

## THE PREAMBLE-THE SPIRIT OF CRICKET

*Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.*

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

### **Responsibility of captains**

The captains are responsible at all times for ensuring that play is conducted with the Spirit of the Game as well as within the Laws.

### **Player's conduct**

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

### **2 Fair and unfair play**

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

### **3 The umpires are authorised to intervene in cases of:**

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

### **4 The Spirit of the Game involves RESPECT for:**

- Your opponents
- Your own captain and team
- The role of the umpires
- The game and its traditional values

### **5 It is against the Spirit of the Game:**

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance :
  - (a) to appeal knowing that the batsman is not out
  - (b) to advance towards an umpire in an aggressive manner when appealing
  - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

### **6 Violence**

There is no place for any act of violence on the field of play.

### **7 Players**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

MULTI DAY PLAYING CONDITIONS  
FOR  
SENIOR & JUNIOR  
DOMESTIC TOURNAMENTS 2013-2014

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**MULTI DAY MATCH PLAYING CONDITIONS  
FOR  
SENIOR & JUNIOR DOMESTIC TOURNAMENTS  
2013-2014**

Except as varied hereunder, 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 'BCCI Match Referee'.

**1. Law 1 - The Players**

**1.1 Law 1.1 Number of players**

Law 1.1 shall be replaced by the following:

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

**1.2 Law 1.2 – Nomination of Players**

Law 1.2 shall be replaced by the following:

.2.1 Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the BCCI 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 match Referee, in exceptional circumstances, allows subsequent additions.

1.2.3 All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable BCCI Regulations pertaining to domestic cricket and in particular to BCCI Code of Conduct.

**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 Association must nominate its 'Multi Day Team Captain' to the BCCI when appointed.**

**If the 'Multi Day Team Captain' is not participating in a match, the relevant Association must nominate a replacement 'Multi Day Team Captain' for the match. The Association shall advise the match Match Referee.**

**If the 'Multi Day 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; Batsman or fielder leaving the field; batsman retiring; batsman commencing innings**

## 2.1 Law 2.1 Substitutes and Runners

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

Law 2.1 (b) shall be amended as follows:

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

## 2.2 Law 2.5 - Fielder absent or leaving the field

Law 2.5 shall be replaced by the following:

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

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

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

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

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

In the event of a **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.

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 Multi Day Match umpires shall be followed as far as it is practicable to do so:

- 3.1.1 Umpires will be appointed based on neutrality as far as possible.
- 3.1.2 Neutrality shall mean umpire from the zone other than that of the teams involved in the match.
- 3.1.3 For knock out matches appointment of neutral umpires may be dispensed with if ICC panel umpires are available.
- 3.1.4 Neither team shall have a right of objection to an umpire's appointment.
- 3.1.5 Umpires shall be present on the ground at least two hours before the scheduled start of play on first day and one and half hours on succeeding days play.

### 3.2 Third Umpire/TV Replays

The following shall apply in addition to Clause 3.1: (Only for matches which have TV production for live or delayed telecast of the match)

#### 3.2.1 General

- a) Where ever there is a provision of live or delayed telecast of the match BCCI will appoint a third umpire.
- b) The host association will ensure a separate room is provided for the third umpire and that he has access to a television monitor and direct sound link with the television control broadcast director to facilitate as many replays as is necessary to assist him in making a decision.
- c) In the circumstances detailed in Clauses 3.2.2, 3.2.3, 3.2.4, 3.2.5 and 3.2.6 hereunder, the on-field umpire has the discretion to refer the appeal to the third umpire or, in case of paragraph 3.2.3.1, 3.2.5 and 3.2.6, to consult with the third umpire before making his decision and should take a common sense approach.

Players may not appeal to the umpire to use the replay system - breach of this provision would constitute dissent and the player could be liable for discipline under the BCCI Code of Conduct.

- d) The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the third umpire shall have a discretion to take more time in order to finalise a decision.
- e) **The third umpire shall only have access to TV replays for the provisions of paragraphs 3.2.2, 3.2.3, 3.2. 4, 3.2.5 and 3.2.6 below. Other technology which may be in use by the broadcaster for broadcast purposes (Hot Spot, ball tracking, stump microphone, Snicko) shall not be permitted.  
(Applicable for live or delayed telecast matches only)**

- f) Where there is no live or delayed telecast, but the match is covered with static cameras by BCCI, if possible umpire coach (in absence of umpire coach it would be the match referee) would be asked to act as TV umpire by BCCI and on request by field umpire, convey the decision as per 3.2.2 only. However clause 3.2.7 in this case shall not apply.

### 3.2.2 Run Out, Stumping and Hit Wicket Decisions

- a) The on-field umpire shall be entitled to refer an appeal for a run-out, stumping or hit wicket to the third umpire.
- b) An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his hands.
- c) If the third umpire decides the batsman is out a red light is displayed; a green light means not-out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to signify to the on-field umpires that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (As an alternative to the red/green light system and where available, the big replay screen may be used for the purpose of conveying the third umpire's decision.)

When umpire coaches act as TV umpires as in 3.2.1.e above, lights will be substituted with red, green and white flags to communicate the decision.

- d) When reviewing the TV replay(s), **the third umpire shall first check the fairness of the delivery (foot-fault, bowler breaking the wicket, waist high full tosses, bouncers above shoulder height). Additionally, if the third umpire finds the batsman , is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only. Foot fault and bowler breaking the wicket only can be referred when static cameras are used )**

### 3.2.3 Caught Decisions

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

#### 3.2.3.1 Clean Catches

- a) Should the bowler's end umpire be unable to decide whether or not a catch was taken cleanly, he shall first consult with the square leg umpire.
- b) Should both umpires be unable to make a decision, they may consult by two-way radio with the 3rd umpire. Following such consultation, the final decision will be made and given by the bowler's end umpire, who will take into account the on-field umpires' initial views and any other advice received from the 3rd umpire.

- c) The third umpire has to determine whether the batsman has been caught. However, when reviewing the television replay(s), **the third umpire shall first check the fairness of the delivery (foot-fault, bowler breaking the wicket, waist high full tosses, bouncers above shoulder height). Additionally**, if it is clear to the third umpire that the batsman, **is out by another mode of dismissal (excluding LBW) , or not out by any mode of dismissal (excluding LBW)**, he shall **notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)**
- d) The final decision shall be indicated in the normal fashion by the bowler's end umpire.

### 3.2.3.2 Bump Ball

- a) Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire.
- b) Should both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke as in Clause 3.2.2 (b).
- c) The third umpire has to determine whether the ball was a bump ball or not. However, when reviewing the television replay(s), **the third umpire shall first check the fairness of the delivery (foot-fault and bowler breaking the wicket). Additionally**, if it is clear to the third umpire that the batsman **is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW)**, he shall **notify the on-field umpire so that the correct decision is made. (Applicable for live or delayed telecast matches only)**
- d) The third umpire shall communicate his decision by the system as in Clause 3.2.2 (c).

### 3.2.4 Boundary Decisions

- a) The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched the boundary or when he had any part of his person grounded beyond the boundary, or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.
- b) An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.
- c) The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.

### 3.2.5 Obstructing the Field

- 3.2.5.1 Following an appeal from the fielding side, the on-field umpire shall be entitled to consult with the third umpire if he feels that the batsman, in running between the wickets, may have significantly changed his direction (refer clause 37).

- 3.2.5.2 Such consultation shall be initiated by the on-field umpire and will be done to help him decide the extent of any change in direction and whether the obstruction was willful or not.
- 3.2.5.3 Following such consultation with the third umpire, the final decision shall be indicated in the normal fashion by the **bowler's end** umpire.

**3.2.6 Batsmen Running to the Same End**

- a) In the event of both batsmen running to the same end and the umpires are uncertain over which batsman made his ground first, the on-field umpire may consult with the third umpire.
- b) The procedure in Clause 3.2.4 (b) shall apply.

**3.2.7 NO BALLS**

Following any mode of dismissal that is not permitted off a no ball, the on-field umpire is uncertain as the fairness of the delivery (foot-fault, bowler breaking the wicket, **waist high full tosses, bouncers above shoulder height** ), he shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery (foot-fault, bowler breaking the wicket, **waist high full tosses, bouncers above shoulder height** ) with the third umpire. Consultation with the third umpire shall be by way of two way radio. If the delivery was not a fair delivery the on-field umpire shall indicate that the batsman is not-out and signal no-ball. **For the avoidance of doubt, the third umpire shall apply clause 24.2 when deciding whether a no-ball should have been called.**  
**(Applicable for live or delayed telecast matches only. Foot fault and bowler breaking the wicket only can be referred when static cameras are used )**

**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 association may provide for the ringing of a bell, which shall be rung 5 minutes before the start of the match and termination of an interval or interruption, when the umpires shall go to the wickets.

**3.5 Law 3.8 - Fitness for play and**

**Law 3.9 – Suspension of play in dangerous or unreasonable conditions**

- 3.5.1 The safety of all persons within the ground is of paramount importance to the BCCI. 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 3.5.5 and 3.5.6, 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, BCCI 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 in dangerous or unreasonable conditions

(a) All references to ground include the pitch. See Law 7.1 (Area of pitch).

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

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

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

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

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

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

3.5.5 Play may be suspended due to safety and security concerns by the umpires on the advice of the BCCI Match Referee, the head of the relevant ground authority, the head of ground security or the police.

3.5.6 Where play is suspended under Clause 3.5.5 above, the decision to abandon or resume play shall be the responsibility of the BCCI Match Referee who shall act only after consultation with the head of ground security and the police.

**3.6 Light Meters** (Refer to Appendix B)

3.6.1 It is the responsibility of the host association 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 and supplied by BCCI.

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 a deterioration or improvement in the light.
- b) As benchmarks for the remainder of a stoppage, and match.

**3.7 Use of artificial lights**

Artificial light shall not be used.

**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:

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

- Note:
- (a) In Irani Trophy SG Test balls will be used.
  - (b) In Duleep Trophy red SG Test balls shall be used.
  - (c) In **Ranji trophy and C K Nayudu (U-25)** SG Test balls shall be used.
  - (d) In **U-19, U-16 and Vizit Trophy** SG Tournament (Special) balls shall be used.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the host association in presence of the umpires.

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

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

Law 5.4 shall be replaced by the following:

The captain of the fielding side shall have the choice of taking a new ball at any time after 80 overs have been bowled with the previous ball. The umpire shall indicate to the other umpire, batsmen and the scorers whenever a new ball is taken into play.

**5.3** New ball shall be taken after 100 overs have been bowled with the old ball. When the ball is replaced umpire shall inform the other umpire, batsmen and the scorers.

**5.4 Law 5.6 - Specifications**

Law 5.6 shall not apply.

**6. Law 6 - The Bat**

Law 6.2 to 6.6 shall be replaced by:

**6.2 Width and length**

The bat overall shall not be more than 38 inches/96.5 cm in length. The blade of the bat shall be made solely of wood and shall not exceed 4¼ in/10.8 cm at the widest part. The blade of the bat shall have a conventional 'flat' face.

**6.3 Covering the blade**

The blade may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 in/1.56 mm in thickness.

**6.4 Law 6.8 shall apply subject to the following:**

Law 6.8 (b) (iv) shall be replaced by:

(iv) any additional materials permitted under 6.3 above

**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 BCCI Match Referee shall ensure that, prior to the start of play and during any intervals, only authorised staff, the 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 broadcasters(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 BCCI 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 BCCI Match Referee.
- 7.2.2 The on-field umpires and BCCI 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 BCCI Match Referee shall consider
- a) whether the existing pitch can be repaired.;
  - b) whether an alternative pitch can be used;
  - c) whether the match has to be abandoned.
- 7.2.5 When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.
- 7.2.6 In the event of a decision being taken in favour of Clauses 7.2.4 (a) or 7.2.4(b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.
- 7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures as provided herein, shall be the responsibility of the on-field umpires.
- 7.2.8 In the event that the existing pitch can be made playable after suitable remedial work as in Clause 7.2.4 (a) above, the match shall continue from the point stopped. The playing time lost between the stoppage time of the match and the actual restart time of the match will be covered by the provisions of clause 16.
- 7.2.9 If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above). 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.
- 7.2.10 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the relevant officials from the tournament Committee shall agree on whether the match can be replayed within the existing scheduled.

## **7.3 Law 7.5 - Non-turf pitches**

Law 7.5 shall not apply.

All matches will be played on natural turf pitches. The use of PVA 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 host association 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 (13.71 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 ground curator. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground curator, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

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

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

**10.2 Law 10.3 (b) – Mowing the outfield shall not apply.**

**10.3 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.

**10.4 Watering the outfield**

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

10.4.1 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.

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

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

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

10.4.5 The square and bowler's run ups will be adequately covered prior to any watering taking place.

10.4.6 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.

#### **10.5 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:

- 10.5.1 Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.
- 10.5.2 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.
- 10.5.3 The preparation work shall be carried out under the supervision of the umpires.
- 10.5.4 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.
- 10.5.5 The consent of the captains is not required but the umpires shall advise both captains and the BCCI Match Referee 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 surrounding, a minimum 5 metres either side of the pitch and any worn or soft areas in the outfield.

##### **11.3 Law 11.3 - Covering bowlers' run ups**

Law 11.3 shall be replaced by the following:

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

##### **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 2½ 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 10.5 above.

In case of inclement weather and seasonal problems like fog, heavy dew etc. the ground curator may be instructed by the umpires as to when and how to remove the covers and umpires may also specify the time for removing and placing back the covers.

**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 12.3 (e) shall not apply.

12.3 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 BCCI 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 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 provision of Clause 16.1.3 (b) is 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 apply.

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

**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).

Drinks interval to count as playing time for the purpose of Law 2.5 (Fielder absent or leaving the field)

## **16. Law 16 - Start of Play; Cessation of Play**

Law 16 shall apply subject to the following:

### **16.1 Start and Cessation Times**

- (a) All matches shall be of six hours schedule play per day.
- (b) Hours of play:
  - 9.30 a.m. to 12.00 noon (first session)
  - 12.00 noon to 12.40 p.m. (Lunch)
  - 12.40 p.m. to 2.40 p.m. (second session)
  - 2.40 p.m. to 3.00 p.m. (Tea)
  - 3.00 p.m. to 4.30 p.m. (last session)
- (c) On last day match shall start 15 minutes early and time regulated.  
In knock out stage the match will start 15 minutes early and time regulated on both the original and extended day.
- (d) If there is a change in time of the start of play the manager and captain of both teams; umpires and match referee must be informed in writing as soon as they arrive by the staging association.

#### **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 90 overs (or a minimum of 15 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 75 overs (or a minimum of 15 overs per hour) shall be bowled during the playing time other than the last hour of the match where clause 16.1.6 below shall apply. If any of the minimum of 75 overs, or as recalculated, have not been bowled when one hour of the scheduled playing time remains, the last hour of the match for the purposes of clause 16.1.6 shall be the hour immediately following the completion of these overs.

#### **16.1.2 Reduction in minimum overs**

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

#### 16.1.3 Making Up Lost Time

##### (a) On The Day

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

##### (b) On Subsequent Days

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

In circumstances where it is not possible to add this additional time to the second session, the additional time may be added to the third session (see also 16.1.4). When such additional time is added, the minimum overs for that day shall be increased by one over for each four minutes of additional time or part thereof.

##### (c) On the Last Day only (Refer Appendix-A)

Clause 16.1.3 (a) applies. However, for the purposes of this clause, the definition of playing time shall exclude the last hour. No time is made up in respect of any interruptions that commence after the start of the last hour.

Should play be interrupted prior to the last hour being signalled, the playing time lost will be made up (subject to the maximum of 1 hour described in (a) above) with the previously scheduled time for the last hour being updated to reflect the time made up during this interruption.

In order to determine the minimum overs to be bowled prior to the last hour and the rescheduled starting time for the last hour, it is necessary to complete the template in Appendix-A.

#### 16.1.4 Change of Intervals

a) If play has been suspended for any reason other than normal intervals for 30 minutes or more prior to the commencement of the scheduled or rescheduled tea interval on that day, the tea interval shall be delayed for ½ hour.

a) 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 day's 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 15 overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on 1 over for each full 4 minutes (refer clause 16.1.9 below).

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 15 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.
- a) 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
- a) the minimum number of overs remaining to be bowled in a day.

16.1.11 Penalties shall apply for slow over rates (refer BCCI 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 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.

- 16.2.3** (a) In knock out matches if first innings lead is not achieved in the allotted match days the match will be extended by one full day and last hour will be rescheduled on the extended day and all sections in clause 16 regarding last hour shall apply.
- (b) For avoidance of doubt, last hour should not be taken on the original scheduled last day if after 75 overs or one hour of playing time remains whichever is later and first innings lead is not achieved,
- (c) However the game will continue as any normal day's game till the overs for the day are bowled. If first inning lead is not achieved then the game is extended by one day. But if the first inning lead is achieved after the last hour is dispensed with, the two Captains may agree to call of the match.
- (d) In such an event where the game goes into an extra day the last hour will be as per clause 16.16(Last hour).
- (e) When the game is thus extended by an extra day, if first innings lead is achieved then the game is to be stopped immediately

### **16.3 Minimum Over Rates**

The minimum over rate to be achieved in a multi days match will be 15 overs per hour.

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

## **17. Law 17 – Practice on the Field**

Law 17 shall apply subject to the following:

### **17.1 Law 17.1 – Practice on 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 call of time**

Law 17.3 shall apply save that Law 17.3 (c) 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 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**

The following shall apply in addition to Law 19.1:

The playing area shall be a minimum of 140 yards (128.01 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 60 yards (54.86 metres). The straight boundary at both ends of the pitch shall be a minimum of 60 yards (54.86 metres). Distances shall be measured from the centre of the pitch to be used.

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

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

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

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

**19.2 Law 19.2 – Defining the boundary – boundary marking**

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by BCCI from time to time. Where appropriate the rope should be a required minimum distance 3 yards (2.74 metres) 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 in addition to Law 19.3:

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

**20. Law 20 – Lost Ball**

Law 20 shall apply.

**21. Law 21 – The Result**

Law 21 shall apply subject to the following:

**21.1 Law 21.2 – A win-one innings match**

Law 21.2 shall not apply

**21.2 Law 21.3 – Umpire ( BCCI 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 BCCI Match Referee refuses to play and the BCCI 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 BCCI Match Referee of this fact. The BCCI Match Referee shall together with the umpires ascertain the cause of the action. The BCCI Match Referee shall together 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 BCCI 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 provisions of clause 16.
  - iii) if applicable, no over 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- Matches in which there is an agreement under Law 21.1(b)**

Law 21.4 shall not apply

**21.4 Law 21.8 – Correctness of result**

Any query on the result of the match as defined in Laws 21.1, 21.3, 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.

## 21.5 Match Points

### 21.5.1 Multi day match on league basis

1	Outright Win	Six Points
2	Innings Win / Win by Ten wickets	One Bonus Point
3	First Innings lead but no outright win	Three Points
4	Loss on First Innings	One Point
5	Tie on first innings without outright result	One Point each
6	Tie on both innings	Three Points each
7	Outright Loss	Zero Points
8	First Innings results not achieved with or without weather interference	One Point each

### POINTS BEING EQUAL

If two or more teams secure equal number of points, then their relative position in the table of points shall be determined as under:

- (a) In event of equality of points the higher number of outright wins will determine the position in the table points.
- (b) Should there be equality in both points and wins, the position shall be determined by the average calculated thus:
  - (i) divide the total number of runs scored by an association by the number of wickets lost by it.
  - (ii) divide the total number of runs scored against an association by the total number of wickets taken by it.
  - (iii) divide the former (i) by the latter (ii) and the team having the higher percentage shall be considered to have the better performance.

### 21.5.2 Result in a knock out match up and including the Semifinal

The result of the match will be decided on the result of the two innings. If two innings are not completed the match will be decided on the result of the first innings.

If no result is obtained on the 1<sup>st</sup> inning at the end of the scheduled last day of the match, the match will be extended by one full day.

If no result on first inning is obtained at the end of the extended day, or the scorers are equal on the result of first innings or the result is a Tie the winner will be decided by spin of coin in presence of Match Referee or in absence of Match Referee in presence of 2 field Umpires.

For the Final Match

The result of the match will be decided on the result of the two innings. If two innings are not completed the match will be decided on the result of the first innings.

If no result is obtained on the 1<sup>st</sup> inning at the end of the scheduled last day of the match, the match will be extended by one full day.

If no result on first inning is obtained at the end of the extended day, or the scorers are equal on the result of first innings or the result is a Tie, both teams will be declared as joint winners.

- 21.5.3 In all tournaments and in any match if a match is abandoned after the match has been in progress due to digging / tampering of the pitch on which the match was being played, the visiting team shall be declared as the winner of the match irrespective of the position of the match.

## 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 BCCI match referee shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

## 23. Law 23 – Dead Ball

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

### 23.1 Law 23.4 – Umpire calling and signalling 'Dead Ball'

In a match where cameras are being used on or over the field of play (e.g. Spydercam), should a ball that has been hit by the batsman make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a No ball it shall count and the No ball penalty applied. No other runs (including penalty runs) apart from the No ball penalty shall be scored. Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal dead ball. Unless this was already a no-ball or wide, the ball shall count as one of the over. All runs scored to that point shall count, plus the run in progress if the batsmen have already crossed.

## 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 followed by dead ball, and the ball is to be re-bowled over arm.

### 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 utilize 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**

Law 36 shall apply.

**37. Law 37 – Obstructing the Field**

Law 37 shall apply.

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

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

See also clause 3.2.5

**38. Law 38 – Run Out**

Law 38 shall apply.

**39. Law 39 – Stumped**

Law 39 shall apply.

**40. Law 40 – The Wicket-Keeper**

Law 40 shall apply.

**41. Law 41 – The Fielder**

Law 41 shall apply subject to the following:

**41.1 Law 41.1 – Protective equipment**

In addition to Law 41.1:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

**42. Law 42 – Fair and Unfair Play**

Law 42 shall apply subject to the following:

**42.1 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 BCCI Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the BCCI 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**
- 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.**

**42.2 Law 42.4 – Deliberate attempt to distract striker**

Law 42.4 shall apply subject to the following:

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

**42.3 Law 42.5 – Deliberate distraction or obstruction of batsman**

Law 42.5 shall apply subject to the following:

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

**42.4 Law 42.6 – Dangerous and Unfair Bowling**

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

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

- a) A bowler shall be limited to two fast short-pitched deliveries per over.
- a) 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.
- a) The umpire at the bowlers' end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- a) 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 will then report the matter to the BCCI Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)

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

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

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

- a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2(a) the umpire at the bowler's end shall, call and signal no ball.  
  
If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- a) 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 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.
- 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 batsmen at the wicket and as soon as possible to the captain of the batting side.

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

#### **42.5 Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire**

Law 42.7 shall be replaced by the following:

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

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

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

- a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have 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 allowed to bowl again in that innings.
- f) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- g) The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

#### **42.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls**

Law 42.8 shall be replaced by the following:

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

The umpire at the bowlers' end shall:

42.6.1 Call and signal no ball.

- 42.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.
- 42.6.3 Not allow the bowler to bowl again in that innings.
- 42.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- 42.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the BCCI Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play Responsibility of the Captains).

**42.7 Action by the umpires for dangerous and unfair Bowling**

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

**42.8 Law 42.9 - Time Wasting by the Fielding Side**

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

- 42.8.1 If either umpire considers that 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 BCCI Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the BCCI Code of Conduct.

**42.9 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 will report the incident to the BCCI Match Referee under the BCCI Code of Conduct.

**42.10 Law 42.14 Batsman damaging the pitch**

Law 42.14 shall apply.

See also clause 37 above.

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

Law 42.15 shall be replaced by the following:

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

**42.12 Use of Electronic Communications Equipment**

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

**APPENDIX A Calculation Template for Last Day of Multiday Match**

This template applies to any interruption on the last day which causes a loss in actual playing time, (i.e. an interruption longer than the amount of extra time available) and where play resumes after the scheduled tea interval.

Where play resumes prior to tea, then the calculation of overs remaining in the day is performed as per Days other than last day, with the scheduled time for the last hour affected only by the adding of any extra time.

Lines A, B, C, D and E should be completed at the start of an interruption on the final day. If play resumes without any lost playing time, or prior to the tea interval, then this sheet can be discarded.

Once the length of interruption exceeds D and actual playing time is lost, then line F can be completed

Lines G and H can be completed immediately if the interruption starts after tea, otherwise as soon as the interruption includes the tea interval.

- A. Start of interruption \_\_\_\_\_
- B. Minimum overs remaining before start of last hour as at time A (See Note 1) \_\_\_\_\_
- C. Time required to bowl minimum overs @ 4 mins per over (B x 4) \_\_\_\_\_
- D. Extra time available as at time A \_\_\_\_\_
- E. Scheduled time for last hour as at time A \_\_\_\_\_
- F. Rescheduled time for last hour (Time basis) (D + E) \_\_\_\_\_
- G. Length of intervals covered by interruption:  
 - enter 40 (lunch), 20 (tea), 60 (both) or 0 (neither) \_\_\_\_\_
- H. Rescheduled time for last hour (Overs basis) (A + C + D + G) \_\_\_\_\_
- I. Later of F and H above \_\_\_\_\_
- J. Time play resumes \_\_\_\_\_
- Case A: If J is earlier than I, play resumes prior to the last hour
- K. Minutes playing time lost ( J – A – D – G ) \_\_\_\_\_
- L. Overs lost @ 4 mins per over (see Note 2)
- M. Minimum overs before start of last hour (B – L) (See Note 1) \_\_\_\_\_
- The last hour then starts at the later of the time in Line F and the completion of the overs in Line M \_\_\_\_\_
- Case B: If J is not earlier than I, play resumes in the last hour
- K. Time for last hour to finish (I plus 60 minutes) \_\_\_\_\_
- L. Minutes remaining in last hour (K – J) \_\_\_\_\_

M. Overs remaining in last hour (L / 4 mins or part thereof) (See Note 1) \_\_\_\_\_

Note 1: If an interruption occurs part-way through an over, in Row B enter the number of full overs remaining, ignoring the part over. Then in Row M, add back the part over to the minimum overs to be bowled on resumption.

Note 2: The actual overs lost for a given interruption will also reflect any earlier interruptions in the day, so that one over is lost in the day for each full four minutes of aggregated playing time lost. For example, 15 minutes loses 3 overs, but another 15 minute delay loses 4 overs.

## APPENDIX B

### DEALING WITH BAD LIGHT

#### Guidelines to apply playing conditions (with respect to light meters)

- 1.1. The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is unfit/fit for play.
- 1.2. Light meter readings may be used by the umpires:
  - (a) At any time to determine whether there has been a deterioration or improvement in the light.
  - (b) As benchmarks for the remainder of a stoppage in the match

**In practice the processes will work as follows:** (the example that follows is a worst case sample)

- (a) On the first occasion when bad light is approaching in a match, the umpires shall consult. Unless the unsuitable conditions have occurred quickly, (in which case the umpires shall stop play immediately) this first consultation should result in the umpires agreeing to reevaluate again at a later stage - should the light conditions deteriorate. **NB. A light reading should be taken at this stage** to assist the umpires in assessing whether the light is deteriorating or not.
- (b) This initial consultation should also alert the fielding captain to reassess his bowling options, if necessary. Unless conditions are unsuitable ... the umpires will issue a clear instruction that play is to continue.
- (c) After this first consultation, if either of the umpires then considers that the light has deteriorated further, and it is now unsuitable for play, the umpires shall again consult.
- (d) A further light reading shall be taken to check that the light has in fact deteriorated. The umpires shall again determine whether the conditions are unfit for play, taking into account the bowler who is bowling at the time.  
**NB. In an ideal situation this might be the best time to suspend play.**
- (e) However other issues may arise:

If a fast/fast medium bowler is bowling and the umpires are of the view that the light is unfit for this type of bowling but would be satisfactory for a medium/slow bowler they shall inform the fielding captain. **A light reading shall be taken at this point, which will act as the benchmark for all future light decisions in respect of fast/fast medium bowlers.**

- (f) If the fielding captain chooses **not** to change the bowler then the umpire shall suspend play.
- (g) If the fielding captain changes the bowler to a medium/slow bowler, the umpires have another decision to make and shall probably allow play to continue again.
- (h) If either of the umpires decides that the light has deteriorated further, to the extent that it is now unfit for medium/slow bowlers, the umpires shall again consult. A light reading is taken to confirm that the light has in fact deteriorated further. If the umpires agree that the light is unfit for play, then play will be suspended and **the light reading is taken as the future benchmark for medium/slow bowlers.**
- (i) Once these benchmark readings have been determined, the umpires are then entitled to use these readings for any further light decisions in this match.

### **Umpiring Technique – judgement**

- **Factors to consider when judging the light (for batsmen)**
  - Type of bowling (fast or slow)
  - Background for the batsman (sightscreens)
  - Are the batsmen hitting boundaries and scoring freely?
  - It is best to stop play fraction early rather than too late. (Especially when the trend is for the light to only get worse, not better).
- **Factors to consider when judging the light (for all players – unreasonable to continue)**
  - Standing at square leg – do you lose the ball in the “V” as it is delivered to the batsman
  - Are the fielders losing the ball in the background?
  - Do they chase the ball late?
  - Are lights in and around the ground really bright?
  - If you are playing with a red ball under artificial lights, once the players are casting defined shadows, it is no longer a case of artificial lighting supplementing natural lighting. With defined shadows from the players, artificial lighting has taken over and it is no longer reasonable to be playing with a red ball.
- **Teamwork**

- Only use one (1) light meter – the same one between umpires for the match
  - Use signals to know when to consult and to communicate dropping or improving light
  - Keep consultations brief (30 seconds maximum)
  - No more than two consultations before suspending play or agreeing to play on
  - A mid over suspension of play may deny the fielding captain from changing his bowlers from fast to slow to extend the possibility of playing. If the light drops sharply during an over – you do not have to wait until the end of the over
  - Maximise play where possible by keeping the fielding captain in the loop with your thoughts...“We’re not too far away from considering the light”.
  - Record readings from both ends and in the same spot for consistency – write the readings down.
  - Refrain from disclosing what the readings are to captains / players and do not have them around you when you are discussing or taking a reading.
- **Benchmarks**
    - Light meter reading benchmark for putting on the artificial lighting
    - Light meter reading benchmark for stopping play – unfit
    - These readings need to all be recorded and applied consistently throughout the match on the following days.

## **Conclusion**

Light Meters can help umpires to be more objective. Umpires should be decisive in their decision making ... and be seen to be decisive. You can use the meters to achieve this. Once the umpires have made the decision to suspend play there should be no further debate with the fielding captain. When umpires have made decisions - clear explanations are to be given to: both captains; the ground authorities; and the official broadcasters.

### **The umpires should still endeavour to ensure that:**

- 1) Playing time is maximized within the parameters set out in the Laws and the playing conditions.
- 2) Umpires should not suspend play as soon as conditions become less than perfect, but only when the conditions are worse than reasonably acceptable.

Record all readings and apply the benchmarks throughout the match. Every game, background, type of bowling and fading light scenario is different but methodology should not be.