

T10

PLAYING CONDITIONS

Except as varied here-under the Laws of Cricket (1000 Code 4th Edition - 1010) shall apply.

Note: All references to ‘Governing Body’ within the Laws of Cricket shall be replaced by ‘CBM Match Referee’.

1. LAW 1 THE PLAYERS

1.1 Law 1.1 - Number of Players

Law 1.1 shall be replaced by the following:

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.

Only 18 players can be registered in the team list.

There is no restriction on registering locals and foreign players. Foreign player must have valid business visa or valid work permit.

1.2 Law 1.2 - Nomination of Players

Law 1.2 shall be replaced by the following:

1.2.1 Each captain shall nominate 11 players plus a maximum of 3 substitute fielders in writing to the 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 All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable CBM 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 **11** nominated players.

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

Law 2 shall apply subject to the following:

2.1 Law 2.1 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**:

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

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

The restriction in Clauses 2.2.1 and 2.2.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress. Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.

2.2.3 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 CBM shall appoint umpires for on-field duties. The Reserve umpire shall act as the emergency on field umpire.
- 3.1.2 The on-field umpires shall not be from the same team as the participating teams and shall be selected from the CBM Panel.
- 3.1.3 The CBM shall appoint a Reserve umpire for all the matches.
- 3.1.4 Neither team will have a right of objection to an umpire's appointment.
- 3.1.5 The umpires shall be present at the ground at least one hour before the scheduled start of play.

3.2 Third Umpires / TV Replays

Shall not apply.

3.3 Law 3.2 - Change of Umpire

The following shall apply in place of Law 3.2:

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

3.4 Law 3.4 - To inform captains and scorers

In addition to Law 3.4 (i)

Umpires / match referee will inform 5 minutes before start of the game.

3.5 Law 3.8 - Fitness of Ground, Weather and Light Law 3.9 - Suspension of play for adverse conditions of ground, weather or light

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.

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

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

- c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
- d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

3.5.4 Play may be suspended due to safety and security concerns by the umpires on the advice of the 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.

3.7 Light Meters - Will be used.

3.8 Use of lights - Shall not apply.

3.9 Colors

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

3.9.2 Sight screens will be black.

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:

Semi new white cricket balls supplied by CBM will be used for all matches.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by CBM. The fourth umpire / match referee shall take a box containing at least 6 Semi 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. 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:

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.

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 becoming significantly discolored 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.

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

5.3 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.

7 LAW 7 - THE PITCH

7.1 Law 7.3 - Selection and preparation

7.1.1 The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorized access. (The pitch area shall include an area at least 2 meters beyond the rectangle made by the crease markings at both ends of the pitch).

7.1.2 The fourth umpire shall ensure that, prior to the start of play and during any intervals, only authorized ground staff, the CBM 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. 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. (if one assigned) if not to CBM Management.

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

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

7.2.4 If the decision is not to resume play, the on-field umpires shall consider one of the options in the following sequence:

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

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

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

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

7.2.8 In the event that the existing pitch can be made playable after suitable remedial work in Clause 7.2.4 (a) above, the match shall continue from the point stopped.

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

7.2.10 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the Technical Committee shall decide whether the match can be replayed within the existing event schedule.

7.3 Law 7.5 - Non-turf pitches

Law 7.5 shall not apply.

All matches shall be played on Astro turf pitches. The use of PVA and other adhesives in the preparation of pitches is not permitted.

8 LAW 8 - THE WICKETS

8.1 Law 8.2 - Size of stumps - Shall apply.

9 LAW 9 - THE BOWLING, POPPING AND RETURN CREASES

9.1 Law 9.3 - The Popping Crease

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

9.2 Additional Crease Markings

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 4 shall be marked in white at each end of the pitch.

10 LAW 10 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA

10.1 Law 10.1 - Rolling (no 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

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 – not applicable.

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 meters either side of the pitch and any worn or soft areas in the outfield.

11.3 Law 11.3 - Covering bowlers' run ups - Shall apply.

11.4 Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

The covers shall be removed no earlier than 6.00am and no later than 6.45am on the morning of the match provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

Attention is drawn to Clause 3.5.

12 LAW 12 - INNINGS

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

12.1 Law 12.1 - Number of innings

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 10 overs.

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 10 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 scheduled time provided the minimum time for the interval shall be 10 minutes. The team batting second shall receive its full quota of 10 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 10 overs, the team batting second shall be entitled to bat for 10 overs.

- d. If the team fielding second fails to bowl 10 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- e. Penalties shall apply for slow over rates (refer to ICC Development Code Of Conduct).

12.4.2 Delayed or Interrupted Matches

- a. Delay or Interruption to the Innings of the Team Batting First (see Appendix 2)
 - i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 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 the innings not being completed earlier.
 - iii) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15 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 time. If required the original time shall be extended to allow for one extra over for each team.
 - iv) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
 - v) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
 - vi) Penalties shall apply for slow over rates (refer to ICC Development Code Of Conduct).
- b. Delay or Interruption to the innings of the Team Batting Second (see Appendix 3)
 - i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 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 the innings not being completed earlier.

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

v) A fixed time will be specified for the close of play by applying a rate of 15 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 to ICC Development Code of Conduct).

12.5 Extra Time

Where the start is delayed or play is suspended, the scheduled hours of play shall be extended as follows:

12.5.1 All matches – up to a maximum of 10 minutes.

12.6 Number of Overs per Bowler

No bowler shall bowl more than 2 overs in an innings.

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

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

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

The scoreboard shall show the total number of overs bowled.

12.7 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 10 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 maximum time for the interval will be 10 minutes.

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 2.1.3).

16 LAW 16 - START OF PLAY & CESSATION OF PLAY

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

16.1 Law 16.1 – Start and Cessation Times

The scheduled hours of play will be as follows:

Morning Match

Friday morning 07:00am – 9:30am (Match 1)
Friday morning 09:40am – 11:40am (Match 2)
Saturday morning 08:30am – 10:30am (Match 1)

Afternoon Match

Friday Afternoon 15:00pm – 17:00pm (Match 3)
Saturday Afternoon 13:00pm – 15:00pm (Match 2)
Saturday Afternoon 15:45pm – 17:45pm (Match 3)

17 LAW 17 - PRACTICE ON THE FIELD - Law 17.1 shall apply subject to the following:

17.1 Law 17.2 – Practice on the rest of the square- Law 17.2 shall apply subject to the following:

a) The use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.

b) Bowling practice on the bowling strips referred to in (a) above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

17.2 Law 17.3 - Practice on the outfield

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

ii) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to (b) (iii) and (c) below.

18 LAW 18 - SCORING RUNS - Law 18 shall apply.

19 LAW 19 - BOUNDARIES

19.1 Law 19.1 - The boundaries of the field of play (standard)

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

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

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

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

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

19.2 Law 19.2 - Defining the boundary - boundary marking

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorized by the ICC from time to time. Where appropriate the rope should be a required

minimum distance (3 yards (2.74 meters) minimum) inside the perimeter fencing or advertising signs.

19.3 Law 19.3 - Scoring a boundary

The following shall apply in addition to Law 19.3:

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

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

10 LAW 10 - LOST BALL

Law 10 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:

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

- c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 12.4.2 and 15.1 above.
* N/B In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the Code of Conduct

21.4 Law 21.4 – 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

Law 21.4 shall apply in addition to the following:

In the event of a tied match the teams shall compete in a one over per side eliminator to determine the winner.

If weather conditions do not permit, the teams shall share one points each only in group stage

21.6 Law 21.5 (b) - A Draw

Law 21.5 shall not apply.

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

21.6.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 3 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie.

21.6.2 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 D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (refer Appendix 6). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

21.8 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

21.9 Competition Format

After the first round best 2 teams will play in the final. Third place will be selected according to first round matches.

21.9 Points

The following points system will apply:

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

21.9.1 League Matches

In the event of teams finishing on equal points in group stage, the team advancing to the next stage 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 clause 21.9.5 below for the calculation of net run rate).
- If still equal, the team which was the winner of the head to head match played between them will be placed in the higher position.
- If still equal, then the team with the higher number of wickets taken in the Group stage 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 drawing lots.

21.9.3 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 (super over) one over per side eliminator to determine which team progresses to the Final.
2. No result – the team advancing to the next stage will be decided in the order of priority mention in 21.91.1.

21.9.4 Final

In the event of a tied Final, the teams shall compete in a one over per side eliminator / super over 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 / super over to determine which team is the winner

If none of the above is possible the trophy will be shared

21.9.5 Net Run Rate

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

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

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

In circumstances where a match (and the points for such match) is awarded to a team as a result of the other team's refusal to play, either by the match referee in accordance with Law 21.3 (a)(ii) as read with playing condition 21.3 or in accordance with the provisions of the relevant event agreements signed by the participating teams, the net run rate of the defaulting team shall be affected in that the full 10 overs of the defaulting team's innings in such forfeited match shall be taken into account in calculating the average runs per over of the defaulting team over the course of the relevant portion of the competition. For the avoidance of doubt the runs scored and overs bowled in such forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

22 LAW 22 - THE OVER Law 22 shall apply subject to the addition of the following to Law 22.5:

22.1 Law 22.5 - Umpire miscounting

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

23 LAW 23 - DEAD BALL - Law 23 shall apply.

24 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 over arm.

24.2 Free Hit after a foot-fault no ball

In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

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

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

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

25 LAW 25 - WIDE BALL

25.1 Law 25.1 - Judging a Wide

Law 25 shall apply with the following addition to Law 25.1:

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any offside or 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.

32 LAW 32 - CAUGHT - Law 32 shall apply.

33 LAW 33 - HANDLED THE BALL - Law 33 shall apply.

34 LAW 34 - HIT THE BALL TWICE - Law 34 shall apply.

35 LAW 35 - HIT WICKET - Law 35 shall apply.

36 LAW 36 - LEG BEFORE WICKET - Law 36 shall apply.

37 LAW 37 - OBSTRUCTING THE FIELD - Law 37 shall apply.

For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batsman crossing the pitch, Law 42.14 shall also apply.

38 LAW 38 - RUN OUT - Law 38 shall apply.

39 LAW 39 - STUMPED - Law 39 shall apply.

40 LAW 40 - THE WICKET-KEEPER - Law 40 shall apply.

41 LAW 41 - 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 are set out in the following paragraphs.

- a. Subject to clause 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Fielding Restriction Overs).
- b. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 5). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 meters) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

- c. During the Fielding Restriction Overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- d. During the non-Fielding Restriction 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 Fielding Restriction 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 in innings	No. of overs for which fielding restrictions in clauses 41.2.2 a 41.2.2 c above will apply
1-3	Maximum 2 (outside 30 yards).
4-10	Maximum 5 (outside 30 yards).

41.2.4 Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number

41.2.5 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 Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

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

42 LAW 42 - FAIR AND UNFAIR PLAY

42.1 Law 42.3 - The Match Ball - changing its condition

42.1.1 Law 42.3 shall apply, subject to the following:

- a. Law 42.3 (e) (ii) shall be replaced with the following:
Inform the captain of the fielding side of the reason for the action taken.
- b. The umpires shall report the incident to the CBM Match Referee.
- c. The CBM Match Referee shall take action as is appropriate against the player(s) responsible for the conduct under the ICC Code of Conduct.
- d. If the CBM Match Referee is unable to identify the player(s) responsible for such conduct, the captain shall take responsibility and will be subject to such action as is appropriate under the ICC Code of Conduct.
- e. In the event that a ball has been interfered with and requires replacement the batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

42.2 Law 42.4 - Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

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

42.3 Law 42.5 - Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following:

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

42.4 Law 42.6 - Dangerous and Unfair Bowling

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

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

- a. A bowler shall be limited to one fast short-pitched delivery per over.
- b. A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c. The umpire at the 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 bowler's end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- g. If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h. If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- i. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

- j. The bowler thus taken off shall not be allowed to bowl again in that innings.
- k. The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- l. The umpires will then report the matter to the 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 42.5 below which umpires are able to apply at any time.

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

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

a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.

b) In the event of a bowler bowling a high full pitched ball as defined in Clause 42.4.2 (a) above, the umpire at the bowler's end shall call and signal no ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall, in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

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

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

f) The umpires will then report the matter to the 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.)

42.5 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 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.)

42.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

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

The umpire at the bowler's end shall:

42.6.1 Call and signal no ball.

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

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

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

42.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the 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 Action by the umpires for dangerous and unfair Bowling

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

42.8 Law 42.9 - Time Wasting by the Fielding Side

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

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

- a. Call and signal dead ball if necessary, and;
- b. Award 5 penalty runs to the batting side (see Law 42.17).
- c. Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d. Report the occurrence to the CBM 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:

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

42.10 Law 42.14 Batsman damaging the pitch

Law 42.14 shall apply, subject to the following:
See also clause 37 above.

42.11 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 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 possible.

42.12 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.

42.1 Others

- Overs 1-5 will be bowled from one end. Fielding Captain will choose which end to start. Overs 6-10 will be bowled from the other end.
- Each innings will be of 45 minutes. If delay a penalty 5 runs will be awarded to the batting side. Penalty runs will continue accordingly.
 - o 46-49 (additional penalty 5 runs)
 - o 50-54 (additional penalty 5 runs) example if match continue till 54 minutes additional 10 runs will be awarded to batting side)
- Delay will be decided by match referee. (Unforeseen delays beyond our control such as ball going out of ground will not be considered as delay, the time will be added by match referee)

APPENDIX 1

All penalty runs in the Laws of Cricket (1000 Code 4th Edition - 1010) now apply in International Cricket. Some penalty runs can be referred to the CBM Match Referee for further action if necessary.

APPENDIX 2

Calculation Sheet for Use When Delays or Interruptions Occur in First Innings of Twenty 10 match.

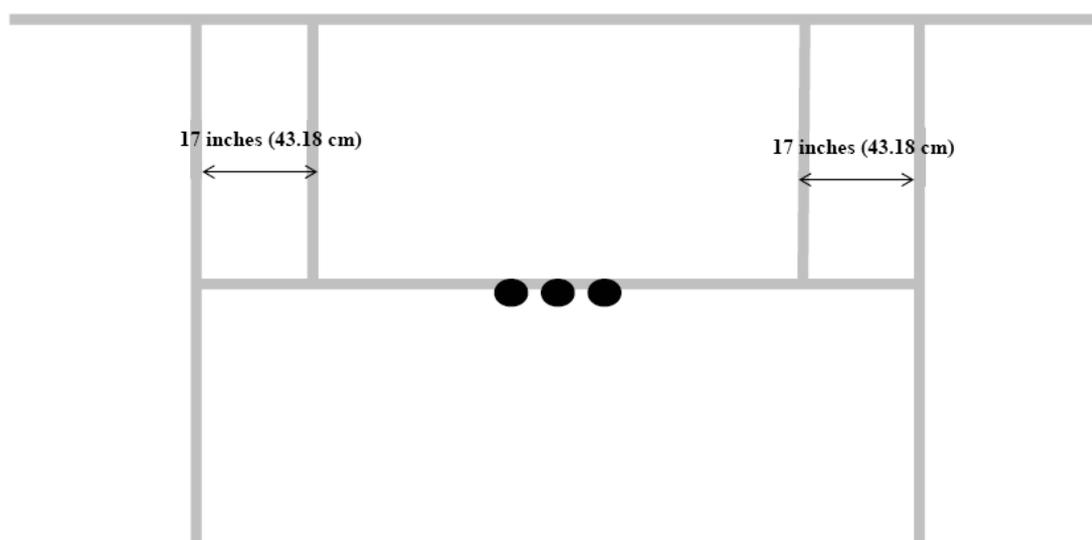
HEAD	TIME IN MINUTES	SYMBOL
Time Calculation		
Net playing time available at start of the match	160	A
Time innings in progress		B
Playing time lost		C
Extra time available		D
Time made up from reduced interval	0	E
Effective playing time lost (C – D)		F
Remaining playing time available (A – F)		G
Overs and Fielding Restrictions		
Overs in match [G / 4] round up fraction and +1 if necessary		H
Max. overs per team [H / 2]		I
Max. overs per bowler [I / 5]		Overs
Fielding restrictions [Refer to 41.2.6]		Overs
Fielding restrictions innings 1		Overs
Fielding restrictions innings 2 [Refer to 41.2.6]		Overs
Rescheduled Playing Hours		
First session to commence or recommence		J
Length of innings [I x 4]		K
Rescheduled cessation time [(J + K) – B]		
Length of interval		
Second session commencement time		L
Rescheduled cessation time = (L + K)		

APPENDIX 3

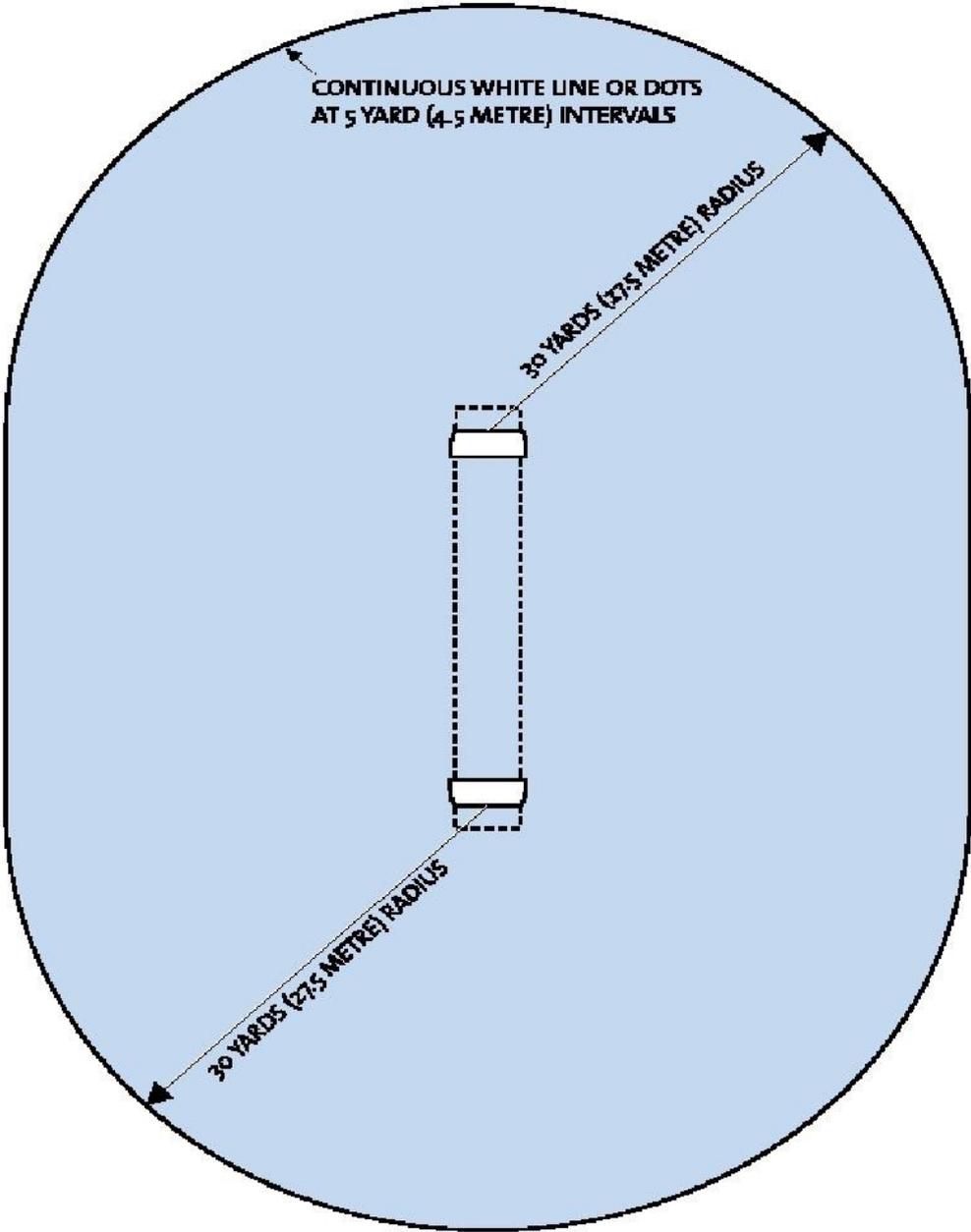
Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of T10 match.

HEAD	TIME IN MINUTES	SYMBOL
Time Calculation		
Original cessation time of innings		A
Time at start of interruption		B
Restart time		C
Length of interruption [C – B]		D
Extra time available		E
Total playing time lost [D – E]		F
Amended cessation time of innings [A + E]		G
Overs Calculations		
Maximum overs at start of innings		H
Overs lost [F / 4] ignore fractions		I
Adjusted maximum length of innings [H – I]		J
Overs per bowler and Fielding Restrictions		
Max. overs per bowler [J / 5]		Overs
Fielding restrictions [Refer to 41.2.6]		Overs

**APPENDIX 4
CREASE MARKINGS**



**PENDIX 5
PLACEMENT OF FIELDSMEN**



Procedure for the One Over Per Side Eliminator (super over)

The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

1 Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the CBM 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 overs 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 overs, once the playing time lost exceeds the extra time allocated, the Over shall be abandoned. See clause 15.

3 The one over per side eliminator 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 CBM Match Referee.

4 The umpires shall stand at the same end as that in which they finished the match.

5 The umpires shall choose which end to bowl and both teams will bowl from the same end.

6 Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.

7 The nominated players are given in writing to the CBM Match Referee. The CBM Match Referee shall not disclose the names of the nominated players to any other person until both teams have submitted their respective nominees.

8 Each team's over is played with the same fielding restrictions as apply for the last over in a normal T10 International match.

9 The team batting second in the match will bat first in the one over eliminator.

10 The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used for the "extra" over.

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 one over per side eliminator has been completed, if the original match was a tie under the D/L 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 one over per side eliminator 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 over per side eliminator) shall be the winner.

14 If still equal, a count-back from the final ball of the one over eliminator 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, including any runs resulting from wides, no ball or penalty runs.

Example:

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 utilized is 5.30.

a) No extra time is utilized in the original match which overruns ten minutes and finishes at ---. The overs is scheduled to start at --- with 10 minutes extra time available. It starts on time but is interrupted at 5.25. Play must resume by --- otherwise the overs is abandoned.

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

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