

STANDARD ICC INTERCONTINENTAL CUP PLAYING CONDITIONS

Except as varied hereunder, the Laws of Cricket (2000 Code - 5th Edition 2013) shall apply, subject to annual update of Standard Playing Conditions.

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

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1 LAW 1 - THE PLAYERS

1.1 Law 1.1 - Number of Players

Law 1.1 shall be replaced by the following:

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

1.2 Law 1.2 – Nomination of Players

Law 1.2 shall be replaced by the following:

- 1.2.1 Each captain shall nominate 11 players plus a maximum of 3 substitute fielders in writing to the ICC 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 ICC Match Referee, in exceptional circumstances, allows subsequent additions.
- 1.2.3 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:
 - a) Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or
 - b) Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in b) above (for example, the player is not permitted to enter the on-field 'dug-out').
- 1.2.4 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.
- 1.2.5 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable ICC Regulations pertaining to international cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the ICC Code of Conduct), the Anti-Racism Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti-Corruption Code.

1.3 Law 1.3 - Captain

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

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

Each Member Board must nominate its 'ICUP Team Captain' to the ICC when appointed.

If the 'ICup Team Captain' is not participating in a series, the relevant Home Board must nominate a replacement 'ICup Team Captain' for the series. The Home Board shall advise the series Match Referee.

If the 'ICup Team Captain' plays in a match without being the nominated captain for that match, he will be deemed to be the captain should any penalties be applied for over rate breaches under the Code of Conduct.

2 LAW 2 - SUBSTITUTES AND RUNNERS

2.1 Law 2.1 Substitutes and Runners

Law 2.1 (a) (ii), 2.7 and 20.8 shall not apply. A runner for a batsman when batting is not permitted.

Law 2.1 (b) shall be amended as follows:

The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player. at the start of the match, or at any subsequent time.

2.2 Law 2.5 - Fielder absent or leaving the field

Law 2.5 shall be replaced by the following:

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

If the player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

2.2.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 120 minutes. If any unexpired penance time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

2.2.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 120 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penance time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

For the purposes of 2.2.1 and 2.2.2, playing time shall comprise the time play is in progress excluding lunch and tea intervals, intervals between innings and official drinks intervals. For clarity, a player's penance time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

However, in the event of a batsman or a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time, provided he returns to the field of play immediately after the interruption.

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).

- 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 or batting 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 ICup Match umpires shall be followed as far as it is practicable to do so:

- 3.1.1 The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least one hour before the scheduled start of play.
- 3.1.2 ICC will appoint the umpires and ICC Match Referee.
- 3.1.3 Neither team will have a right of objection to an umpires or Match Referee's appointment. .

3.2 Third Umpire/TV Replays

The following shall apply in addition to Clause 3.1:

The TV referral system shall not apply.

3.3 Law 3.2 - Change of umpire

Law 3.2 shall be replaced by the following:

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

3.4 Law 3.4 - To inform captains and scorers

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

The 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.

3.5 Law 3.8 - Fitness for play and Law 3.9 - Suspension of play in dangerous or unreasonable conditions.

Laws 3.8 and 3.9 shall apply subject to the following:

- 3.5.1 The safety of all persons within the ground is of paramount importance to the ICC. 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, ICC 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 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).

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

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

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

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

c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.

d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

3.5.4 Play may be suspended due to safety and security concerns by the umpires on the advice of the ICC 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 ICC Match Referee who shall act only after consultation with the head of ground security and the police.

3.6 Light Meters

3.6.1 It is the responsibility of the ICC to supply light meters to the match officials to be used in accordance with these playing conditions.

3.6.2 All light meters shall be uniformly calibrated.

3.6.3 The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 3.5.3 (b)

above.

3.6.4 Light meter readings may accordingly be used by the umpires:

- a) To determine whether there has been at any stage deterioration or improvement in the light.
- b) As benchmarks for the remainder of a stoppage, match and/or series/event.

3.7 Use of artificial lights

Artificial lights shall not be used.

3.8 Advertising on grounds, perimeter boards and sightscreens

3.8.1 Advertising on grounds

The logos on outfielders are to be positioned as follows:

- a) Behind the stumps – a minimum of 25.15 yards (23 meters) from the stumps.
- b) Midwicket/cover area – no advertising to be positioned within 30 yards (27.50 meters) of the centre of the pitch being used for the match.

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

3.8.2 Perimeter Boards

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

3.8.3 Sightscreens

- a) Sightscreens shall be provided at both ends of all grounds.
- b) Advertising shall be permitted on the sightscreen behind the striker, providing it is removed for the subsequent over from that end.
- c) Such advertising shall not contain flashing or flickering images and particular care should be taken by the operators that the advertising is not changed at a time which is distracting to the umpire.

4 LAW 4 - THE SCORERS

Law 4 shall apply. Attention is drawn to clause 21.2

5 LAW 5 - THE BALL

5.1 Law 5.2 - Approval and control of balls

Law 5.2 shall be replaced by the following:

Red Kookaburra 'Turf' cricket balls supplied by the home board will be used for all matches. Spare used balls for changing during a match, which shall also be of the same brand shall be provided by the Home Board.

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

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

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 following shall apply in addition to Law 5.4:

The prescribed number of overs shall be 80.

The umpire shall inform the other umpire and indicate to the batsmen 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 and the fielding captain.

5.4 Law 5.6 - Specifications

Law 5.6 shall not apply.

6 LAW 6 - THE BAT

The following shall apply in addition to Law 6:

Only Grade A bats shall be used.

7 LAW 7 - THE PITCH

7.1 Law 7.3 - Selection and preparation

The following will apply in addition to Law 7.3:

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

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

- a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- b) No spiked footwear shall be permitted.

c) No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.

d) Access shall not interfere with pitch preparation.

7.1.3 In the event of any dispute the ICC Match Referee (if on duty) or the umpires will rule and their ruling will be final.

7.2 Law 7.4 - Changing the pitch

The following shall apply, except that the reference to ICC Match Referee will only apply if one is present and on duty at the match.

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 ICC Match Referee (if one is on duty at the ground).

7.2.2 The on-field umpires (and ICC Match Referee) shall consult with both captains.

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

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

7.2.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned as a draw.

7.2.6 If the abandonment occurs on the first scheduled day of the match, the ICC Match Referee or umpires shall consult with the Home Board with the objective of finding a way for a new match to commence on the same date and venue. Such a match may be played either on the repaired pitch or on another pitch, subject to the ICC Match Referee or umpires and the relevant ground authority both being satisfied that the new pitch will be of the required standard. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of clause 16.

7.2.7 If it is not possible to start a new match on the scheduled first day of the original match, the relevant officials from the participating Boards shall agree on whether the match can be replayed within the existing tour schedule.

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

7.2.9 In circumstances where the Match Referee is not present at the ground, the umpires shall inform him of their decision.

7.3 Law 7.5 - Non-turf pitches

Law 7.5 shall not apply.

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

8 LAW 8 - THE WICKETS

8.1 Law 8.2 - Size of stumps

Law 8.2 shall apply.

9 LAW 9 - THE BOWLING, POPPING AND RETURN CREASES

9.1 Law 9.3 - The popping crease

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

10 LAW 10 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA

10.1 Law 10.1 - Rolling

The following shall apply in addition to Law 10.1:

10.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the groundsman. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the groundsman, 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 groundsman to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

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

10.2 Law 10.6 - Maintenance of footholes

The following shall apply in addition to Law 10.6:

The umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes. As soon as possible after the conclusion of each day's play, bowler's foot holes will be repaired.

10.3 Watering the outfield

The watering of the outfield will be permitted during the match subject to the following:

10.3.1 Such watering shall only be possible if the "watering plan" is requested by the ground curator and approved by the umpires before the match has started. Once the match has started, any such request will not be considered.

10.3.2 The consent of the captains is not required but the umpires shall advise both captains and the ICC Match Referee (if one is present and on duty at the match) before the start of the match on what has been agreed.

10.3.3 The watering shall occur as soon as possible after the conclusion of the day's play.

10.3.4 The watering shall only be carried out to the extent that it is necessary to retain the good condition of the outfield.

10.3.5 The square and bowlers' run ups will be adequately covered prior to any watering taking place.

10.3.6 All ongoing matters of interpretation and implementation of watering requirements and regulations shall be resolved between the umpires and ground curator, but with the umpires retaining ultimate discretion over whether to approve any watering.

10.4 Protection and preparation of adjacent pitches during matches

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

10.4.2 Such measures will only be possible if requested by the ground curator and approved by

the umpires before the start of the match.

- 10.4.3 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.
- 10.4.4 The preparation work shall be carried out under the supervision of the third umpire.
- 10.4.5 Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.
- 10.4.6 The consent of the captains is not required but the umpires shall advise both captains and the ICC Match Referee (if one is present and on duty at the match) before the start of the match on what has been agreed.

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

11.3 Law 11.3 - Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

The bowler's run-ups shall be covered to a distance of at least 5 x 5 metres.

11.4 Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2¹/₂ hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

Attention is drawn to clauses 3.5 and 10.4 above.

12 LAW 12 - INNINGS

Law 12 shall apply subject to the following:

- 12.1 **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.**
- 12.2 **Law 12.1 (b) and Law 12.3 (e) shall not apply.**
- 12.3 **Matches shall be of four days scheduled duration, and of two innings per side.**
- 12.4 **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 ICC Match Referee (or standing umpire should the match referee not be on duty at the ground), who shall supervise the toss. The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled 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 shall apply.

13 LAW 13 - THE FOLLOW-ON

13.1 Law 13.3 - First day's play lost

If the provisions of clause 16.1.3 (b) are applied, the additional time is regarded as part of that day's play, i.e. it is the number of days remaining, and not the total number of hours available.

14 LAW 14 - DECLARATION AND FORFEITURE

Law 14 shall apply.

15 LAW 15 - INTERVALS

15.1 Law 15.3 - Duration of intervals

15.1.1 Luncheon Interval: The interval shall be of 40 minutes duration.

15.1.2 Tea Interval: The interval shall be of 20 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.

In addition, the provisions of Law 15.8 as applicable to the tea interval shall also apply to the lunch interval.

15.3 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 (subject to the wearing of bibs - refer to the note in clause 2.2.3).]

16 LAW 16 - START OF PLAY; CESSATION OF PLAY

Law 16 shall apply subject to the following:

16.1 Start and Cessation Times

The Home Board, in consultation with the ICC, shall determine the hours of play, subject to there being 6 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 96 overs (or a minimum of 16 overs per hour) or the completion of the scheduled or rescheduled cessation time, whichever 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 80 overs (or a minimum of 16 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 80 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 3.75 minutes (three minutes and forty-five seconds) 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 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 3.75 minutes (three minutes and forty-five seconds) 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 3.75 minutes (three minutes and forty-five seconds) 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 1/2 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

Law 16.6, 16.7 and 16.8 will apply except that a minimum of 16 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 3.75 minutes (three minutes and forty-five seconds) (refer clause 16.1.9 below).

On the final day, if both captains (the batsmen at the wicket may act for their captain) accept that there is no prospect of either side achieving a victory, they may agree to finish the match after (a) the time for the commencement of the last hour has been reached OR (b) there are a minimum of 16 overs to be bowled, whichever is the later.

- 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. This shall also apply to the additional time permitted in order to complete the minimum over requirement for the day. If an over is interrupted in these circumstances stumps shall be drawn for the day and the over shall be completed on the resumption of play.

- 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:

- 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).

16.2 Extra Time

16.2.1 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.

16.2.2 The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled lunch or tea interval of any day if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. 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, 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 of 15 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 following session of play shall be reduced by the amount of time by which play was previously extended under this clause.

For the avoidance of doubt, Law 15.8, as amended by Clause 15.2, shall still apply subsequent to the application of this clause, i.e when 9 wickets are down following the extra 15 minutes. However, this clause shall not apply when Law 15.8, as amended by Clause 15.2, has already been applied, i.e. the 15 minutes shall not be added at the end of 30 minutes extra time.

16.3 Minimum Over Rates

The minimum over rate to be achieved in Intercontinental Cup Matches will be 16 overs per hour.

The actual over rate will be calculated at the end of the match by the umpires and will be the average rate which is achieved by the fielding team across both of the batting team's innings.

In calculating the actual over rate for the match, allowances will be given as follows:

16.3.1 The time lost as a result of treatment given to a player by an authorised medical personnel on the field of play;

16.3.2 The time lost as a result of a player being required to leave the field as a result of a

serious injury;

- 16.3.3 The time taken for all third umpire referrals and consultations and any umpire or player reviews;
- 16.3.4 The time lost as a result of time wasting by the batting side; and
- 16.3.5 The time lost due to all other circumstances that are beyond the control of the fielding side.
- 16.3.6 2 minutes per wicket taken, provided that such wicket results in the subsequent batsmen immediately commencing his innings. For the avoidance of any doubt, no time allowance will be given for the final wicket of an innings or where a wicket falls immediately prior to any interval;
- 16.3.7 4 minutes per drinks break taken (one per session).

In the event of any time allowances being granted to the fielding team under 16.3.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

17 LAW 17 - PRACTICE ON THE FIELD

Law 17 shall apply subject to the following:

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

Law 17.1 shall apply subject to the following:

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

- 17.2 Law 17.3 - Practice on the outfield between the call of play and the call of time

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

- c) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the law.

18 LAW 18 - SCORING RUNS

Law 18 shall apply.

19 LAW 19 - BOUNDARIES

Law 19 shall apply subject to the following:

- 19.1 **Law 19.1 - The boundary of the field of play**

Law 19 shall apply subject to the following:

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

(64.00 metres). Distances shall be measured from the centre of the pitch to be used.

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 centre of the pitch to be used.

Any ground which has been approved to host international cricket prior to 1st October 2007 or which is currently under construction as of this date which is unable to conform to these new minimum dimensions shall be exempt. In such cases the regulations in force immediately prior to the adoption of these regulations shall apply.

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).

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.

20 **LAW 20 - LOST BALL**

Law 20 shall apply.

21 **LAW 21 - THE RESULT**

Law 21 shall apply subject to the following:

21.1 **Law 21.2 - 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.

Law 21.3 – Umpire (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 on-field umpires refuses to play, who will report the incident to the ICC Match Referee. The ICC Match Referee may, after considering the evidence, 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 ICC Match Referee of this fact. The ICC Match Referee shall together with the umpires ascertain the cause of the action. If

the ICC Match Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the ICC Match Referee shall award the match in accordance with (a)(ii) above.*

- c) If action as in (b) above takes place after play has started and does not constitute a refusal to play
 - i) playing time lost shall be counted from the start of the action until play recommences, subject to Law 15.5 (Changing agreed times for intervals).
 - ii) the time for close of play on that day shall be extended by this length of time, subject to Law 3.9 (Suspension of play in dangerous and unreasonable conditions) and the provisions of clause 16.
 - iii) if applicable, no overs shall be deducted during the last hour of the match solely on account of this time.

* 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.

21.3 **Law 21.4 – Matches in which there is an agreement under Law 12.1(b)**

Law 21.4 shall not apply.

22 **LAW 22 - THE OVER**

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

22.1 **Law 22.5 - Umpire miscounting**

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

23 **LAW 23 - DEAD BALL**

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

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

In a match where Spydercam is being used, either umpire shall call and signal ‘dead ball’, should a ball that has been hit by the batsman make contact, while still in play, with the Spydercam or its cable. The ball shall not count as one of the over and no runs shall be scored.

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.

24.2 **Fair Delivery - the feet**

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

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

25 LAW 25 - WIDE BALL

25.1 Law 25.1 - Judging a Wide

Law 25 shall apply with the following addition to Law 25.1 (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.

Refer also to clause 42.9 (Law 42.10).

32 LAW 32 - CAUGHT

Law 32 shall apply.

33 LAW 33 - HANDLED THE BALL

Law 33 shall apply.

34 LAW 34 - HIT THE BALL TWICE

Law 34 shall apply.

35 LAW 35 - HIT WICKET

Law 35 shall apply.

36 LAW 36 - LEG BEFORE WICKET

Law36 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 probably 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 40.4 shall be replaced by the following:

After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:

- (i) movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket.**
- (ii) lateral movement in response to the direction in which the ball has been delivered.**
- (ii) movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however for the provisions of Law 40.3 (Position of the wicket-keeper) shall apply.**

In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

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.

41.2 Law 41.7 - Movement by fielders and Law 41.8 Definition of significant movement shall be replaced by the following:

Movement by any fielder other than the wicket keeper

Any movement by any fielder, excluding the wicket keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

- (i) minor adjustments to stance or position in relation to the striker's wicket.**
- (ii) movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position.**
- (iii) movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.**

Notwithstanding (iii) above, in all circumstances Law 41.5 (Limitation of on side fielders) shall apply.

In the event of such unfair movement, either umpire shall call and signal Dead ball as soon as possible after the delivery of the ball. Note also the provisions of Law 42.4 (Deliberate attempt to distract the striker).

42 LAW 42 - FAIR AND UNFAIR PLAY

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

Law 42.1 shall apply.

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

Law 42.2 shall apply.

Law 42.3 - The match ball - changing its condition

Law 42.3 shall apply, subject to the following:

Law 42.3 (d) and (e) shall be replaced with the following:

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

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

- a) Change the ball forthwith. The batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

Additionally the bowler's end umpire shall:

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

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

- a) Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
- b) The bowler's end umpire shall issue the captain with a first and final warning, and
- c) Advise him that should there be any further incident by that team during the remainder of the match, steps 42.1.1 a to e) above will be adopted, with the captain deemed under e) to be the player responsible.

42.4 Law 42.4 - Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

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

42.5 Law 42.5 - Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following:

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

42.6 Law 42.6 - Dangerous and Unfair Bowling

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

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

- a) A bowler shall be limited to 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 popping crease.
- c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

- d) In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- e) For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as 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.
- 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 may 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 42.7 below which umpires are able to apply at any time.

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

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

- a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in clause 42.4.2 (a) above, the umpire at the bowler's end shall call and signal no ball.

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

- c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall, in addition to calling and signalling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- d) The bowler thus taken off shall not be allowed to bowl again in that innings.

- e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- f) The umpires may then report the matter to the 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 Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire

Law 42.7 shall be replaced by the following:

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

- 42.7.1 The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.
- 42.7.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:
 - a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
 - b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
 - c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
 - d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
 - e) The bowler thus taken off shall not be able to bowl again in that innings.
 - f) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
 - g) The umpires may then report the matter to the 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.)

Should the umpires initiate the caution and warning procedures set out in Clauses 42.6.1, 42.6.2, and 42.7 such cautions and warnings are not to be cumulative.

42.8 Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

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

The umpire at the bowler's end shall:

- 42.8.1 Call and signal no ball.
- 42.8.2 When the ball is dead, direct the captain to take the bowler off forthwith.
- 42.8.3 Not allow the bowler to bowl again in that innings.
- 42.8.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- 42.8.5 Report the occurrence to the other umpire, to the captain of the batting side and, together with the other umpire, 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).

42.9 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:

- 42.9.1 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.

42.10 Law 42.10 - Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within 2 minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

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

**42.11 Law 42.11 - Damaging the pitch – area to be protected
Law 42.11 shall apply.**

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

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

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

**42.13 Law 42.13 – Fieldsman damaging the pitch
Law 42.13 shall apply.**

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

42.14 Law 42.14 Batsman damaging the pitch

Law 42.14 shall apply.

See also clause 37 above.

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

Law 42.15 shall be replaced by the following:

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

42.16 Law 42.16 – Batsman stealing a run

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

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

42.17 Law 42.17 – Penalty runs

Law 42.17 shall apply.

42.18 Law 42.18 – Players' conduct

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

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

42.19 Use of Electronic Communications Equipment

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted.

43 POINTS FOR A WIN, TIE OR FIRST INNINGS LEAD

43.19.1 14 points for an outright win

43.19.2 7 points each for an outright tie.

43.19.3 6 points for a lead on the first innings (retained irrespective of the outright result)

43.19.4 3 points each for a first innings tie.

44 POINTS FOR ABANDONED, INTERRUPTED OR DRAWN MATCHES

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

In a match with more than 10 hours lost due to interruptions in play each side will be awarded 7 points for a draw, plus any points scored in the first innings.

In a match without interruption, or with 10 hours or less lost due to interruptions in play, each side will be awarded 3 points for the draw, plus any points scored in the first innings.

45 POINTS FOR FORFEITED MATCHES

If a team forfeits a fixture then the opposing side shall be awarded 20 points and in addition the ICC Event Technical Committee may impose a points penalty on the side forfeiting the fixture.

46 POINTS – GENERAL

- 46.1 At the completion of the round-robin matches the teams will be placed in a league table in the order of merit based on the number of points gained in the round-robin matches.
- 46.2 Should any sides in the league table be equal on points at the end of the round robin matches, the right to be placed in the higher position in the league table will be decided in the following order of priority:
- a) Most outright wins
 - b) Most first innings leads
 - c) Highest net runs per wicket ratio (“quotient”)
 - d) Head to head winner on outright win
 - e) Head to head leader on first innings
 - f) Highest net runs per wicket ratio (“quotient”) in the head to head match
 - g) Drawing lots