end of an innings is regarded as a completed over for the purposes of determining the minimum number of remaining overs to be bowled in the day.

16.1.6 Last Hour



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Law 16.6, 16.7 and 16.8 will apply except that a minimum of 15 overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on 1 over for each full 4 minutes (refer clause 16.1.9 below). If however, at any time after 30 minutes of the last hour have elapsed both captains (the batsmen at the wicket may act for their captain) accept that there is no prospect of a result to the match, they may agree to cease play at that time.

16.1.7 Notwithstanding any other provision, there shall be no further play on any day, other than the last day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within 2 minutes of the scheduled cessation time or thereafter.

16.1.8 An over completed on resumption of a new day's play shall be disregarded in calculating minimum overs for that day.

16.1.9 Stumps Drawn

Except on the final day:

a In the event of play being suspended for any reason at or after the most recently scheduled or rescheduled cessation time, stumps shall be drawn upon play being suspended.

b In the event of the players already being off the field for a suspension of play at the most recently rescheduled cessation time, then stumps will be drawn at that time.

16.1.10 The scoreboard shall show: (not applicable)

a the total number of overs bowled with the ball currently in use: and

b the minimum number of overs remaining to be bowled in a day.

16.1.11 Penalties shall apply for slow over rates (refer ICC Code of Conduct as applicable to Development Program Tournaments).

16.2 Extra Time

The umpires may decide to play 30 minutes (a minimum of eight overs) extra time at the end of any day (other than the last day) if requested by either captain if, in the umpires opinion, it would bring about a definite result on that day [this is in addition to the additional time provided for in Clause 16.1.3 above]. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time on one or more of these days, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Only the actual amount of playing time up to the maximum 30 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the match shall end earlier on the final day by the amount of time by which play was previously extended under this clause.

17. LAW 17 PRACTICE ON THE FIELD

17.1 Law 17.1 Practice on the field



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The following shall apply in addition to Law 17.1:

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

18. LAW 18 SCORING RUNS

Law 18 shall apply.

19. LAW 19 BOUNDARIES

Law 19 shall apply subject to the following:

19.1 Law 19.1 The boundary of the field of play

The following shall apply in addition to Law 19.1:

The playing area shall be a minimum of 140 yards (128.01 metres) from boundary to boundary square of the pitch. The pitch shall be a minimum 60 yards (54.86 metres) from one boundary square of the pitch. When this minimum distance is used, the pitch has to be a minimum 80 yards (73.15 metres) from the opposite square boundary. The straight boundary at both ends of the pitch shall be a minimum of 60 yards (54.86 metres). Distances shall be measured from the centre of the pitch to be used.

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

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 ICC 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 be added 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

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21.1 Law 21.2 A win-one innings match

Law 21.2 shall not apply

21.2 Law 21.8 Correctness of result

Any query on the result of the match as defined in Laws 21.1, 21.3, 21.4, 21.5, 21.8 and 21.10 shall be resolved as soon as possible and a final decision made by the umpires at close of play.

22. LAW 22 THE OVER

Law 22 shall apply.

23. LAW 23 DEAD BALL

Law 23 shall apply.

24. LAW 24 NO BALL

Law 24 shall apply subject to the following:

24.1 Law 24.1 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.

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 (Judging a wide):

For bowlers attempting to utilise the rough outside a batsman's leg stump, not necessarily as a negative tactic, the strict limited over wide interpretation shall be applied.

For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over wide interpretation shall be applied.

- 26. LAW 26 BYE AND LEG BYE : Law 26 shall apply.
- 27. LAW 27 APPEALS : Law 27 shall apply.
- 28. LAW 28. THE WICKET IS DOWN : Law 28 shall apply.
- 29. LAW 29 BATSMAN OUT OF HIS GROUND : Law 29 shall apply.
- 30. LAW 30 BOWLED : Law 30 shall apply.
- 31. LAW 31 TIMED OUT : Law 31 shall apply.
- 32. LAW 32 CAUGHT : Law 32 shall apply.
- 33. LAW 33 HANDLED THE BALL : Law 33 shall apply. 13
- 34. LAW 34 HIT THE BALL TWICE : Law 34 shall apply.
- 35. LAW 35 HIT WICKET : Law 35 shall apply.
- 36. LAW 36 LEG BEFORE WICKET : Law 36 shall apply.
- 37. LAW 37 OBSTRUCTING THE FIELD : Law 37 shall apply.
- 38. LAW 38 RUN OUT : Law 38 shall apply.
- 39. LAW 39 STUMPED: Law 39 shall apply.
- 40. LAW 40 THE WICKET-KEEPER: Law 40 shall apply.



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41. LAW 41 THE FIELDER: Law 41 shall apply subject to the following:

41.1 Law 41.1 Protective equipment: 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.

42. LAW 42 FAIR AND UNFAIR PLAY

42.1 Law 42.3 The match ball - changing its condition

Law 42.3 shall apply, and in addition:

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

42.2 Law 42.4 Deliberate attempt to distract striker

Law 42.4 shall apply.

42.3 Law 42.5 Deliberate distraction or obstruction of batsman

Law 42.5 shall apply.

42.4 Law 42.6 Dangerous and Unfair Bowling

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

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

- (a) A bowler shall be limited to two fast short-pitched deliveries per over.
- (b) A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- (d) In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- (e) For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- (f) In the event of a bowler bowling more than two fast short-pitched deliveries 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.



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- (g) If a bowler delivers a third 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 two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- (i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- (l) The umpires will then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)

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

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

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

- (a) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- (b) A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- (c) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.1(a) and 42.4.2 (b) above (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- (d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (e) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (f) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.



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(g) The umpires will then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)

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

Law 42.7 shall be replaced by the following:

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

42.5.1 The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

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

- (a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- (b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- (c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- (d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
- (e) The bowler thus taken off shall not be able to bowl again in that innings.
- (f) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- (g) The umpires will then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)

42.6 Law 42.8 Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced with the following:

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

The umpire at the bowlers end shall:



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42.6.1 Call and signal no ball.

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

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

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

42.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the ICC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains).

42.7 Action by the umpires for dangerous and unfair Bowling

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

42.8 Law 42.9 Time Wasting by the Fielding Side

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

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

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

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

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

(d) Report the occurrence to the ICC Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the ICC Code of Conduct.

42.9 Law 42.10 Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

42.9.1 In addition, the umpires will report the incident to the CBM who shall take such action as is considered necessary under the ICC Code of Conduct.

43 Points for a Win, Draw and Tie

43.1 For a win, 14 points, plus any bonus points scored in either innings.

43.2 If the match ends in a draw, each side gets 7 points and any bonus points accumulated in either innings.

43.3 If the match ends in tie, each side to score 7 points, plus any bonus points scored in either innings.



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44 Bonus Points

44.1 Bonus points may be earned in both the first and second innings.

44.2 Batting Points:

First Innings - 0.5 points for every 25 runs scored throughout the 60 overs.

Second Innings – 0.5 points for every 25 runs scored throughout the innings to a maximum of 5 points

44.3 Bowling Points:

A maximum of 5 bowling points per innings to be awarded, 0.5 points at the fall of each wicket.

44.4 First and second innings bonus points will be awarded and retained whatever the result of the match.

44.5 There is no restriction on bowling in the SECOND innings. In the FIRST innings, consisting of 60 Overs, a bowler may bowl a maximum of 12 Overs.

45 Points in Abandoned Matches (see clause 12.1.3)

If a match is abandoned without a ball being bowled, each side shall be awarded 10 points.

46 Points – General

No General Points Notes.

47 Final

Two Team with the highest number of points accumulated during first round, will progress to the Final.

If more than two teams have the same number of points in the first round

1. No of wins
2. No of wickets Taken
3. No of wickets Lost
4. Most runs scored
5. Toss

48 Final

The winner of the final will be the team winning the match. (No points will be awarded in the final)

If match ends up in a draw. Then trophy will be shared.

In the event that the final is abandoned without a ball being bowled the trophy will be shared.