

INTERNATIONAL CRICKET COUNCIL (ICC)

**ICC WORLD CRICKET LEAGUE CHAMPIONSHIP
PLAYING CONDITIONS**

INTERNATIONAL CRICKET COUNCIL (ICC)

Except as varied hereunder the Standard One Day International Playing Conditions dated 5th July 2015 and the Laws of Cricket (2000 Code 5th Edition - 2013) shall apply.

Note:

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

1. LAW 1 - THE PLAYERS

1.1 Law 1.1 - Number of Players

Law 1.1 shall be replaced by the following:

A match is played between two sides. Each side shall consist of a maximum 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.

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:

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:

2.1.1 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 the first innings, it is carried forward to the second innings of the match.

2.1.2 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.

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.

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

INTERNATIONAL CRICKET COUNCIL (ICC)

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).

- 2.1.3 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:

- 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 before the scheduled start of play.
- 3.1.2 ICC will appoint the on-field umpires.
- 3.1.3 The Home Board shall appoint a third umpire for each match
- 3.1.4 ICC shall appoint a Match Referee for each match.
- 3.1.5 Neither team will have a right of objection to an umpire's or Match Referee's appointment.

3.2 Third Umpires / TV Replays

The TV replay referral system 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)

The Home Board 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 event organisers shall inform the participants at the start of the event 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,

INTERNATIONAL CRICKET COUNCIL (ICC)

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).
- b) If at 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.

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.

INTERNATIONAL CRICKET COUNCIL (ICC)

- 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 Day Night Matches

- 3.7.1 Pads and players' and umpires' clothing shall be coloured in all matches and shall comply with the provisions and specifications contained in the Members Participation Agreement (MPA) signed by the competing teams.
- 3.7.2 Sight screens will be black.
- 3.7.3 In Day/Night matches, the floodlights will be turned on in the interval between innings. If, during a Day/Night Match, in the opinion of the Umpires natural light is deteriorating to an unsuitable level, they shall authorise the home authority to turn on the floodlights so that the match can continue in acceptable conditions. Once the floodlights have been turned on, they will remain on for the duration of the game.

3.8 Advertising on grounds

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 the 30 yard (27.50 meters) circle.

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 sightcreens 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 Sightcreens

- a) Sightcreens 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.

5 LAW 5 - THE BALL

5.1 Law 5.2 - Approval and Control of Balls

Law 5.2 shall be replaced by the following:

White 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 balls 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 balls.

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 balls and shall retain possession of them at the fall of a wicket, a drinks interval, or any other disruption in play.

Each fielding team shall have two new balls for its innings, to be used in alternate overs, i.e. one from each end.

5.2 Law 5.4 - New Ball in Match of More than One Day's Duration

Law 5.4 shall not apply.

5.3 Law 5.5 - Ball Lost or Becoming Unfit for Play

Law 5.5 shall be replaced by the following:

- 5.3.1 In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
- 5.3.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.
- 5.3.3 If the ball is to be replaced, the umpire shall inform the batsmen and the fielding captain. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5.4 Law 5.6 - Specifications

Law 5.6 shall not apply.

6 LAW 6 - THE BAT

6.1 Law 6.1 - Width and Length

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

- i. 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).
- ii. The fourth umpire shall ensure that, prior to the start of play and during any intervals, only authorised ground 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) 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 ICC 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 ICC Match Referee.
- 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 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 must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
- 7.2.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:
 - a) In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 21.7.2.
 - b) In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.
- 7.2.6 If the match is abandoned as a no result, the ICC Match Referee shall consult with the Home Board with the objective of finding a way for a new match to be

INTERNATIONAL CRICKET COUNCIL (ICC)

commenced and completed on the same date (including any reserve day) and venue.

- 7.2.7 Such a match may be played either on the repaired pitch or on another pitch, subject to the ICC Match Referee and the relevant ground authority both being satisfied that the new pitch will be of the required ODI standard. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of clauses 12 and 16 below.
- 7.2.8 If it is not possible to play a new match on the scheduled day of the match (including any reserve day), the relevant officials from the participating Boards shall agree on whether the match can be replayed within the existing tour schedule.
- 7.2.9 Throughout the above decision making processes, the ICC Match Referee shall keep informed both captains and the head of the ground authority. The head of the ground authority shall ensure that suitable and prompt public announcements are made.

7.3 Law 7.5 - Non-Turf Pitches

Law 7.5 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

The following shall apply in addition to Law 8.2:

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

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 (13.71m)'.

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

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 ground curator. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground curator, but the drying of the affected area of the pitch shall be carried out only

INTERNATIONAL CRICKET COUNCIL (ICC)

on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

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

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

10.2 Law 10.6 - Maintenance of Footholes

The following shall apply in addition to Law 10.6:

The umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.

10.3 Protection and preparation of adjacent pitches during matches

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:

10.3.1 Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.

10.3.2 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.

10.3.3 The preparation work shall be carried out under the supervision of the fourth umpire.

10.3.4 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.

10.3.5 The consent of the captains is not required but the umpires shall advise both captains and the ICC Match Referee before the start of the match on what has been agreed.

11 LAW 11 - COVERING THE PITCH

11.1 Law 11.1 - Before the Match

The following shall apply in addition to Law 11.1:

The pitch shall be entirely protected against rain up to commencement of play.

11.2 Law 11.2 - During the Match

Law 11.2 shall be replaced by the following:

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

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

Law 11.3 - Covering Bowlers' Run Ups

Law 11.3 shall be replaced by the following:

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

INTERNATIONAL CRICKET COUNCIL (ICC)

11.3 Law 11.4 - Removal of Covers

Law 11.4 shall be replaced by the following:

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2 1/2 hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

Attention is drawn to clauses 3.5 and 10.3 above.

12 LAW 12 - INNINGS

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

12.1 Law 12.1 - Number of Innings

Law 12.1 shall be replaced by the following:

- a) All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs.
- b) All matches shall be of one day's scheduled duration.
- c) There shall be one reserve day allocated to all matches on which an incomplete match shall be continued from the scheduled day.
- d) Every effort will be made to complete the match on the scheduled day with any necessary reduction in overs taking place and only if the minimum number of overs necessary to constitute a match cannot be bowled on the scheduled day will the match be completed on the reserve day.
- e) If the match has started on the scheduled day and overs are subsequently reduced following an interruption, but no further play is possible, the match will resume on the reserve day under the same assumption that the last ball was played on the scheduled day. Refer Appendix 5.

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 50 overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 30 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

INTERNATIONAL CRICKET COUNCIL (ICC)

- d) If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- e) Penalties shall apply for slow over rates (refer ICC Code of Conduct).

12.4.2 Delayed or Interrupted Matches

- a) Delay or Interruption to the Innings of the Team Batting First (see Appendix 2)
 - i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.
 - ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
 - iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.2, then the first innings is terminated and the provisions of 12.4.2 (b) below take effect.
 - iv) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.28 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.
 - v) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
 - vi) Penalties shall apply for slow over rates (refer to ICC Code of Conduct).
- b) Delay or Interruption to the innings of the Team Batting Second (see Appendix 3)
 - i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
 - ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an

INTERNATIONAL CRICKET COUNCIL (ICC)

amount of time equivalent to that by which the second innings started early has elapsed.

- iii) To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- v) A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
- vii) Penalties shall apply for slow over rates (refer ICC Code Conduct).

12.5 Extra Time

There will be extra time of 60 minutes where the start of play is delayed or play is suspended.

Participating teams may, prior to the commencement of the series, seek the approval of ICC to amend this playing condition to provide for less than the allocated 60 minutes. If there is no agreement between the participating teams to reduce the length of extra time, it will remain at 60 minutes.

12.6 Number of Overs per Bowler

No bowler shall bowl more than 10 overs in an innings.

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

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

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

The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

12.7 Law 12.4 – The toss

Law 12.4 shall be replaced by the following:

The captains shall toss for the choice of innings, on the field of play and in the presence of the ICC Match Referee, who shall supervise the toss. The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any re-scheduled time for the match to start. Note, however, the provisions of Law 1.3 (Captain).

Note: Law 12.5 requiring the captain of the side winning the toss to notify the opposing captain as soon as the toss is completed of his decision to bat or to field first shall apply.

13 LAW 13 - THE FOLLOW-ON

Law 13 shall not apply.

14 LAW 14 - DECLARATION AND FORFEITURE

Law 14 shall not apply.

15 LAW 15 - INTERVALS

Law 15 shall apply subject to the following :

15.1 Law 15.5 - Changing Agreed Times for Intervals - Interval Between Innings

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval.

If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a 10 minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced as follows:

- (i) If up to 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced by the amount of actual playing time lost.
- (ii) If more than 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced to 30 minutes (subject to (iii) below).
- (iii) Note: The prescribed interval timings above may be reduced further by the ICC Match Referee taking into account the intention of not having a prolonged interval after a lengthy interruption close to the conclusion of the innings of the team batting first. However, the minimum interval shall not be less than ten minutes.

The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled interval 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.

Note: In addition to clauses i), ii) and iii) above, the length of the Interval may be reduced by the ICC Match Referee should exceptional circumstances arise.

15.2 Law 15.9 - Intervals for Drinks

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

INTERNATIONAL CRICKET COUNCIL (ICC)

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 Start and Cessation Times

To be determined by the Home Board subject to there being 2 sessions of 3.5 hours each, separated by a 45 minute interval between innings. Refer also clause 12.5.

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

16.2 Laws 16.6, 16.7 and 16.8 shall not apply.

16.3 Laws 16.9, 16.10, and 16.11 shall apply in so far as they are relevant to a one innings limited overs type match.

16.4 Minimum Over Rates

The minimum over rate to be achieved in 50 over league matches will be 14.28 overs per hour.

The actual over rate will be calculated at the end of the match by the umpires.

In calculating the actual over rate for the match, allowances will be given for the actual time lost as a result of any of the following:

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

In the event of any time allowances being granted to the fielding team under 16.4.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

17 LAW 17 - PRACTICE ON THE FIELD

Law 17.1 shall apply subject to the following:

17.1 Law 17.2 – Practice on the rest of the square

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

INTERNATIONAL CRICKET COUNCIL (ICC)

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

The following shall apply in addition to Law 19.1:

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

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

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 meters) between the boundary and the fence.

19.3 Law 19.3 - Scoring a Boundary

The following shall apply in addition to Law 19.3:

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

Note the introduction of 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 21.1 - A Win - Two Innings Match

Law 21.1 shall not apply.

21.2 Law 21.2 - A Win - One Innings Match

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

21.3 Law 21.3 – Umpire (ICC 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 ICC Match Referee refuses to play and the ICC Match Referee shall award the match to the other side.
- b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the 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 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.

INTERNATIONAL CRICKET COUNCIL (ICC)

21.5 Law 21.4 - A Tie

The following shall apply in addition to Law 21.5 (a):
If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen

21.6 Law 21.5 - A Draw

Law 21.5 (b) shall not apply.

21.7 Prematurely Terminated Matches - Calculation of the Target Score

21.7.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations)

21.7.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L/S 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

21.8 Correctness of Result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.5, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

21.9 Event Format

The tournament will be contested by 8 teams.

Each team will play every other team twice in a round-robin format.

Points will be allocated for each match in accordance with the system described in clause 21.10 of these playing conditions.

Following the completion of the round-robin matches, the final standings of the league table will represent each team's final event ranking.

21.10 Standings

21.10.1 Round-Robin Matches

The following points system shall apply:

Win	2
Tie or No Result	1
Loss	0

21.10.2 Round-Robin Matches

In the event of teams finishing on equal points at the end of the round-robin matches, the standing in the league table will be decided in the following order of priority:

- i. The team with the most number of wins in the round-robin matches will be placed in the higher position.

INTERNATIONAL CRICKET COUNCIL (ICC)

- ii. If there are teams with equal points and equal wins in the round-robin matches then in such case the team with the higher net run rate in these matches will be placed in the higher position (refer to 21.10.3 below for the calculation of net run rate).
- iii. If, following net run rate calculations above, there are teams which are still equal, then the team which has earned more points in the head to head matches played between them will be placed in the higher position.
- iv. If still equal, the team with the higher net run rate in the head to head matches played between them will be placed in the higher position.
- v. In the highly unlikely event that teams cannot be separated by the above this will be done by drawing lots.

Please note in a match declared as no result, run rate is not applicable.

21.10.3 Net Run Rate

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

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate of both teams shall be based on the full quota of overs to which the batting team 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/Stern, 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/Stern 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 umpires 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 50 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 league. 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.

- 21.10.4** In the event of any dispute the ICC Event Technical Committee may be called on to make a ruling and its ruling will be final.

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 or the scorers shall inform the on-field umpires if the over has been miscounted.

23 LAW 23 - DEAD BALL

INTERNATIONAL CRICKET COUNCIL (ICC)

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 NO BALL

Law 24 shall apply subject to the following:

24.1 Law 24.1 (b) - Mode of delivery

Law 24.1 (b) shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

24.2 Free Hit

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

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

Field changes are not permitted for free hit deliveries unless:

- a) *There is a change of striker (the provisions of clause 41.2 shall apply),***
- or**
- b) *The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.***

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

24.3 Fair Delivery - the feet

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

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

24.3 Bowler breaking wicket in delivering ball

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under Clause 42.11, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride.

For the purpose of this clause, the amended definition of delivery stride from Appendix D - Laws of Cricket shall apply:

Delivery Stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler’s back foot lands for that stride and ends when the front foot lands in the same stride. The “stride after the delivery stride” is completed when the next foot lands i.e. when the back foot of the delivery stride lands again.

25 LAW 25 - WIDE BALL

25.1 Law 25.1 - Judging a Wide

INTERNATIONAL CRICKET COUNCIL (ICC)

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 legside 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 shall apply.

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 40.4 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 - 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.

INTERNATIONAL CRICKET COUNCIL (ICC)

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.

41.2.3 The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 4). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

- a) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- b) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
- c) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

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

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7

INTERNATIONAL CRICKET COUNCIL (ICC)

38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

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

Illustrations of 41.2.5

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

41.2.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

41.2.7 The scoreboard shall indicate the current Powerplay in progress.

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

41.3 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.

INTERNATIONAL CRICKET COUNCIL (ICC)

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).

Refer also to clause 40 - Law 40.4 (Movement by the wicket-keeper).

42. LAW 42 - FAIR AND UNFAIR PLAY

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

Law 42.1 shall apply.

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

Law 42.2 shall apply.

42.3 Law 42.3 - The match ball - changing its condition

Law 42.3 shall apply, subject to the following:

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

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

42.1.1 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.

42.1.2 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

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.

INTERNATIONAL CRICKET COUNCIL (ICC)

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 umpire shall report the incident to the ICC Match Referee under the ICC Code of Conduct.

42.6 Law 42.6 - Dangerous and Unfair Bowling

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

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

- a) A bowler shall be limited to two fast short-pitched deliveries per over.
- b) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the 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.

INTERNATIONAL CRICKET COUNCIL (ICC)

- 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.

INTERNATIONAL CRICKET COUNCIL (ICC)

- 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 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:

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

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.

INTERNATIONAL CRICKET COUNCIL (ICC)

- 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:

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.

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

See also clause 37 above.

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

Law 42.15 shall be replaced by the following:

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to 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.

INTERNATIONAL CRICKET COUNCIL (ICC)

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.

INTERNATIONAL CRICKET COUNCIL (ICC)

APPENDIX 1A

Calculation Sheet for Use When Delays or Interruptions Occur in the First Innings of 50 over league matches

Time

Net playing time available at start of the match	420 minutes	(A)
Time innings in progress	_____	(B)
Playing time lost	_____	(C)
Extra time available	_____	(D)
Time made up from reduced interval	_____	(E)
Effective playing time lost [C – (D + E)]	_____	(F)
Remaining playing time available (A - F)	_____	(G)
G divided by 4.2 (to 2 decimal places)	_____	(H)
Max overs per team [H/2] (rounded up if not a whole number)	_____	(I)
Max overs per bowler [I / 5]	_____	
Duration of Powerplay Overs (Refer to 41.2.6)	_____ + _____ + _____	

Rescheduled Playing Hours

First session to commence or recommence	_____	(J)	
Length of innings [I x 4.2]	_____		(K)
Rescheduled cessation time (round up fractions) [J + (K – B)]	_____		
Length of interval	_____		
Second session commencement time	_____		(L)
Rescheduled cessation time = (L + K)	_____		

APPENDIX 1B

Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time	_____	(P)	
Rescheduled cut-off time allowing for full use of any extra time provision	_____	(Q)	
Minutes between P and Q	_____	(R)	
Potential overs to be bowled [R / 4.2] (round up fractions)	_____		(S)
Number of complete overs faced to date in first innings	_____		(T)

If S is greater than T then revert to Appendix 2A-1A

If S is less than or equal to T then the first innings is terminated and go to Appendix 3A 2A

INTERNATIONAL CRICKET COUNCIL (ICC)

APPENDIX 2A

Calculation Sheet for Use When Delays or Interruptions Occur in the Second Innings of 50 over league matches

Time

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

Maximum overs at start of innings _____ (H)
 Overs lost [F / 4.2] ignore fractions _____ (I)
 Adjusted maximum length of innings [H – I] _____ (J)

Overs per bowler and Fielding Restrictions

Max. overs per bowler [J / 5] _____ overs
 Duration of Powerplay overs (initial, fielding team, batting side) _____
 First Innings _____ + _____
 Second Innings _____ + _____

APPENDIX 2B

Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

Time at start of innings _____ (A)
 Time at start of interruption _____ (B)
 Time innings in progress _____ (C)
 Restart time _____ (D)
 Length of interruption [D – B] _____ (E)
 Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings) _____ (F)
 Total playing time lost [E – F] _____ (G)

Overs

Maximum overs at start of innings _____ (H)
 Overs lost [G / 4.2] (rounded down) _____ (I)
 Adjusted maximum length of innings [H – I] _____ (J)

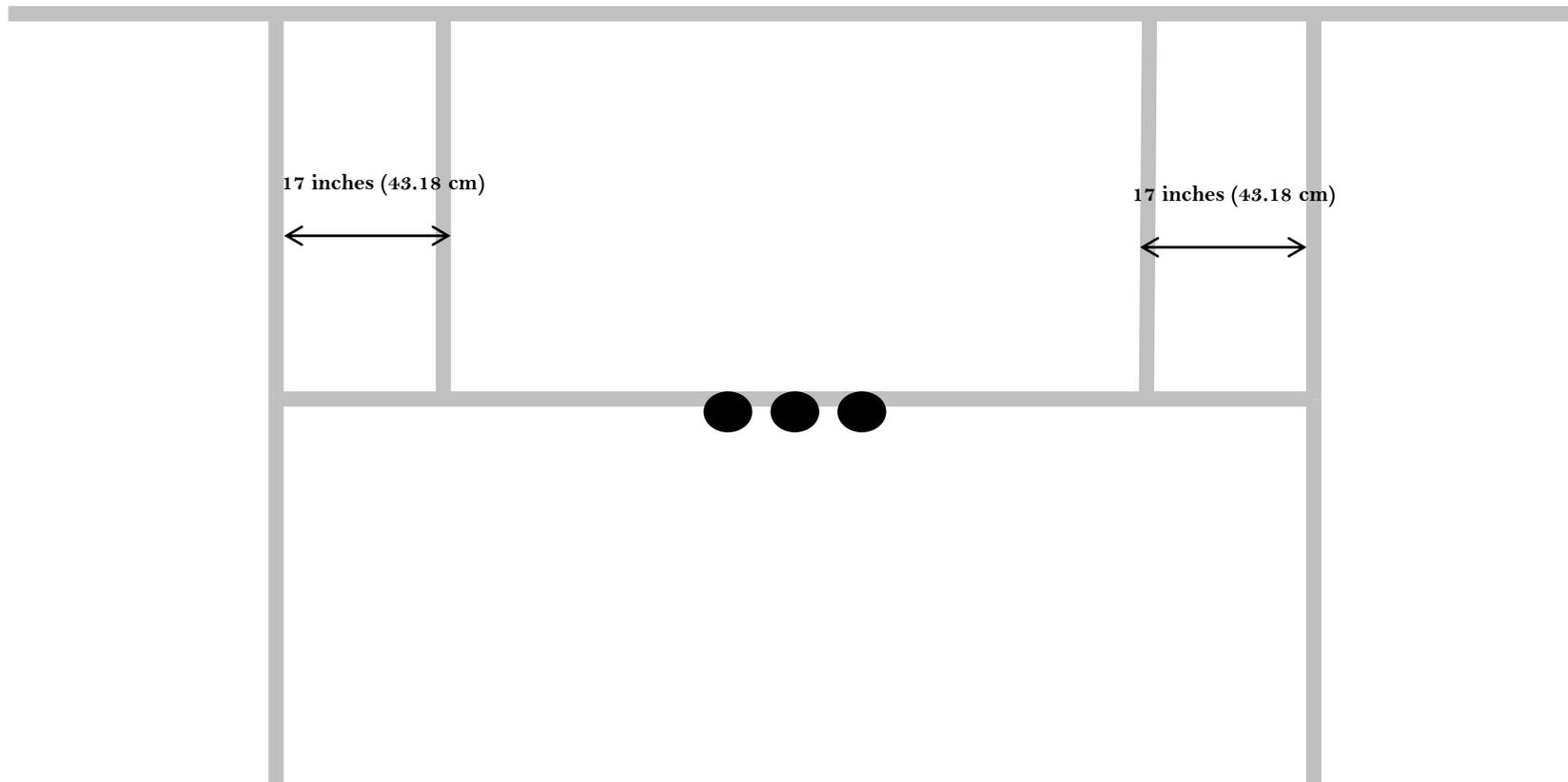
 Rescheduled length of innings [J x 4.2 rounded up] _____ (K)
 Amended cessation time of innings [D + (K – C)] _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5] _____ overs
 Duration of Powerplay overs (initial, batting side) _____ + _____ + _____

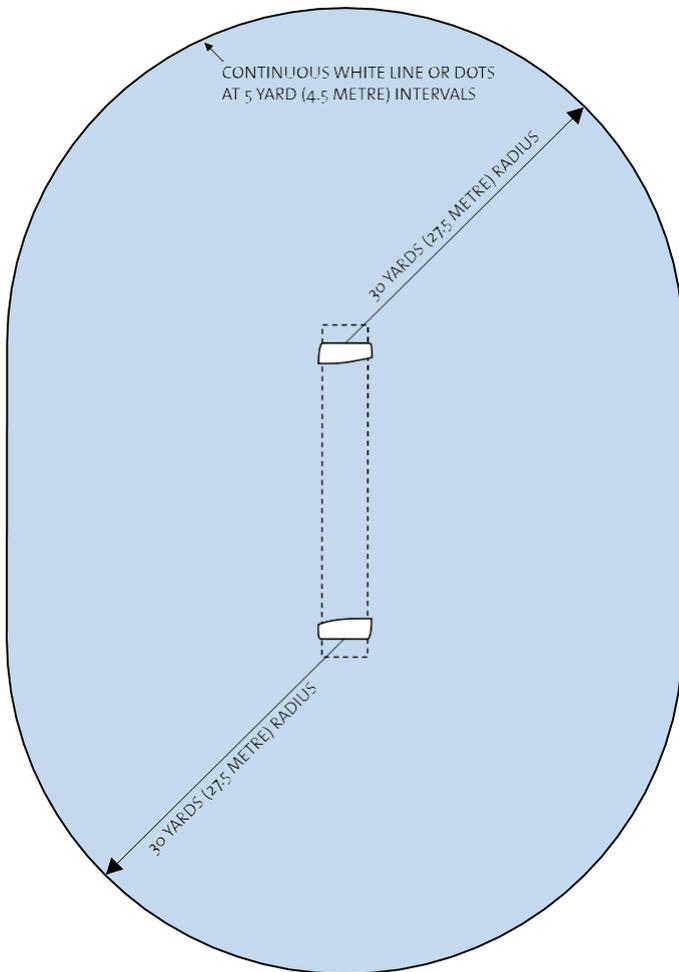
INTERNATIONAL CRICKET COUNCIL (ICC)

APPENDIX 3 – Crease Markings



APPENDIX 4

Restriction of the placement of fieldsmen



INTERNATIONAL CRICKET COUNCIL (ICC)

APPENDIX 5

Application of the Reserve Day

The hours of play on the Reserve Day will be the same as on the scheduled day for the match (including the extra time provision).

If play is interrupted on the scheduled day, umpires will use the available extra time and, if necessary, reduce the number of overs to try to achieve a result on that day. Each team must have had the opportunity to bat for a minimum of 20 overs for a result to be achieved.

If play has not resumed by the cut-off time required to allow the minimum number of overs to be bowled to achieve a result on the scheduled day, play shall be abandoned for the day and the Reserve Day will be used to complete the match.

On the Reserve Day, play will recommence under the same assumption that the last ball was bowled on the scheduled day.

The match starts when the coin toss takes place and teams are exchanged. If the toss occurs on the scheduled day and there is no play thereafter, the result of the toss and the named teams will be carried through to the Reserve Day.

Umpires should make all their Ground / Weather / Light decisions to maximize play on the scheduled day of the match to achieve a result on that day - as if there was no Reserve Day available.

Example 1:

Match starts at 50 overs per side and there is an interruption at 19 overs. Overs are reduced to 46 overs per side and play is about to resume.

Before another ball is bowled it rains and play is abandoned for the day.

As the match didn't resume under the revised overs, the match should continue on the reserve day at the original 50 overs per side with the overs reduced if necessary during the reserve day.

Example 2:

The same start as in example 1 i.e. match starts at 50 overs per side and there is an interruption at 19 overs. Overs are reduced to 46 overs per side and play is about to resume.

This time, play starts and after an over has been bowled it rains and play is abandoned for the day.

As the match has resumed, it is continued on the reserve day at 46 overs per side with the overs further reduced if necessary during the reserve day.