



**CAB Bye Laws for First Division League
Tournaments
(Group-A, Group-B & C)
2025-2026**

CAB Bye Laws for First Division League Tournaments (Group-A, Group-B & C): 2025-26

PREAMBLE - THE SPIRIT OF CRICKET

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

1 THE PLAYERS

1.1 Number of players

A match is played between two sides, each of eleven players, one of whom shall be captain.

1.2 Nomination and replacement of players

1.2.1 Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the CAB Match Observer before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain. It is mandatory to mention skills of all the substitute fielders in the team sheet which is handed over to the CAB Match Observer.

1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the CAB Match Observer, in exceptional circumstances, allows subsequent additions.

1.2.3 All those nominated including those nominated as substitute fielders, as well as any concussion replacements, any serious injury replacements, 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 CAB Regulations pertaining to domestic club cricket and in particular, the Clothing (Color Outfit) and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the CAB Code of Conduct).

1.2.5 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:

1.2.5.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

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- 1.2.5.2 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.
- 1.2.6 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 clause 1.2.5.2 above (for example, the player is not permitted to enter the on-field 'dug-out').
- 1.2.7 Concussion Replacement
 - 1.2.7.1 If a player sustains a concussion or suspected concussion, as a result of a head or neck injury during the course of the relevant match, a Concussion Replacement may be permitted in the following circumstances:
 - 1.2.7.1.1 the head or neck injury must have been sustained during play and within the playing area described in clause 1.2.5.2 above;
 - 1.2.7.1.1.1 a concussion or suspected concussion must have been formally diagnosed by the Players' Medical Team Doctor.
 - 1.2.7.1.2 the Team Manager shall submit a Concussion Replacement Request to the CAB Match Observer on a standard form, which shall:
 - 1.2.7.1.2.1 identify the player who has sustained the concussion or suspected concussion;
 - 1.2.7.1.2.2 specify the incident in which the concussion or suspected concussion was sustained, including the time at which it occurred;
 - 1.2.7.1.2.3 confirm that, following an examination, the Players' Team Medical Doctor believes or suspects that the player has sustained a concussion as a result of the incident specified in clause 1.2.7.1.3.2 above; and
 - 1.2.7.1.2.4 identify the requested Concussion Replacement, who shall be like-for-like replacement for the player who has sustained the concussion or suspected concussion.
 - 1.2.7.1.2.5 In all circumstances Concussion Replacement player shall be from nominated substitutes at the time of toss. Only in the case where wicket-keeper is concussed and needs a replacement then the on-field umpire(s) and/or the Match Observer may allow a wicket-keeper from player outside the nominated substitutes if there is no wicket-keeper in the nominated substitutes.
 - 1.2.7.2 The Concussion Replacement Request must be submitted to the CAB Match Observer as soon as possible after the incident specified in clause 1.2.7.1.3.2 if a Concussion Replacement is to be permitted.
 - 1.2.7.3 The CAB Match Observer should ordinarily approve a Concussion Replacement Request if the replacement is a like-for-like player whose inclusion will not excessively advantage his team for the remainder of the match.
 - 1.2.7.4 In assessing whether the nominated Concussion Replacement should be considered a like-for-like player, the CAB Match Observer should consider the likely role that the concussed player would

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- have played during the remainder of the match, and the normal role that would be performed by the nominated Concussion Replacement.
- 1.2.7.5 If the CAB Match Observer believes that the inclusion of the nominated Concussion Replacement, when performing their normal role, would excessively advantage their team, the CAB Match Observer may impose such conditions upon the identity and involvement of the Concussion Replacement as he/she sees fit, in line with the overriding objective of facilitating a like-for-like replacement for the concussed player. For clarity, a concussion replacement will inherit all warnings, penalty time and suspensions that were imposed on the replaced player.
- 1.2.7.6 The CAB Match Observer may, in reviewing a Concussion Replacement Request made in accordance with clause 1.2.7.1.3 request any such further information as may be required in order to make the determination required under clauses 1.2.7.4 and 1.2.7.5.
- 1.2.7.7 The decision of the on-field umpire(s) and/or CAB Match Observer in relation to any Concussion Replacement Request shall be final and neither team shall have any right of appeal.
- 1.2.7.8 Once the Concussion Replacement has been approved by the umpire(s) and/or CAB Match Observer, the replaced player shall take no further part in the match and he must observe a stand-down period of a minimum of three calendar days (excluding the day on which he had picked up the concussion injury) before returning to play.
- 1.2.7.9 Both the Concussion Replacement and the replaced player shall be considered to have played in the match for records and statistical purposes.
- 1.3 Captain
- 1.3.1 If at any time the captain is not available, a deputy shall act for him.
- 1.3.2 If a captain is not available to nominate the players, then any one of the nominated member of playing eleven of that team may act as his deputy to do so. See clause 1.2.
- 1.3.3 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Playing Conditions, including at the toss. See clause 13.2(The toss).
- 1.4 Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket, as well as within these Playing Conditions 1.5.

1.5 Additional Eligibility criteria for players

As per Administrative Rules of the Cricket Association of Bengal.

2 THE UMPIRE

2.1 Appointment and attendance

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:

- 2.1.1 The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least one and half hours before the scheduled start of the play on the day.
- 2.1.2 Umpires shall ordinarily be appointed by the Umpires Committee of the association. The Hony. Secretary may, at his discretion, override the recommendations of the Umpires Committee while appointing umpires for a match.
- 2.1.3

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2.2 Change of umpire

- 2.2.1 An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill or unavailability due to any reason(s). Association shall appoint a replacement in such exceptional circumstances.
- 2.2.2 Teams shall have no rights to make an appeal for the replacement of umpires.
- 2.2.3 If any one of the appointed umpires fails to turn up at the venue before the commencement of the match, an umpire from the batting team shall act as "striker's-end umpire". Provided, if the appointed umpire turns up at a later time during the match, he shall take over the charge immediately.
- 2.2.4 If both the appointed umpires fail to turn up at the match venue and the association is unable to appoint any replacement umpire, then the match shall not commence.
- 2.2.5 If any umpire appointed by the association fails to turn up on any day during the match, the association shall appoint his substitute.

2.3 Consultation with Host Association

Before the match the umpires shall consult with the Host Association to determine:

- 2.3.1 the boundary of the field of play. See clause 19 (Boundaries).
 - 2.3.2 the use of covers. See clause 10 (Covering the pitch).
 - 2.3.3 any special conditions of play affecting the conduct of the match.
- 2.4 The wickets, creases and boundaries

Before the toss and during the match, the umpires shall satisfy themselves that

- 2.4.1 the wickets are properly pitched. See clause 8 (The wickets).
 - 2.4.2 the creases are correctly marked. See clause 7 (The creases).
 - 2.4.3 the boundary of the field of play complies with the requirements of clauses 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary).
- 2.5 Conduct of the match, implements and equipment

Before the toss and during the match, the umpires shall satisfy themselves that

- 2.5.1 the conduct of the match is strictly in accordance with these Bye Laws.
 - 2.5.2 the implements used in the match conform to the following
 - 2.5.2.1 clause 4 (The ball).
 - 2.5.2.2 externally visible requirements of clause 5 (The bat).
 - 2.5.2.3 either clauses 8.2 (Size of stumps) and 8.3 (The bails).
 - 2.5.3 no player uses equipment other than that permitted. Note particularly therein the interpretation of 'protective helmet'.
 - 2.5.4 the wicket-keeper's gloves comply with the requirements of clause 27.2 (Gloves).
- 2.6 Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

2.7 Fitness for play

- 2.7.1 It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not

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ideal. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal. The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

- 2.7.2 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- 2.7.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
- 2.7.4 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 dangerous and unreasonable for play to take place.
- 2.8 Suspension of play in dangerous or unreasonable circumstances
 - 2.8.1 The umpires shall be the final judges of the fitness of the ground, weather and light for play. The Umpires by themselves shall take any decision regarding suspension of play.
 - 2.8.2 If at any time the umpires together agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence.
 - 2.8.3 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground. If a shadow from a 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.
 - 2.8.4 Light Meters

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.

- 2.8.4.1 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 2.8.2 above.
- 2.8.4.2 Light meter readings may accordingly be used by the umpires:
 - 2.8.4.2.1 To determine whether there has been at any stage a deterioration or improvement in the light.
 - 2.8.4.2.2 As benchmarks for the remainder of the match.
- 2.8.5 Use of artificial lights

This is not applicable.

- 2.8.6 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable, they shall call upon the players to resume play. 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.
- 2.8.7 The safety of all persons within the ground is of paramount importance to the CAB. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, should suspend play and all 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

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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, as the circumstances may require.

- 2.8.8 Where play is suspended under clause 2.8.7 above the decision to abandon or resume play shall be the sole responsibility of the on-field umpires who may act after consultation with the CAB match observer.

2.9 Position of umpires

The umpires shall stand where they can best see any act upon which their decision may be required. Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view. The striker's end umpire may elect to stand on the off side instead of the 'on' side of the pitch, provided he informs the captain of the fielding side, the striker and the other umpire.

2.10 Umpires changing ends

The umpires shall change ends after each side has had one completed inning. See clause 13.1 (Completed innings).

2.11 Disagreement and dispute

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also clause 31.6 (Consultation by umpires).

2.12 Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

2.13 Signals

- 2.13.1 The following code of signals shall be used by umpires.

2.13.1.1 Signals made while the ball is in play

No ball - by extending one arm horizontally.

Out - by raising an index finger above the head. (If not out, the umpire shall call Not out.)

Wide - by extending both arms horizontally.

Dead ball - by crossing and re-crossing the wrists below the waist.

- 2.13.1.2 When the ball is dead, the bowler's end umpire shall repeat the signals in clause 2.13.1.1, with the exception of the signal for Out, to the scorers.

- 2.13.1.3 The signals listed below shall be made to the scorers only when the ball is dead.

Boundary 4 - by waving an arm from side to side finishing with the arm across the chest

Boundary 6 - by raising both arms above the head.

Bye - by raising an open hand above the head.

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Five Penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.

Five Penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder.

Leg bye - by touching a raised knee with the hand.

New ball - by holding the ball above the head.

Revoke last signal - by touching both shoulders, each with the opposite hand.

Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

- 2.13.1.4 All the signals in clause 2.13.1.3 are to be made by the bowler's end umpire except that for Short run, which is to be signalled by the umpire at the end where short running occurs. However, the bowler's end umpire shall be responsible both for the final signal of Short run to the scorers and, if more than one run is short, for informing them as to the number of runs to be recorded.
- 2.13.1.5 The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed. If several signals are to be used, they should be given in the order that the events occurred.

2.14 Informing the umpires

Wherever the umpires are to receive information from captains or other players under these Playing Conditions, it will be sufficient for one umpire to be so informed and for him/her to inform the other umpire.

2.15 Correctness of scores

Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. The umpires shall ensure that they are able to contact the scorers at any time during the match and at its conclusion to address any issues relating to the correctness of scores.

2.16 Day Night Matches

This is not applicable.

3 THE SCORERS

3.1 Appointment of scorers

Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

3.2 Correctness of scores

The scorers shall frequently check to ensure that their records agree and consult with the umpires if necessary. See clause 2.15 (Correctness of scores).

3.3 Acknowledging signals

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The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.

4 THE BALL

4.1 Weight and size

The ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

4.2 Approval and control of balls

4.2.1 The Host Association shall provide RED color "SG TEST" / RED color "SG TEST LE" cricket balls of an approved standard and spare used balls for changing during a match, which shall also be of the same brand. RED or Pink color Kookaburra / RED or Pink color SG TEST balls may be used in First Division League Tournament **Final Match**.

4.2.2 Both the competing clubs shall maintain adequate stock of new, old/used balls of approved brand for replacement during the match as and when necessary, at the discretion of the umpires.

4.2.3 Failure to provide approved new, old/used balls, when required, shall invoke penal measures including forfeiture of points/match, as the case may be, to be decided by the Senior Tournament Committee.

4.2.4 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.

4.2.5 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.

4.3 New ball

A new ball shall be used at the start of each innings.

4.4 New ball available after 80 overs

For any two-day match, the captain of the fielding side may demand a new ball when the number of overs, excluding any part overs, bowled with the old one is equal to or greater than 75 overs. For any match that spans over more than or equal to three days' time, the captain of the fielding side may demand a new ball when the number of overs, excluding any part overs, bowled with the old one is equal to or greater than 80 overs. The umpire shall inform the other umpire and indicate to the batsmen and the scorers whenever a new ball is taken into play.

For any match whose duration is three days or more, new ball shall be mandatorily 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.

4.5 Ball lost or becoming unfit for play

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement.

In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a RED color ball becoming significantly discolored and in the opinion of the umpires

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becoming 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.

When the ball is replaced, the umpires shall inform the batsmen and the fielding captain.

5 THE BAT

5.1 The bat

5.1.1 The bat consists of two parts, a handle and a blade.

5.1.2 The basic requirements and measurements of the bat are set out in this clause.

5.2 The handle

5.2.1 The handle is to be made principally of cane and/or wood.

5.2.2 The part of the handle that is wholly outside the blade is defined to be the upper portion of the handle. It is a straight shaft for holding the bat.

5.2.3 The upper portion of the handle may be covered with a grip.

5.3 The blade

5.3.1 The blade comprises the whole of the bat apart from the handle.

5.3.2 The blade shall consist solely of wood and shall have a conventional 'flat' face.

5.4 Protection and repair

Provided clause 5.5 is not contravened,

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.

5.5 Damage to the ball

5.5.1 For any part of the bat, covered or uncovered, the hardness of the constituent materials and the surface texture thereof shall not be such that either or both could cause unacceptable damage to the ball.

5.5.2 Any material placed on any part of the bat, for whatever purpose, shall similarly not be such that it could cause unacceptable damage to the ball.

5.5.3 For the purpose of this clause, unacceptable damage is any change that is greater than normal wear and tear caused by the ball striking the uncovered wooden surface of the blade.

5.6 Contact with the ball

5.6.1 reference to the bat shall imply that the bat is held in the batsman's hand or a glove worn on his hand, unless stated otherwise.

5.6.2 contact between the ball and any of 5.6.2.1 to 5.6.2.4

5.6.2.1 the bat itself

5.6.2.2 the batsman's hand holding the bat

5.6.2.3 any part of a glove worn on the batsman's hand holding the bat

5.6.2.4 any additional materials permitted under 5.4 shall be regarded as the ball striking or touching the bat or being struck by the bat.

5.7 Bat size limits

5.7.1 The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38 in/96.52 cm.

5.7.2 The blade of the bat shall not exceed the following dimensions:

Width: 4.25in / 10.8 cm

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Depth: 2.64in / 6.7 cm

Edges: 1.56in / 4.0cm.

Furthermore, it should also be able to pass through a bat gauge.

6 THE PITCH

6.1 Area of Pitch

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. If the pitch is next to an artificial pitch which is closer than 5 ft/1.52 m from the middle stumps, the pitch on that side will extend only to the junction of the two surfaces. See clauses 8.1 (Description, width and pitching) and 7.2 (The bowling crease).

6.2 Fitness of pitch for play

Fitness of pitch for playThe umpires shall be the sole judges of the fitness of the pitch for play. See clauses 2.7 (Fitness for play), 2.8 (Suspension of play in dangerous or unreasonable conditions) and 6.4 (changing the pitch).

6.3 Selection and preparation

Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

6.3.1 The Ground Authority 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).

6.3.2 The CAB Match Observer shall ensure that, prior to the start of play and during any intervals, only authorized staff, the match officials, players, team coaches shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

6.3.2.1 Only Captain and Team Head Coach may walk on the actual playing surface of the pitch area (outside of the crease markings).

6.3.2.2 No spiked footwear shall be permitted.

6.3.2.3 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.

6.3.2.4 Access shall not interfere with pitch preparation.

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

6.4 Changing the pitch

6.4.1 If the on-field umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play.

6.4.2 The on-field umpires shall then consult with both captains.

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

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

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- 6.4.4.1 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 on-field umpires must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

The supervision of the remedial work shall be responsibility of on-field umpires and relevant ground authority.

The rescheduled starting time and the rescheduled cessation time, together with any make-up procedure as provided herein, shall be the responsibility of on-field umpires.

The match shall start 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 12.

If before the commencement of match on any day, the pitch is found or considered by the umpires as damaged for any ulterior motive and the game cannot be played also under 6.4.1 above, the umpires shall refer the matter to the Senior Tournament Committee and the same shall be dealt with under Administrative Rule No. 15.

- 6.4.4.2 Whether an alternative pitch can be used.

The supervision of the new preparatory work shall be responsibility of on-field umpires and relevant ground authority.

The rescheduled starting time and the rescheduled cessation time, together with any make-up procedure as provided herein, shall be the responsibility of on-field umpires.

If a new pitch is prepared, the match shall be restarted from the first ball. (including a new nomination of teams and toss). The playing time lost between the actual scheduled start time of the original match and the actual start time of the new match will be covered by provision of clause 12.

- 6.4.4.3 Whether match is to be abandoned.

If the decision is to abandon the match, the relevant officials from the Senior Tournament Committee shall agree on whether the match can be replayed within the existing schedule.

6.5 Non-turf pitches

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

- 6.5.1 An alternate pitch shall also be kept ready if the question of changing the pitch arises as per Bye Laws 6.4 above. Arrangement shall also be made to provide rollers and mowers as and when required.

7 THE CREASES

7.1 The creases

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The positions of a bowling crease, a popping crease and two return creases shall be marked by white lines, as set out in clauses 7.2, 7.3 and 7.4, at each end of the pitch.

7.2 The bowling crease

The bowling crease, which is the back edge of the crease marking, is the line that marks the end of the pitch, as in clause 6.1 (Area of pitch). It shall be 8 ft 8 in/2.64 m in length.

7.3 The popping crease

The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. The popping crease shall be marked to a minimum of 15 yards/13.71 m on either side of the imaginary line joining the centers of the two middle stumps and shall be considered to be unlimited in length.

7.4 The return creases

The return creases, which are the inside edges of the crease markings, shall be at right angles to the popping crease at a distance of 4 ft 4 in/1.32 m either side of the imaginary line joining the centers of the two middle stumps. Each return crease shall be marked from the popping crease to a minimum of 8 ft/2.44 m behind it and shall be considered to be unlimited in length.

7.5 Additional Crease Markings

As a guideline to the umpires for the calling of Wides on the offside, the 17 inches additional crease markings shall be marked in white at each end of the pitch. This 17 inches additional crease marking as Wide guidelines will not be applicable in the Final of the First Division League Tournament.

8 THE WICKETS

8.1 Description, width and pitching

Two sets of wickets shall be pitched opposite and parallel to each other in the centres of the bowling creases. Each set shall be 9 in/22.86 cm wide and shall consist of three wooden stumps with two wooden bails on top.

8.2 Size of stumps

The tops of the stumps shall be 28 in/71.12 cm above the playing surface and shall be dome shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical apart from the domed top, with circular section of diameter not less than 1.38 in/3.50 cm nor more than 1.5 in/3.81 cm.

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.

8.3 The bails

8.3.1 The bails, when in position on top of the stumps,

- shall not project more than 0.5 in/1.27 cm above them.
- shall fit between the stumps without forcing them out of the vertical.

8.3.2 Each bail shall conform to the following specifications:

- Overall length 4.31 in/10.95 cm
- Length of barrel 2.13 in /5.40 cm

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Longer spigot 1.38 in/3.50 cm

Shorter spigot 0.81 in/2.06 cm.

8.3.3 The two spigots and the barrel shall have the same centre line.

8.3.4 Devices aimed at protecting player safety by limiting the distance that a bail can travel off the stumps will be allowed.

8.4 Dispensing with bails

The umpires may agree to dispense with the use of bails, if necessary. If they so agree then no bails shall be used at either end. The use of bails shall be resumed as soon as conditions permit. See clause 29.4 (Dispensing with bails).

8.5 The use of approved LED Wickets is permitted.

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

9.1 Rolling

The pitch shall not be rolled during the match except as permitted in clauses 9.1.1 and 9.1.2.

9.1.1 Frequency and duration of rolling

During the match the pitch may be rolled at the request of the captain of the side batting second, for a period of not more than 7 minutes, before the start of each innings, other than the first innings of the match, and before the start of each subsequent day's play. See clause 9.1.4.

9.1.2 Rolling after a delayed start

In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

9.1.3 Choice of rollers

If there is more than one roller available the captain of the batting side shall choose which one is to be used.

9.1.4 Timing of permitted rolling

The rolling permitted (maximum 7 minutes) before play begins on any day shall be started not more than 30 minutes before the time scheduled or rescheduled for play to begin. The captain of the batting side may, however, delay the start of such rolling until not less than 10 minutes before the time scheduled or rescheduled for play to begin.

9.1.5 Prior to the scheduled time for the toss, the artificial drying of the pitch and outfield shall be at the discretion of the Ground Authority. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Ground Authority, 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.

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

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

9.2 Clearing debris from the pitch

9.2.1 The pitch shall be cleared of any debris

9.2.1.1 before the start of each day's play. This shall be after the completion of mowing and before any rolling, not earlier than 30 minutes nor later than 10 minutes before the time or any rescheduled time for start of play.

9.2.1.2 between innings. This shall precede rolling if any is to take place.

9.2.1.3 at all intervals for meals.

9.2.2 The clearance of debris in clause 9.2.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.

9.2.3 In addition to clause 9.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

9.3 Mowing

9.3.1 Responsibility for mowing

9.3.1.1 All mowing which are carried out before the match shall be the sole responsibility of the Ground Authority.

9.3.1.2 All subsequent mowing shall be carried out under the supervision of the umpires.

9.3.2 The pitch and outfield

In order that throughout the match the ground conditions should be as nearly the same for both sides as possible, the pitch shall be mown on each day of the match on which play is expected to take place, if ground and weather conditions permit.

Mowing of outfield shall not apply.

9.3.3 Timing of mowing

9.3.3.1 Mowing of the pitch on any day shall be completed not later than 30 minutes before the time scheduled or rescheduled for play to begin on that day, before any sweeping prior to rolling. If necessary, debris may be removed from the pitch before mowing, by hand, without sweeping. See clause 9.2.3.

9.4 Watering the pitch

The pitch shall not be watered during the match.

9.5 Re-marking creases

Creases shall be re-marked whenever either umpire considers it necessary.

9.6 Maintenance of footholes

The umpires shall ensure that the holes made by the bowlers and batsmen are cleaned out and dried whenever necessary to facilitate play. The umpires shall allow, if necessary, the returfing of foot holes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

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In addition, 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 footholes. As soon as possible after the conclusion of each day's play, bowler's footholes will be repaired.

9.7 Securing of footholds and maintenance of pitch

During play, umpires shall allow the players to secure their footholds by the use of sawdust provided that no damage to the pitch is caused and that clause 41 (Unfair play) is not contravened.

9.8 Watering the outfield

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

- 9.8.1 Such watering shall only be possible if the "watering plan" is requested by the Ground Authority and approved by the umpires before the match has started. Once the match has started, no such request will be considered.
- 9.8.2 The consent of the captains is not required, but the umpires shall advise both captains and the Match Observer before the start of the match on what has been agreed.
- 9.8.3 The watering shall occur as soon as possible after the conclusion of the day's play.
- 9.8.4 The watering shall only be carried out to the extent that it is necessary to retain the good condition of the outfield.
- 9.8.5 The square and bowlers' run-ups should not get affected due to any such watering taking place.
- 9.8.6 All ongoing matters of interpretation and implementation of watering requirements and regulations shall be resolved between the umpires and Ground Authority, but with the umpires retaining ultimate discretion over whether to approve any watering.

9.9 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:

- 9.9.1 Such measures will only be possible if requested by the Ground Authority and approved by the umpires before the start of the match.
- 9.9.2 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.
- 9.9.3 The preparation work shall be carried out under the supervision of the umpires.
- 9.9.4 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.
- 9.9.5 The consent of the captains is not required but the umpires shall advise both captains and the CAB Match Observer before the start of the match on what has been agreed.

10 COVERING THE PITCH

10.1 Before the match

The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required.

For matches whose duration is three days or more, the pitch and the bowler's run-up on either side of the pitch on any ground shall be entirely protected against rain up to the commencement of play. However, for two-day matches, the pitch and the bowler's run-up on either side of the pitch on any ground shall not be covered.

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However, the Ground Authority shall grant suitable facility to the captains to inspect the pitch before the nomination of their players and to the umpires to discharge their duties as laid down in clauses 2 (The umpires), 6 (The pitch), 7 (The creases), 8 (The wickets), and 9 (Preparation and maintenance of the playing area).

10.2 During the match

For matches that span over three days or more –

The pitch shall be entirely protected against rain up to the commencement of play each day, 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.

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

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

For matches that span over two days –

the pitch and the bowler's run-up on either side of the pitch on any ground shall not be covered.

10.3 Removal of covers

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2 ½ hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered, wherever applicable, again if rain falls prior to the commencement of play.

In case of inclement weather and seasonal problems like fog, heavy dew etc. the ground curator, wherever applicable, 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.

11 INTERVALS

11.1 An interval

11.1.1 The following shall be classed as intervals.

- The period between close of play on one day and the start of the next day's play.
- Intervals between innings.
- Intervals for meals.
- Intervals for drinks.
- Any other agreed interval.

11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of clause 24.2.6.

11.2 Duration of intervals

11.2.1 An interval for lunch or tea shall be of the duration detailed below, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.2.1.1 Lunch Interval: The interval shall be of 40 minutes duration for Gr. A matches and 35 minutes for Gr. B & C matches.



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11.2.1.2 Tea Interval: The interval shall be of 20 minutes duration for Gr. A matches and 15 minutes for Gr. B & C matches.

11.2.2 An interval between innings shall be 10 minutes, commencing from the close of an innings until the call of Play for the start of the next innings. See, however, clauses 11.3, 11.5 and 11.6.

11.3 Allowance for interval between innings

In addition to the provisions of clauses 11.5 and 11.6,

11.3.1 If an innings ends when 10 minutes or less remains before the time agreed for close of play, there shall be no further play on that day. No change shall be made to the time for the start of play on the following day on account of the 10-minute interval between innings.

11.3.2 If a captain declares an innings closed during an interruption in play of more than 10 minutes duration, provided that at least 10 minutes remains of the interruption, no adjustment shall be made to the time for resumption of play on account of the 10 minute interval between innings, which shall be considered as included in the interruption. If less than 10 minutes remains of the interruption when the captain declares the innings closed, or forfeits an innings, the next innings shall commence 10 minutes after the declaration or forfeiture is made.

11.3.3 If a captain declares an innings closed during any interval other than an interval for drinks, provided that at least 10 minutes remains of the interval, the interval shall be of the agreed duration and shall be considered to include the 10-minute interval between innings. If less than 10 minutes remains of the interval when the captain declares the innings closed, or forfeits an innings, the interval shall be extended as necessary and the next innings shall commence 10 minutes after the declaration or forfeiture is made.

11.4 Changing agreed times of intervals

If, at any time during the match,

either playing time is lost through adverse conditions of ground, weather or light or in exceptional circumstances,

or the players have occasion to leave the field other than at a scheduled interval,

the time of the lunch interval or of the tea interval may be changed if the two umpires and both captains so agree, providing the requirements of clauses 11.2 and 11.5, 11.6, 11.7 and 11.8.3 are not contravened.

11.5 Changing agreed time for lunch interval and tea interval

11.5.1 If an innings ends when 10 minutes or less remains before the agreed time for lunch or when 30 minutes or less remains before the agreed time for tea, the interval shall be taken immediately. It shall be of the agreed duration and shall be considered to include the 10-minute interval between innings.



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11.5.2 If because of adverse conditions of ground, weather or light, or in exceptional circumstances, a stoppage occurs when 10 minutes or less remains before the agreed time for lunch or when 30 minutes or less remains before the agreed time for tea, then, whether or not agreement is reached in the circumstances of clause 11.4, the interval shall be taken immediately. It shall be of the agreed duration. Play shall resume at the end of this interval or as soon after as conditions permit.

11.5.3 If the players have occasion to leave the field for any reason when more than 10 minutes remains before the agreed time for lunch or when more than 30 minutes remains before the agreed time for tea then, unless the umpires and captains together agree to alter it, lunch or tea shall be taken at the agreed time.

11.6 Lunch or tea interval – 9 wickets down

For the lunch interval and for the tea interval

If either, 9 wickets are already down when 3 minutes remains to the scheduled time for the interval,

Or the 9th wicket falls within this 3 minutes, or at any time up to and including the final ball of the over in progress at the scheduled time for the interval,

then the provisions of clause 12.5.2 shall not apply and the interval will not be taken until the end of the over that is in progress 30 minutes after the originally agreed time for the interval, unless the players have cause to leave the field of play or the innings is completed earlier.

For the purposes of this section of the Playing Conditions, the retirement of a batsman is not to be considered equivalent to the fall of a wicket.

11.7 Intervals for drinks

11.7.1 Drinks intervals shall be scheduled. Each interval shall be kept as short as possible and, in any case, shall not exceed 4 minutes.

11.7.1.1 There shall be one drinks interval during each session of play, scheduled at the midpoint of the session.

11.7.1.2 Under conditions of extreme heat, the umpires may permit extra intervals for drinks during each session.

11.7.1.3 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 24.1.4).

11.7.2 A drinks interval shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls or a batsman retires within 5 minutes of the agreed time then drinks shall be taken immediately.



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No other variation in the timing of drinks intervals shall be permitted except as provided for in clause 11.8.3.

11.7.3 If an innings ends or the players have to leave the field of play for any other reason within 30 minutes of the agreed time for a drinks interval, the umpires and captains together may rearrange the timing of drinks intervals in that session.

11.7.4 The captains and umpires shall agree the times for drinks intervals, if any, before the toss and on each subsequent day not later than 10 minutes before play is scheduled to start.

11.8 Agreement to forgo intervals

At any time during the match, the captains may agree to forgo any of the drinks intervals. The umpires shall be informed of the decision.

When play is in progress, the batsmen at the wicket may deputise for their captain in making an agreement to forgo a drinks interval in that session.

Tea interval cannot be forgone.

11.9 Scorers to be informed

The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this clause.

LAW-12: START OF PLAY; CESSATION OF PLAY

12.1 Call of Play

The bowler's end umpire shall call Play before the first ball of the match and on the resumption of play after any interval or interruption.

12.2 Call of Time

The bowler's end umpire shall call Time, when the ball is dead, at the end of any session of play or as required by these Bye Laws. See also clause 20.3 (Call of Over or Time).

12.3 Removal of bails

After the call of Time, the bails shall be removed from both wickets.

12.4 Starting a new over

Another over shall always be started at any time during the match, unless an interval is to be taken in the circumstances set out in clause 12.5.2, if the umpire, walking at normal pace, has arrived at the position behind the stumps at the bowler's end before the time agreed for the next interval, or for the close of play, has been reached.

12.5 Completion of an over

Other than at the end of the match,



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12.5.1 if the agreed time for an interval is reached during an over, the over shall be completed before the interval is taken, except as provided for in clause 12.5.2.

12.5.2 when less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if:

either a batsman is dismissed or retires; or

the players have occasion to leave the field,

whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.

12.6 Conclusion of match

12.6.1 The match is concluded

12.6.1.1 as soon as a result as defined in clauses 16.1 to 16.5 (The result) is reached.

12.6.1.2 as soon as the prescribed number of overs have been completed or the agreed time for close of play is reached, unless a result is reached earlier.

12.6.2 The match is concluded if, without a conclusion having been reached under 12.6.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

12.7 Hours of Play

Matches	Hours of Play
First Stage (Group-A)	9:30 - 12:00 (First session), 12:00 - 12:40 (Lunch), 12:40-14:40 (Second session), 14:40 – 15:00 (Tea) & 15:00 – 16:30 (Third Session)
First Stage (Group-B & C)	10:00 - 12:00 (First session), 12:00 - 12:35 (Lunch), 12:35-14:35 (Second session), 14:35 – 14:50 (Tea) & 14:50 – 16:30 (Third Session)
Championship Play – Off except Final	9:30 - 12:00 (First session), 12:00 - 12:40 (Lunch), 12:40-14:40 (Second session), 14:40 – 15:00 (Tea) & 15:00 – 16:30 (Third Session)
Final	13:00 – 15:00 (First session), 15:00 - 15:40 (Lunch), 15:40-17:40 (Second session), 17:40 – 18:00 (Tea) & 18:00 – 20:00 (Third Session)

12.7.1 On the final day, if both captains (the batsmen at the wicket may act for their captain) and Umpires accept that there is no prospect of either side achieving a victory, they may agree to finish the match any time after scheduled / rescheduled time for tea interval has been reached.

12.7.2 Stumps Drawn (for The Final Match)



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12.7.2.1 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.

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

12.8 Extra Time

12.8.1 The umpires may decide to play 15 mins Extra Time (minimum 4 overs) for all matches of "FIRST STAGE" and "SECOND STAGE (Championship Play-Off)", except The Final Match, before any scheduled Interval on any day other than last session of the match and any Drinks Interval, if requested by either captain and if in the opinion of the umpires, it would bring about a definite result on that day or in that session. If the umpires do not believe that a result can be achieved, no Extra Time shall be played.

12.8.2 For the Final Match

12.8.2.1 At the End of the Day

The umpires may decide to play 30 minutes (a minimum of 8 overs) extra time at the end of any day (other than the last day) if requested by either captain if, in the umpire's opinion, it would bring about a definite result on that day. This is in addition to the additional time provided for in clause 12.10 below. 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.

If at the conclusion of this extra time, a small number of runs are required to win the match and both captains wish to continue playing in order to achieve a definite result on that day, play will continue until either the match concludes or the players have cause to leave the field for any other reason.

12.8.2.2 At the Lunch or Tea Interval

The umpires may decide to extend play by 15 minutes (a minimum of four overs) 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.



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If it is decided to extend play, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

The following session of play shall be reduced by the amount of time by which play was previously extended under this clause.

If at the conclusion of this extra time, a small number of runs are required to win the match and both captains wish to continue playing in order to achieve a definite result prior to the scheduled interval, play will continue until either the match concludes or the players have cause to leave the field for any other reason.

- 12.8.3 For the avoidance of doubt, clause 11.6 shall still apply subsequent to the application of this clause, i.e when 9 wickets are down following the extra 15 minutes (at any scheduled Interval). However, this clause shall not apply when clause 11.6 has already been applied, i.e. the 15 minutes shall not be added at the end of 30 minutes extra time.

12.9 Minimum Overs in the Day (for the Final Match)

Subject to clause 12.9.3 below:

- 12.9.1 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.

- 12.9.2 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. 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 shall be the hour immediately following the completion of these overs.

12.9.3 Reduction in Minimum Overs

Except in the last hour of the match, 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.



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12.9.4 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, except when the change of innings occurs in the last hour of the match.

12.10 Making Up Lost Time (For the Final Match)

12.10.1 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.

12.10.2 On Subsequent Days

If any time is lost and cannot be made up under clause 12.10.1 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).

The additional time so added can be added to second and/or third session as decided by on-field umpires.

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.

12.10.3 On the Last Day only (refer to Appendix F)

Clause 12.10.1 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 12.10.1 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 F.



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12.11 Notwithstanding any other provision, there shall be no further play on any day of **the Final Match**, 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 3 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, irrespective of the number of over in progress.

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.

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

12.12 Last hour of match – number of overs (For the Final Match)

The bowler's end umpire shall indicate the commencement of these 15 overs to the players and to the scorers. The period of play thereafter shall be referred to as the last hour, whatever its actual duration.

During an uninterrupted last hour, play will continue until the end of the over in progress when 60 minutes have been played, or until 15 overs have been bowled, whichever is later.

12.13 Last hour of match – interruptions of play

If there is an interruption in play during the last hour of the match, the minimum number of overs to be bowled shall be reduced from 15 as follows:

- 12.13.1 The time lost for an interruption is counted from the call of Time until the time for resumption as decided by the umpires.
- 12.13.2 One over shall be deducted for every complete 4 minutes of time lost.
- 12.13.3 In the case of more than one such interruption, the minutes lost shall not be aggregated; the calculation shall be made for each interruption separately.
- 12.13.4 If, when one hour of Playing time remains, an interruption is already in progress
 - 12.13.4.1 only the time lost after this moment shall be counted in the calculation.
 - 12.13.4.2 the over in progress at the start of the interruption shall be completed on resumption and shall not count as one of the minimum number of overs to be bowled.
- 12.13.5 If, after the start of the last hour, an interruption occurs during an over, the over shall be completed on resumption of play. The two part-overs shall between them count as one over of the minimum number to be bowled.

12.14 Last hour of match – intervals between innings



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If an innings ends so that a new innings is to be started during the last hour of the match, the interval starts with the end of the innings and is to end 10 minutes later.

- 12.14.1 If this interval is already in progress at the start of the last hour then, to determine the number of overs to be bowled in the new innings, calculations are to be made as set out in clause 12.13.
- 12.14.2 If the innings ends after the last hour has started, two calculations are to be made, as set out in clauses 12.14.3 and 12.14.4. The greater of the numbers yielded by these two calculations is to be the minimum number of overs to be bowled in the new innings.

12.14.3 Calculation based on overs remaining:

- At the conclusion of the innings, the number of overs that remain to be bowled, of the minimum in the last hour, to be noted.
- If this is not a whole number it is to be rounded up to the next whole number.
- Two overs, for the interval, to be deducted from the resulting number to determine the number of overs still to be bowled.

12.14.4 Calculation based on time remaining:

- At the conclusion of the innings, the time remaining until the agreed time for close of play to be noted.
- 10 minutes, for the interval, to be deducted from this time to determine the Playing time remaining.
- A calculation to be made of one over for every complete 4 minutes of the Playing time remaining, plus one more over if a further part of 4 minutes remains.

12.15 Completion of last over of match

The over in progress at the close of play on the final day shall be completed unless

either a result has been reached;

or the players have occasion to leave the field.

In this case there shall be no resumption of play except in the circumstances of clause 16.7 (Mistakes in scoring) and the match shall be at an end.

12.16 Late start of Play and Penalty

For Group-A "FIRST STAGE" matches

- 12.16.1 If one of the competing teams turn up late and / or default for any other ground, play may commence at any time between 9:30 AM to 10:30 AM and in that event the defaulting side shall be penalised as under:



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2 X number of minutes lost. These runs would be credit to opponent score and shall be recorded as Extra.

The umpires shall, accordingly, determine the closing time of the 1st innings of the team batting first.

- 12.16.2 If both teams turn up late, play may commence at any time between 9:30 AM to 10:30 AM and in that event, both teams shall play for 115 overs in their first innings. The Match Observer shall report the matter to the Senior Tournament Committee.
- 12.16.3 On the 2nd or 3rd day of the match, if any team does not turn up so as to start the match on time, the full 10 points shall be awarded to the team present on the ground and the defaulting team will lose financial incentives.
- 12.16.4 If both the teams do not turn up on time on 2nd or 3rd day of the match, neither team shall get any point for that match. The Match Observer shall report the matter to the Senior Tournament Committee.

For Group-B & C “FIRST STAGE” matches

- 12.16.5 If one of the competing teams turn up late and / or default for any other ground, play may commence at any time between 10:00 AM to 11:00 AM and in that event the defaulting side shall bat for less than 85 overs. Calculation of overs to be bowled to the defaulting side shall be made as under:

- Time lost in starting the match as well as 10 minutes interval between innings, if applicable, shall be deducted from the allotted time of the innings of the defaulting side to get the remaining playing time of the innings.
- Remaining playing time shall be divided by full 4 minutes to get the number of overs.
- Fraction of the over to be ignored

If the defaulting side fields first, its opponent shall be entitled to bat for full 85 overs or 5 hours 40 minutes, whichever is earlier, unless the team is all out or declared their innings closed earlier.

In case of subsequent interruptions for ground or weather conditions, the difference of number of overs of the two teams shall be kept in mind at the time of re-allotment of overs.

The umpires shall, accordingly, determine the closing time of the 1st innings of the team batting first.

- 12.16.6 If both teams turn up late, play may commence at any time between 10:00 AM to 11:00 AM and in that event, both teams shall play for equal number of overs prescribed by the umpires.



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The umpires shall compute the number of overs to be bowled by each team at the rate of one over for full 4 minutes of remaining playing time of the match (start of the match till 4:30 PM of second day). 10 mins for Interval between innings, if applicable, shall be kept in mind while making the calculation.

- While computing the number of overs on the basis of remaining playing time divided by full 4 minutes, the result would be further divided by 2 and rounded up.

12.16.7 On the 2nd day of the match, if any team does not turn up so as to start the match on time, the full points of the match shall be awarded to the team present on the ground and the defaulting team will lose financial incentives.

12.16.8 If both the teams do not turn up on time on 2nd day of the match, neither team shall get any point for that match. The Match Observer shall report the matter to the Senior Tournament Committee.

For “SECOND STAGE (Championship Play-Off)” matches except the Final Match

12.16.9 If one of the competing teams turn up late and / or default for any other ground, play may commence at any time between 9:30 AM to 10:30 AM and in that event the defaulting side shall bat for less than 133 overs. Calculation of overs to be bowled to the defaulting side shall be made as under:

- Time lost in starting the match as well as 10 minutes interval between innings, if applicable, shall be deducted from the allotted time of the innings of the defaulting side to get the remaining playing time of the innings.
- Remaining playing time shall be divided by full 4 minutes to get the number of overs.
- Fraction of the over to be ignored

If the defaulting side fields first, its opponent shall be entitled to bat for full 133 overs or 8 hours 52 minutes, whichever is earlier, unless the team is all out or declared their innings closed earlier.

In case of subsequent interruptions for ground or weather conditions, the difference of number of overs of the two teams shall be kept in mind at the time of re-allotment of overs.

The umpires shall, accordingly, determine the closing time of the 1st innings of the team batting first.

12.16.10 If both teams turn up late, play may commence at any time between 10:00 AM to 11:00 AM and in that event, both teams shall play for equal number of overs prescribed by the umpires.



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The umpires shall compute the number of overs to be bowled by each team at the rate of one over for full 4 minutes of remaining playing time of the match (start of the match till 4:30 PM of third day). 10 mins for Interval between innings, if applicable, shall be kept in mind while making the calculation.

- While computing the number of overs on the basis of remaining playing time divided by full 4 minutes, the result would be further divided by 2 and rounded up.

12.16.11 On the 2nd or 3rd day of the match, if any team does not turn up so as to start the match on time, the full points of the match shall be awarded to the team present on the ground and the defaulting team will lose financial incentives.

12.16.12 If both the teams do not turn up on time on 2nd day of the match, neither team shall get any point for that match. The Match Observer shall report the matter to the Senior Tournament Committee.

12.17 Minimum Over Rate

12.17.1 Penalty for failing to bowl required number of overs within scheduled/rescheduled/stipulated cessation time of the innings, where applicable, would be as under:

- 2 times of the run-rate of the batting side at the end of the innings multiply by overs bowled short.
- After calculation, fraction of run to be ignored.
- Fraction of an over bowled to be treated as one full over.
- Such award of runs shall be recorded to the batting side's innings as 'Extra'.

12.17.2 Over-rate penalty shall not be applied in the following cases:

- Team is all out.
- Team declared their innings closed.
- Team batting last wins the match/awarded the match before the scheduled/rescheduled closing time.

12.17.3 For Group-A First Stage matches, though the over-rate penalty is applicable for both the innings of the team; in the 2nd innings of both the teams the over rate penalty shall not be applicable if number of overs short is up to 5 and the duration of the innings is less than 50 overs. However, if the duration of the 2nd innings of the team is 50 overs or more, then no concession in over-rate penalty will be given.

LAW-13: INNINGS

13.1 Completed Innings



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A side's innings is to be considered as completed if any of the following applies

- 13.1.1 the side is all out.
- 13.1.2 at the fall of a wicket or the retirement of a batsman, further balls remain to be bowled but no further batsman is available to come in.
- 13.1.3 the prescribed number of overs have been bowled to the batting side.
- 13.1.4 the prescribed time for the innings has expired

13.2 The toss

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the Match Observer, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play.

13.3 Decision to be notified

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed.

13.4 Duration of the Match

For Group-A "FIRST STAGE" matches

- 13.4.1 All matches shall be of 3 days duration and of 2 Innings. The duration of the match would be as under:

Innings	Over Stipulation
1 st innings of both teams	Maximum 115 overs each
2 nd innings of both teams	No Stipulation

- 13.4.2 If the team batting first is all out or declared their innings closed before completion of their quota of 115 overs or if the fielding side completes 115 overs before the scheduled or rescheduled close of their innings, the innings of the team batting second shall commence after an interval between innings of 10 minutes, if applicable, and shall be restricted to a maximum of 115 overs.

- 13.4.3 The umpires shall determine the closing time of any innings (Full 4 minutes X Number of overs) within which the fielding side must complete the stipulated overs, otherwise over-rate penalty would be applied.

- 13.4.4 If a match after having commenced is abandoned due to reason other than weather, the fate of the match shall be decided by the Senior Tournament Committee.

For Group-B & C "FIRST STAGE" matches

- 13.4.5 All matches shall be of 2 days duration and of 1 Innings for a maximum of 85 overs or 5 hours and 40 minutes, whichever is earlier, for each team unless all out or declared their innings earlier.



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13.4.6 If the team batting first is all out or declared their innings closed before completion of their quota of 85 overs or the stipulated number of overs as prescribed by the umpires or if the fielding side completes the stipulated number of overs at least 15 minutes before the scheduled or rescheduled close of 1st day's play, the team batting second shall play the residual time after 10 minutes interval between innings but no extra overs would be allotted to the team batting second. The umpires shall, accordingly, reschedule the closing time of second day's play.

13.4.7 If a match after having commenced is abandoned due to reason other than weather, the fate of the match shall be decided by the Senior Tournament Committee.

For "SECOND STAGE (Championship Play-Off)" matches

13.4.8 All matches shall be of 3 days duration and of 1 Innings for a maximum of 133 overs or 8 hours and 52 minutes, whichever is earlier, for each team unless all out or declared their innings earlier.

The Final Match shall be of 5 days duration and of 2 innings for each team with no over stipulation in either innings.

13.4.9 Except the Final Match, 1 additional RESERVE DAY shall be allotted for the sole purpose of ACHIEVING RESULT in every match of the "Qualifier Round" and "Championship Play-off". The RESERVE Day shall not be used to maximize the number of overs of the match, but to be used only to ACHIEVE RESULT.

13.4.10 If the team batting first is all out or declared their innings closed before completion of their quota of 85 overs or the stipulated number of overs as prescribed by the umpires or if the fielding side completes the stipulated number of overs at least 15 minutes before the scheduled or rescheduled close of 1st or 2nd day's play, the team batting second shall play the residual time after 10 minutes interval between innings but no extra overs would be allotted to the team batting second. The umpires shall, accordingly, reschedule the closing time of second day's play.

13.4.11 If a match after having commenced is abandoned due to reason other than weather, the fate of the match shall be decided by the Senior Tournament Committee.

13.5 Length of innings

For Group-A "FIRST STAGE" matches

13.5.1 In an uninterrupted match (1st innings)

13.5.3.1 Each team shall bat for maximum 115 overs within 7 hours 40 minutes unless all out or declared their innings closed earlier.



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(Total 460 minutes is allotted to each side for completion of 115 overs which includes Drinks Interval, Ball retrieval, Changing of ball, medical attention, Insufficient time for rolling, etc.)

13.5.3.2 If the 1st innings of the team batting first is dismissed or declared closed earlier than 115 overs, team batting second shall be entitled to bat for maximum 115 overs in their 1st innings unless they are all out or declared their innings.

13.5.3.3 As soon as the 1st innings of both teams are completed, their second innings shall commence immediately for which there would be no stipulation of overs. The overs to be played in 2nd innings would be determined by the umpires taking into account the playing time available for the match (up to 4:30 on 3rd Day of the match) divided by full 4 minutes.

13.5.3.4 If either team refuses to play in the 2nd innings, the match would be awarded to the opposing team. If both team refuses to play in the 2nd innings, none of the team would earn any point.

13.5.2 In an interrupted match

13.5.4.1 **Interruption before the start of the match or during the progress of the 1st innings of the team batting first**

- The object shall always be to allow the team batting first to play for a maximum of 115 overs or 7 Hours 40 Minutes, whichever is earlier, in their first innings.
- After completion of the first innings of the team batting first, the team batting second, in their first innings, shall bat for a maximum of 115 overs or 7 Hours 40 Minutes, if available. Otherwise, they will bat for lesser number of overs.
- Total number of overs for the match/innings shall always be determined by dividing total remaining playing time (till 4:30 PM on Day-3) by full 4 minutes. 10 minutes for Interval between innings, if applicable, shall be kept in mind while calculating the number of overs to be allotted.

13.5.4.2 **Interruption during the 1st innings of the team batting second**

Available overs to be determined as stated hereinabove in 13.5.2.1 and shall be allotted a maximum of 115 overs or available overs to the team batting second.

13.5.4.3 **Interruption during the 2nd innings of either team**

Available overs to be determined and shall be allotted to the batting side as stated hereinabove in 13.5.2.1.

For Group-B & C "FIRST STAGE" matches

13.5.3 In an uninterrupted match



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13.5.5.1 Each team shall bat for maximum 85 overs within 340 minutes unless all out or declared their innings closed earlier.

(Total 340 minutes is allotted to each side for completion of 85 overs which includes Drinks Interval, Ball retrieval, Changing of ball, medical attention, Insufficient time for rolling, etc.)

13.5.5.2 If the innings of the team batting first is dismissed or declared closed earlier than 85 overs, team batting second shall be entitled to bat for maximum 85 overs, unless the result is achieved earlier.

13.5.4 In an interrupted match

13.5.6.1 **Interruption before the start of the match or during the first innings**

- When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour i.e. 4 minutes per over, which is inclusive of the provision of drinks intervals, in the total remaining time available for play. Provision for 10 minutes Interval between Innings, if applicable, shall be kept in mind.
- The revised number of overs as obtained above should be divided by 2 and the result should be rounded up to get the revised number of overs per side.
- 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 40 overs has to be bowled to the side batting second, subject to a result not being achieved earlier.
- As soon as the total minutes of playing time remaining is less than the completed overs faced by the team batting first multiplied by 4, then the first innings is terminated and the provisions of 13.5.4.2 below take effect.
- A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and 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.
- If the team fielding first fails to bowl the revised number of overs by the specified time, Clause 12.17 shall apply.



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13.5.6.2 Interruption during the 2nd innings

- When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour, 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.
- In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- To constitute a match, a minimum of 40 overs has to be bowled to the team batting second subject to a result not being achieved earlier.
- 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.
- A fixed time will be specified for the close of play by applying a rate of 15 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.
- If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, Clause 12.17 shall apply.

For “SECOND STAGE (Championship Play-off)” matches

13.5.5 In an uninterrupted match

- 13.5.5.1** Each team shall bat for maximum 133 overs within 8 Hours 52 minutes unless all out or declared their innings closed earlier.

(Total 532 minutes is allotted to each side for completion of 85 overs which includes Drinks Interval, Ball retrieval, Changing of ball, medical attention, Insufficient time for rolling, etc.)

- 13.5.5.2** If the innings of the team batting first is dismissed or declared closed earlier than 133 overs, team batting second shall be entitled to bat for maximum 133 overs, unless the result is achieved earlier.

13.5.6 In an interrupted match

13.5.6.1 Interruption before the start of the match or during the first innings

- When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour i.e. 4 minutes



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per over, which is inclusive of the provision of drinks intervals, in the total remaining time available for play. Provision for 10 minutes Interval between Innings, if applicable, shall be kept in mind.

- The revised number of overs as obtained above should be divided by 2 and the result should be rounded up to get the revised number of overs per side.
- 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 55 overs has to be bowled to the side batting second, subject to a result not being achieved earlier.
- As soon as the total minutes of playing time remaining is less than the completed overs faced by the team batting first multiplied by 4, then the first innings is terminated and the provisions of 13.5.6.2 below take effect.
- A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and 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.
- If the team fielding first fails to bowl the revised number of overs by the specified time, Clause 12.17 shall apply.

13.5.6.2 Interruption during the 2nd innings

- When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour, 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.
- In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.



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- To constitute a match, a minimum of 55 overs has to be bowled to the team batting second subject to a result not being achieved earlier.
 - 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.
 - A fixed time will be specified for the close of play by applying a rate of 15 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.
 - If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, Clause 12.17 shall apply.

LAW-14: THE FOLLOW-ON

14.1 Applicable only in two-innings match.

14.2 Lead required to enforce follow-on

- 5 or more days match: 200 runs.
- 3 or 4 days match: 150 runs.
- 2 days match: 100 runs.
- 1 day match: 75 runs.

14.3 Notification

A captain shall notify the opposing captain and the umpires of his intention to take up this option. Once notified, the decision cannot be changed.

14.4 First day's play lost

If no play takes place on the first day of a match, 14.2 shall apply in accordance with the number of days remaining from the start of play. The day on which play first commences shall count as a whole day for this purpose, irrespective of the time at which play starts.

Play will have taken place as soon as, after the call of Play, the first over has started. See clause 17.2 (Start of an over).

LAW-15: DECLARATION AND FORFEITURE

15.1 Time of declaration

The captain of the side batting may declare an innings closed, when the ball is dead, at any time during the innings. A declared innings shall be considered to be a completed innings.

15.2 Forfeiture of an innings



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A captain may forfeit either of his side's innings at any time before the commencement of that innings. A forfeited innings shall be considered to be a completed innings.

15.3 Notification

A captain shall notify the opposing captain and the umpires of any decision to declare or to forfeit an innings. Once notified, the decision cannot be changed.

15.4 Declaration and Forfeiture is not permitted in last innings of the match.

LAW-16: THE RESULT

16.1 Umpires awarding a match

16.1.1 A match shall be lost by a side which either

- concedes defeat or
- in the opinion of the Umpires refuses to play and the Umpires shall award the match to the other side.

16.1.2 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 ascertain the cause of the action. If the umpires, then decides that this action does constitute a refusal to play by one side, he/she shall so inform the captain of that side. If the captain persists in the action the Umpires shall award the match.

16.1.3 If action as in clause 16.1.2 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 13.5 and 11.4.

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.

16.2 Prematurely Terminated Matches - Calculation of the Target Score

(For Gr-B & C "First & Second" Stage & Second Stage Championship Play-off matches)

16.2.1 Interrupted Matches - Calculation of the Target Score

16.2.1.1 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 40 or 55 overs), then a revised target score which the team batting second must exceed to win the match shall be calculated by multiplying the revised number of overs by the average run rate per over scored by the team batting first throughout their innings and adding one run with it. If the Target Score involves a fraction of a run, it shall be treated as one run.



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16.2.2 Prematurely Terminated Matches

16.2.2.1 If the innings of the side batting second is suspended (with at least ~~40~~ **61.55** overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison of the average run rate of both the teams throughout the innings. The team having higher run rate shall be the WINNER.

16.2.3 For clause 16.2.1 and 16.2.2 above, the fraction of an over is to be treated as full over.

16.3 Winning hit or extras

16.3.1 As soon as a result is reached, the match is at an end. Nothing that happens thereafter, except as in clause 41.17.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.4.

16.3.2 The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the batsmen before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.

16.3.3 If a boundary is scored before the batsmen have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

16.4 Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires.

16.5 Mistakes in scoring

If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to clause 16.6, they shall adopt the following procedure.

16.5.1 If, when the players leave the field, the side batting last has not completed its innings and

either the number of overs to be bowled in that innings, has not been completed; or

the end of the innings has not been reached,

then, unless one side concedes defeat, the umpires shall order play to resume.

Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed. The number of overs remaining shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.



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16.5.2 If, at this call of Time, the overs have been completed and no Playing time remains, or if the side batting last has completed its innings, the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

16.6 Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match, the result cannot thereafter be changed.

16.7 The Result

For Group-A "FIRST STAGE" matches

16.7.1 The team which scores the higher number of runs aggregating in their two innings, shall be the WINNER and considered as OUTRIGHT WIN.

16.7.2 If the aggregate score of two innings of both the teams is equal and the innings are completed, the match shall be treated as TIE.

16.7.3 If either or both the teams do not get the opportunity to play for 115 overs or 7 hours 40 minutes in their 1st innings due to weather or ground condition,

or

if the match could not be started due to weather or ground conditions

or

if the score of 1st innings of both the teams is equal but 2nd innings of both the teams are not completed.

The match shall be considered as DRAWN

For Group-B & C "FIRST STAGE" matches

16.7.4 Result shall be achieved only if both teams have had the opportunity to play at least 40 overs, unless either or both the teams are all out or declared their innings closed in less than 40 overs or the team batting second scored enough runs to win the match in less than 40 overs.

16.7.5 In the match where both teams have had the opportunity to play full 85 overs or the stipulated number of overs in an interrupted match, the team which scored higher number of runs shall be the WINNER.

If the scores are equal, then the team which have lost lesser number of wickets shall be the WINNER.

If the runs as well as the fall of wickets of both the teams are equal, then the result will be TIE and both the teams shall get 2 points each.

For "SECOND STAGE Championship Play-Off" matches up to Quarter Finals



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- 16.7.6 Result shall be achieved only if both teams have had the opportunity to play at least 55 overs, unless either or both the teams are all out or declared their innings closed in less than 55 overs or the team batting second scored enough runs to win the match in less than 55 overs.
- 16.7.7 Matches in which one of both the teams did not have an opportunity to bat for a minimum of 55 overs due to weather or ground conditions, will be replayed on a later date which shall be fixed by the Tour, Fixture & Technical Committee.
- 16.7.8 If the replayed match as mentioned hereinabove, once again could not be started or once again getting abandoned after commencement with one of both the teams not getting an opportunity to bat for a minimum of 55 overs due to weather or ground conditions, the result shall be decided by Spin of Coin on the day of the match and on the ground in presence of Match Observer/both the umpires.
- 16.7.9 In the match where both teams have had the opportunity to play full 133 overs or the stipulated number of overs in an interrupted match, the team which scored higher number of runs shall be the WINNER.

If the scores are equal, then the team which have lost lesser number of wickets shall be the WINNER.

If the runs as well as the fall of wickets of both the teams are equal, then the result shall be decided by Spin of Coin on the day of the match and on the ground in presence of Match Observer/both the umpires.

For “SECOND STAGE Championship Play-Off” Semi-Final match

- 16.7.10 Clause 16.7.6, 16.7.7 and 16.7.9 shall apply. However, for clause 16.7.8, if the replayed match as mentioned in clause 16.7.7, once again could not be started or once again getting abandoned after commencement with one of both the teams not getting an opportunity to bat for a minimum of 55 overs due to weather or ground conditions, the match shall be replayed on a later date which shall be fixed by the Tour, Fixture & Technical Committee.
- 16.7.11 If the re-replayed match, as mentioned in Clause 16.7.10 above, once again could not be started or once again getting abandoned after commencement with one of both the teams not getting an opportunity to bat for a minimum of 55 overs due to weather or ground conditions, then the result of the match shall be decided by Spin of Coin on the same day of the match and on the ground in presence of Match Observer/both the umpires.

For “SECOND STAGE Championship Play-Off” Final match

- 16.7.12 If outright result could not be achieved, the team taking 1st innings lead shall be declared WINNER.
- 16.7.13 If the Final match could not be started or is abandoned after commencement or 1st innings lead could not be achieved due to ground or weather



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conditions, then both the teams shall be declared as JOINT WINNER of the Tournament.

16.8 The Points

For Group-A “FIRST STAGE” matches

1.	Outright Win or Awarding a match	10 Points
2.	First Innings Lead but no Outright Win	7 points
3.	Loss on First Innings	3 points
4.	Tie on both innings or Match Drawn	3 points each
5.	Outright Loss	Zero points
6.	Bonus Points in Second Innings for scoring 250 runs or by taking 5 wickets of opponent team (to be earned from opponent teams account)	1 Point
If two or more clubs secure equal Points, their respective position in the League table shall be determined by “QUOTIENT”		

For Group-B & C “FIRST STAGE” matches

1.	Outright Win or Awarding a match	4 Points
2.	Tie	2 points each
3.	Either Team could not play for full 40 overs	2 points each
4.	Match Falling Through without a ball being bowled due to rain or ground or weather conditions	2 points each
If two or more clubs secure equal Points, their respective position in the League table shall be determined by “QUOTIENT”		

16.9 Procedure for obtaining QUOTIENT

Batting average of the Club (a) = Total runs scored / Total wickets fallen	Batting average against the Club (b) = Total runs scored against the club / Total wicket taken by the club
QUOTIENT = (a) / (b)	

16.9.1 The clubs having higher quotient shall be placed above the clubs having lower quotient.

16.9.2 If the club declared their innings closed in any innings, the number of wickets that have fallen shall be considered for calculating quotient.

16.9.3 If any club refuses to play and the match is awarded to the opposing club, it shall be considered that they have lost all wickets.



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16.9.4 If the Quotient of two or more clubs are equal, then the position in the League table shall be determined by Draw of lots to be arranged by the Hony. Secretary of the Association amongst the teams securing equal Quotient.

16.10 Average Run Rate

16.10.1 If the event of team batting first is all out in less than their quota of overs, calculation of average run rate shall be based on the full quota of overs, they were allotted.

16.10.2 Due to late arrival of one team, if the overs are deducted, the average run rate shall be calculated based on the original allotted overs of the defaulting side.

16.10.3 In case of subsequent interruptions due to ground or weather conditions resulting in allotment of revised number of overs to both the teams, the difference of overs between the defaulting team and the other team shall also be kept in mind at the time of re-allotment of overs and while calculating the average run rate.

LAW-17: THE OVER

17.1 Number of balls

The ball shall be bowled from each end alternately in overs of 6 balls.

17.2 Start of an over

An over has started when the bowler starts his run-up or, if there is no run-up, starts his action for the first delivery of that over.

17.3 Validity of balls

17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in clause 38.3 (non-striker leaving his ground early) a batsman may be dismissed or some other incident occurs without the ball having been delivered.

17.3.2 A ball delivered by the bowler shall not count as one of the 6 balls of the over

17.3.2.1 if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See clause 20.6 (Dead ball; ball counting as one of over).

17.3.2.2 if it is called dead in the circumstances of clause 20.4.2.6. Note also the special provisions of clause 20.4.2.5 (Umpire calling and signaling Dead ball).

17.3.2.3 if it is a No ball. See clause 21 (No ball).

17.3.2.4 if it is a Wide. See clause 22 (Wide ball).

17.3.2.5 when any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker), or 41.5 (Deliberate distraction, deception, or obstruction of batsman) is applied.



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17.3.3 Any deliveries other than those listed in clauses 17.3.1 and 17.3.2 shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.

17.4 Call of Over

When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. See also clause 20.3 (Call of Over or Time).

17.5 Umpire miscounting

17.5.1 If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.

17.5.2 If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, he/she may subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball.

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

17.6 Bowler changing ends

A bowler shall be allowed to change ends as often as desired, provided he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in the same innings.

17.7 Finishing an over

17.7.1 Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under these Playing Conditions.

17.7.2 If for any reason, other than the end of an innings, an over is left uncompleted at the start of an interval or interruption, it shall be completed on resumption of play.

17.8 Bowler incapacitated or suspended during an over

If for any reason a bowler is incapacitated while running up to deliver the first ball of an over, or is incapacitated or suspended during an over, the umpire shall call and signal Dead ball. Another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

17.9 Bowler's taping on hand

No taping is allowed for the bowler on his bowling hand for any reason. The bowler has to remove all kind of taping from his bowling hand if he wants to bowl. This is non-negotiable. If any plaster is worn on the back of their bowling hand it must be flesh coloured or thereabouts which will not distract the batsman.

However, if an injury occurs on the field during the play and blood is involved, it is reasonable in this situation where finger or hand is bleeding, then



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umpires allow the tape to be used on bowling hand. This is applicable only for the match in which injury has occurred.

LAW-18: SCORING RUNS

18.1 A run

The score shall be reckoned by runs. A run is scored

- 18.1.1 so often as the batsmen, at any time while the ball is in play, have crossed and made good their ground from end to end.
- 18.1.2 when a boundary is scored. See clause 19 (Boundaries).
- 18.1.3 when Penalty runs are awarded. See clause 18.6.

18.2 Runs disallowed

Wherever in these Bye-Laws provision is made for the scoring of runs or awarding of penalties, such runs and penalties will be subject to any provisions that may be applicable for the disallowance of runs or for the non-award of penalties.

When runs are disallowed, the one run penalty for No ball or Wide shall stand and 5 run penalties shall be allowed, except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

18.3 Short runs

- 18.3.1 A run is short if a batsman fails to make good his ground in turning for a further run.
- 18.3.2 Although a short run shortens the succeeding one, the latter if completed shall not be regarded as short. A striker setting off for the first run from in front of the popping crease may do so also without penalty.

18.4 Unintentional short runs

Except in the circumstances of clause 18.5,

- 18.4.1 if either batsman runs a short run, the umpire concerned shall, unless a boundary is scored, call and signal Short run as soon as the ball becomes dead and that run shall not be scored.
- 18.4.2 if, after either or both batsmen run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal Short run unless the boundary is a result of an overthrow or wilful act of a fielder (see clause 19.8 – Overthrow or wilful act of fielder).
- 18.4.3 if both batsmen run short in one and the same run, this shall be regarded as only one short run.
- 18.4.4 if more than one run is short then, subject to clauses 18.4.2 and 18.4.3, all runs called as short shall not be scored.



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18.4.5 if there has been more than one short run, the umpire shall inform the scorers as to the number of runs to be recorded.

18.5 Deliberate short runs

18.5.1 If either umpire considers that one or both batsmen deliberately ran short at that umpire's end, the umpire concerned shall, when the ball is dead, call and signal Short run and inform the other umpire of what has occurred and apply clause 18.5.2.

A deliberate short run is an attempt for batters to appear to run more than one run, while at least one batter deliberately does not make good their ground at one end. Batters may choose to abort a run, provided the umpire believes that there was no intention by the batter concerned to deceive the umpires or to score the run in which they didn't make their ground.

18.5.2 The bowler's end umpire shall

- disallow all runs to the batting side;
- signal No ball or Wide to the scorers, if applicable
- award 5 Penalty runs to the fielding side;
- request the captain of the fielding side to identify which of the two batters will take strike for the next delivery.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side);
- inform the scorers as to the number of runs to be recorded; and
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.
- The umpires together may report the occurrence as soon as possible after the match to the BCCI Match Referee.

18.6 Runs awarded for penalties

Runs shall be awarded for penalties under clause 18.5 (Deliberate short runs), 24.4 (Player returning without permission), 26.4 (Penalties for contravention), 21 (No ball), 22 (Wide ball), 28.2 (Fielding the ball), 28.3 (Protective helmets belonging to the fielding side) and 41 (Unfair play). Note, however, the restrictions on the award of Penalty runs in clause 18.5, 23.3 (Leg byes not to be awarded), 28.3 (Protective helmets belonging to the fielding side) and 34 (Hit the ball twice).

18.7 Runs scored for boundaries

Runs shall be scored for boundary allowances under clause 19 (Boundaries).

18.8 Runs scored when a batsman is dismissed

When a batsman is dismissed, any runs for penalties awarded to either side shall stand.



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No other runs shall be credited to the batting side, except as follows.

- 18.8.1 If a batsman is dismissed Obstructing the field, the batting side shall also score any runs completed before the offence.

If, however, the obstruction prevented a catch being made, no runs other than penalties shall be scored.

- 18.8.2 If a batsman is dismissed Run out, the batting side shall also score any runs completed before the wicket was put down:

18.9 Runs scored when the ball becomes dead other than at the fall of a wicket

When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in these Playing Conditions, any runs for penalties awarded to either side shall be scored. Note however the provisions of clauses 23.3 (Leg byes not to be awarded) and 28.3 (Protective helmets belonging to the fielding side).

Additionally, the batting side shall be credited with all runs completed by the batsmen before the incident or call of Dead ball and the run in progress if the batsmen had already crossed at the instant of the incident or call of Dead ball.

Note specifically, however, the provisions of clause 41.5.8 (Deliberate distraction, deception or obstruction of batsman).

18.10 Crediting of runs scored

Unless stated otherwise in these Bye-Laws,

- 18.10.1 if the ball is struck by the bat, all runs scored by the batting side shall be credited to the striker, except for the following:

- an award of 5 Penalty runs, which shall be scored as Penalty runs
- the one run penalty for a No ball, which shall be scored as a No ball extra.

- 18.10.2 if the ball is not struck by the bat, runs shall be scored as Penalty runs, Byes, Leg byes, No ball extras or Wides as the case may be. If Byes or Leg byes accrue from a No ball, only the one run penalty for No ball shall be scored as such, and the remainder as Byes or Leg byes as appropriate.

- 18.10.3 the bowler shall be debited with:

- all runs scored by the striker
- all runs scored as No ball extras
- all runs scored as Wides.

18.11 Batsman returning to original end

- 18.11.1 When the striker is dismissed in any of the circumstances in clauses 18.11.1.1 to 18.11.1.7, the not out batsman shall return to his original end.

- 18.11.1.1 Bowled.

- 18.11.1.2 Stumped.



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- 18.11.1.3 Hit the ball twice.
 - 18.11.1.4 LBW.
 - 18.11.1.5 Hit wicket.
 - 18.11.1.6 Caught
 - 18.11.1.7 Obstructing the field, where the obstruction or distraction prevents the striker being out caught.
 - 18.11.2 The batsmen shall return to their original ends in any of the cases of clauses 18.11.2.1 to 18.11.2.3.
 - 18.11.2.1 A boundary is scored unless as a result of an overthrow or wilful act of a fielder (See clause 19.8).
 - 18.11.2.2 Runs are disallowed for any reason.
 - 18.11.2.3 A decision by the batsmen at the wicket to do so, under clause 41.5 (Deliberate distraction, deception, or obstruction of batsman).

18.12 Batsman returning to wicket he has left

- 18.12.1 When a batsman is dismissed in any of the ways in clauses 18.12.1.1 to 18.12.1.2, the not out batsman shall return to the wicket he has left but only if the batsmen had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out batsman shall return to his original end.
- 18.12.1.1 Obstructing the field where the obstruction or distraction does not prevent the striker being out caught.
- 18.12.1.2 Run out.
- 18.12.2 If, while a run is in progress, the ball becomes dead for any reason other than the dismissal of a batsman, the batsmen shall return to the wickets they had left, but only if they had not already crossed in running when the ball became dead. If, however, any of the circumstances of clauses 18.11.2.1 to 18.11.2.3 apply, the batsmen shall return to their original ends.

LAW-19: BOUNDARIES

19.1 Determining the boundary of the field of play

- 19.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match.
- 19.1.2 The boundary shall be determined such that no part of any sight-screen, will, at any stage of the match, be within the field of play.
- 19.1.3 Sight screens shall be provided at both ends of all grounds.

19.2 Identifying and marking the boundary

- 19.2.1 All boundaries must be designated by a rope, or similar object of a minimum standard as authorised by the CAB from time to time.



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19.2.2 If the boundary is marked by means of an object that is in contact with the ground the boundary will be the edge of the grounded part of the object which is nearest the pitch.

19.2.3 An obstacle within the field of play shall not be regarded as a boundary unless so determined by the umpires before the toss.

19.2.4 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 clause 20.4.2.12 (Umpire calling and signalling Dead ball).

19.3 Restoring the boundary

If a solid object used to mark the boundary is disturbed for any reason, then:

19.3.1 the boundary shall be considered to be in its original position.

19.3.2 the object shall be returned to its original position as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.

19.3.3 if some part of a fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.

19.4 Ball grounded beyond the boundary

19.4.1 The ball in play is grounded beyond the boundary if it touches

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is grounded beyond the boundary.

19.4.2 The ball in play is to be regarded as being grounded beyond the boundary if

- a fielder, grounded beyond the boundary as in clause 19.5, touches the ball;
- a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

19.5 Fielder grounded beyond the boundary

19.5.1 A fielder is grounded beyond the boundary if some part of his person is in contact with any of the following:

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is in contact with the ground beyond the boundary;
- another fielder who is grounded beyond the boundary.



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19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if, prior to their first contact with the ball, their final contact with the ground was not entirely within the boundary. This applies to any fielder who makes contact with the ball after it has been delivered by the bowler, whether or not the ball has previously been touched by another fielder.

19.5.2.1 If a fielder's first contact with the ball does not contravene 19.5.2, that fielder may then jump from outside the boundary in order to make contact with the ball whilst airborne. After making contact with the ball once airborne, all subsequent contact with the ground by that fielder, until the ball becomes dead, must be within the field of play. Any subsequent contact with the ground outside the boundary by that fielder during that delivery, whether or not in contact with the ball, will result in a boundary being scored.

19.5.2.2 If the ball is returned to the field of play, whether to another fielder or onto the ground, by a fielder who has jumped from outside the boundary, that fielder must land, and remain, within the boundary until the ball becomes dead. Otherwise a boundary shall be scored.

19.6 Boundary allowances

Six runs shall be allowed for a boundary 6; and 4 runs for a boundary 4. See also clause 19.7.

19.7 Runs scored from boundaries

19.7.1 A boundary 6 will be scored if and only if the ball has been struck by the bat and is first grounded beyond the boundary without having been in contact with the ground within the field of play. This shall apply even if the ball has previously touched a fielder.

19.7.2 A boundary 4 will be scored when a ball that is grounded beyond the boundary

- whether struck by the bat or not, was first grounded within the boundary, or
- has not been struck by the bat.

19.7.3 When a boundary is scored, the batting side, except in the circumstances of clause 19.8, shall be awarded whichever is the greater of 19.7.3.1 the allowance for the boundary 19.7.3.2 the runs completed by the batsmen together with the run in progress if they had already crossed at the instant the boundary is scored.

19.7.4 When the runs in clause 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of clause 18.12.2.

19.7.5 The scoring of Penalty runs by either side is not affected by the scoring of a boundary.



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19.8 Overthrow or wilful act of fielder

If the boundary results from an overthrow or from the wilful act of a fielder, the runs scored shall be

any runs for penalties awarded to either side

and the allowance for the boundary

and the runs completed by the batsmen, together with the run in progress if they had already crossed at the instant of the throw or act.

Clause 18.12.2 (Batsman returning to wicket he has left) shall apply as from the instant of the throw or act.

LAW-20: DEAD BALL

20.1 Ball is dead

20.1.1 The ball becomes dead when

20.1.1.1 it is finally settled in the hands of the wicket-keeper or of the bowler.

20.1.1.2 a boundary is scored.

20.1.1.3 a batsman is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.

20.1.1.4 whether played or not it becomes trapped between the bat and person of a batsman or between items of his clothing or equipment.

20.1.1.5 whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.

20.1.1.6 there is an award of Penalty runs under either of clauses 24.4 (Player returning without permission) or 28.2 (Fielding the ball). The ball shall not count as one of the over.

20.1.1.7 there is a contravention of clause 28.3 (Protective helmets belonging to the fielding side).

20.1.1.8 the match is concluded in any of the ways stated in clause 12.6 (Conclusion of match).

20.1.2 The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batsmen at the wicket have ceased to regard it as in play.

20.2 Ball finally settled

Whether the ball is finally settled or not is a matter for the umpire alone to decide.

20.3 Call of Over or Time

Neither the call of Over nor the call of Time is to be made until the ball is dead, either under clauses 20.1 or 20.4.



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20.4 Umpire calling and signalling Dead ball

20.4.1 When the ball has become dead under clause 20.1, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.

20.4.2 Where either umpire is required to call and signal Dead ball under 20.4.2.1 to 20.4.2.14, the ball will be considered to be dead at the instant of the incident causing the ball to become dead. However, where the Law specifically provides for the call to be delayed, so as not to disadvantage the non-offending side, under Law 34.4 (Runs permitted from the ball lawfully struck more than once), Law 41.2.1 (Unfair actions) the ball will be considered to be dead at the point of the call.

Either umpire shall call and signal Dead ball when

20.4.2.1 intervening in a case of unfair play.

20.4.2.2 a possibly serious injury to a player or umpire occurs.

20.4.2.3 leaving his/her normal position for consultation.

20.4.2.4 one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.

20.4.2.5 the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.

20.4.2.6 the striker is distracted by any noise or movement or in any other way while preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also clause 20.4.2.7. The ball shall not count as one of the over.

20.4.2.7 there is an instance of a deliberate attempt to distract under either of clauses 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate distraction, deception or obstruction of batsman). The ball shall not count as one of the over.

20.4.2.8 the bowler drops the ball accidentally before delivery.

20.4.2.9 the bowler throws the ball towards the striker's end before entering his delivery stride.

20.4.2.10 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under clause 38.3 (non-striker leaving his ground early).

20.4.2.11 satisfied that the ball in play cannot be recovered.

20.4.2.12 he/she considers that either side has been disadvantaged by a person, animal or other object within the field of play. However, if both umpires consider the ball would have reached the boundary regardless of the



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intervention, the boundary should stand (see Law 19.2.7 – Identifying and marking the boundary).

20.4.2.13 the striker attempts to play the ball and no part of his person, whether grounded or raised, remains within the pitch as defined in Law 6.1 (Area of pitch).

20.4.2.14 required to do so under any of the Playing Conditions not included above.

20.5 Ball ceases to be dead

The ball ceases to be dead – that is, it comes into play – when the bowler starts his run-up or, if there is no run-up, starts his bowling action.

20.6 Dead ball; ball counting as one of over

20.6.1 When a ball which has been delivered is called dead or is to be considered dead then, other than as in clause 20.6.2,

20.6.1.1 it will not count in the over if the striker has not had an opportunity to play it.

20.6.1.2 unless No ball or Wide ball has been called, it will be a valid ball if the striker has had an opportunity to play it, except in the circumstances of clauses 20.4.2.6 and 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker) and 41.5 (Deliberate distraction, deception or obstruction of batsman).

20.6.2 In clause 20.4.2.5, the ball will not count in the over only if both conditions of not attempting to play the ball and having an adequate reason for not being ready are met. Otherwise the delivery will be a valid ball.

20.7 Dead ball not to be revoked

Once the ball is dead, no revoking of any decision can bring the ball back into play for that delivery.

LAW-21: NO BALL

21.1 Mode of delivery

21.1.1 The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.

21.1.2 Underarm bowling shall not be permitted.

21.2 Fair delivery – the arm

For a delivery to be fair in respect of the arm the ball must not be thrown.

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left



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the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signalling No ball if he/she considers that the ball has been thrown.

Should either umpire or the Match Observer suspect that a bowler has used an Illegal Bowling Action, they shall report the same at the conclusion of the match.

21.3 Ball thrown or delivered underarm – action by umpires

- 21.3.1 If, in the opinion of either umpire, the ball has been thrown after the bowler has entered his delivery stride or delivered underarm, he/she shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
- inform the captain of the fielding side of the reason for this action.
- inform the batsmen at the wicket of what has occurred.

- 21.3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown after the bowler has entered his delivery stride or delivered underarm, he/she shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
- inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

- 21.3.3 The umpires together shall report the occurrence as soon as possible after the match to the BCCI Match Referee, who shall take such action as is considered appropriate against the bowler concerned.

21.4 Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering the delivery stride, it is not a No ball and the procedure stated in 21.3 shall not apply. However, the umpire shall call and signal Dead ball under Law 20.4.2.9.



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21.5 Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride

- 21.5.1 the bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.
- 21.5.2 the bowler's front foot must land with some part of the foot, whether grounded or raised
- on the same side of the imaginary line joining the two middle stumps as the return crease described in clause 21.5.1, and
 - behind the popping crease.

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he/she shall call and signal No ball. See clause 41.8 (Bowling of deliberate front foot No ball).

21.6 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 38.3, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his person and breaks the wicket.

21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch

The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker, - bounces more than once or rolls along the ground before it reaches the popping crease. - or pitches wholly or partially off the pitch as defined in clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket.

21.8 Ball causing the striker to leave the pitch or Ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket or is so far from the pitch that the striker would need to leave the pitch to attempt to play the ball (see clause 25.6 – Striker's right to play the ball), without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.9 Fielder intercepting a delivery

If, except in the circumstances of clause 27.3 (Position of wicket-keeper) a ball delivered by the bowler, makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.10 Revoking a call of No ball



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An umpire shall revoke the call of No ball if Dead ball is called under any of clauses 20.4.2.4, 20.4.2.5, 20.4.2.6, 20.4.2.8 or 20.4.2.10 (Umpire calling and signalling Dead ball).

21.11 No ball to over-ride Wide

A call of No ball shall over-ride the call of Wide ball at any time. See clauses 22.1 (Judging a Wide) and 22.2 (Call and signal of Wide ball).

21.12 Ball not dead

The ball does not become dead on the call of No ball.

21.13 Penalty for a No ball

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

21.14 Runs resulting from a No ball – how scored

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler.

If other Penalty runs have been awarded to either side these shall be scored as stated in clause 41.17 (Penalty runs). Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

21.15 No ball not to count

A No ball shall not count as one of the over. See clause 17.3 (Validity of balls).

21.16 Out from a No ball

When No ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 34 (Hit the ball twice), clause 37 (Obstructing the field) or clause 38 (Run out).

LAW-22: WIDE BALL

22.1 Judging a Wide

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2 22.1.1.1 the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position. 22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.



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- 22.1.3 Umpires are instructed to apply very strict and consistent interpretation in regard to this clause in order to prevent negative bowling wide of the wicket.
- 22.1.4 Strict Limited over wide interpretation of Wide Ball to be applied in all tournaments except in the Final of the First Division League Tournament.
- 22.1.5 Any ball going outside the return crease shall be called wide irrespective of the position of striker.
- 22.1.6 A delivery passing in between the striker and the striker's wicket, is to be called a "Wide Ball".

22.2 Call and signal of Wide ball

If the umpire adjudges a delivery to be a Wide he/she shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

22.3 Revoking a call of Wide ball

- 22.3.1 The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.
- 22.3.2 The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See clause 21.13 (No ball to over-ride Wide).

22.4 Delivery not a Wide

- 22.4.1 The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in clause 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.
- 22.4.2 The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

22.5 Ball not dead

The ball does not become dead on the call of Wide ball.

22.6 Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, see clause 22.3, this penalty shall stand even if a batsman is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

22.7 Runs resulting from a Wide – how scored

All runs completed by the batsmen or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5



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Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

22.8 Wide not to count

A Wide shall not count as one of the over. See clause 17.3 (Validity of balls).

22.9 Out from a Wide

When Wide ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 35 (Hit wicket), clause 37 (Obstructing the field), clause 38 (Run out) or clause 39 (Stumped).

LAW-23: BYE AND LEG BYE

23.1 Byes

If the ball, delivered by the bowler, not being a Wide, passes the striker without touching his bat or person, any runs completed by the batsmen from that delivery, or a boundary allowance, shall be credited as Byes to the batting side. Additionally, if the delivery is a No ball, the one run penalty for such a delivery shall be incurred.

23.2 Leg byes

23.2.1 If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has
either attempted to play the ball with the bat;
or tried to avoid being hit by the ball.

23.2.2 If the umpire is satisfied that either of these conditions has been met runs shall be scored as follows.

23.2.2.1 If there is

either no subsequent contact with the striker's bat or person, or
only inadvertent contact with the striker's bat or person,
any runs completed by the batsmen or a boundary allowance shall be credited to the striker in the case of subsequent contact with his bat but otherwise to the batting side as in clause 23.2.3.

23.2.2.2 If the striker wilfully makes a lawful second strike, clause 34.3 (Ball lawfully struck more than once) and clause 34.4 (Runs permitted from ball lawfully struck more than once) shall apply.

23.2.3 The runs in clause 23.2.2.1, unless credited to the striker, shall be scored as Leg byes.

Additionally, if the delivery is a No ball, the one run penalty for the No ball shall be incurred.

23.3 Leg byes not to be awarded



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If in the circumstance of clause 23.2.1 the umpire considers that neither of the conditions therein has been met, then Leg byes shall not be awarded.

If the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run.

The umpire shall then:

- disallow all runs to the batting side;
- return any not out batsman to his original end;
- signal No ball to the scorers if applicable;
- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

LAW-24: FIELDER'S ABSENCE; SUBSTITUTES

24.1 Substitute fielders

24.1.1 The umpires shall allow a substitute fielder

24.1.1.1 if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or

24.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

24.1.2 A substitute shall not bowl or act as captain. The substitute cannot act as wicket-keeper also.

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him.

24.1.4 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).

24.1.5 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'.

24.2 Fielder absent or leaving the field of play

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.

24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during a session of play,

24.2.2.1 an umpire shall be informed of the reason for this absence.



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- 24.2.2.2 he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as it is practicable.
- 24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:
- 24.2.3.1 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 the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 120 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.
- 24.2.3.2 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 Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately.
- 24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.
- 24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 120 minutes, and that player shall not bowl until all of his Penalty time has been served.
- 24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals, intervals between innings and official drinks intervals. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.
- 24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,
- 24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.
- 24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.
- 24.2.8 Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.
- 24.2.9 If a player is seriously injured or any kind of injury (batsman/bowler/fielder) happens on the field of play and requires medical attention, The maximum



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time allowed for that player to recover from the injury and to be ready to participate in the match is Four minutes. The player has to leave the field if he needs more time to recover.

24.3 Penalty time not incurred

A nominated player's absence will not incur Penalty time if,

- 24.3.1 he has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.
- 24.3.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.
- 24.3.3 the player is absent from the field for a period of 8 minutes or less.

24.4 Player returning without permission

If a player comes on to the field of play in contravention of clause 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.

- The umpire shall award 5 Penalty runs to the batting side.
- Runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence.
- The ball shall not count as one of the over.
- The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.
- The umpires together may report the occurrence as soon as possible after the match to the BCCI Match Referee.

LAW-25: BATSMAN'S INNINGS

25.1 Eligibility to act as a batsman

Only a nominated player may bat and, subject to clause 25.3, may do so even though a substitute fielder has previously acted for him.

25.2 Commencement of a batsman's innings

The innings of the first two batsmen, and that of any new batsman on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batsman's innings shall be considered to have commenced when that batsman first steps onto the field of play.

25.3 Restriction on batsman commencing an innings

- 25.3.1 If a member of the batting side has unserved Penalty time, that player shall not be permitted to bat until that Penalty time has been served. However,



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even if the unserved Penalty time has not expired, that player may bat after his side has lost 5 wickets.

- 25.3.2 A member of the batting side's Penalty time is served during Playing time. In the event of an unscheduled stoppage, the stoppage time after the batsman notifies an umpire in person that he is able to participate shall count as Penalty time served.

25.4 Batsman retiring

- 25.4.1 A batsman may retire at any time during his innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.
- 25.4.2 If a batsman retires because of illness, injury or any other unavoidable cause, that batsman is entitled to resume his innings. If for any reason this does not happen, that batsman is to be recorded as 'Retired – not out'.
- 25.4.3 If a batsman retires for any reason other than as in clause 25.4.2, he will be considered as dismissed immediately and will not have option of returning to bat even with the consent of opposite captain. His innings will be recorded as 'Retired – out'.
- 25.4.4 If after retiring a batsman resumes his innings, subject to the requirements of clauses 25.4.2, it shall be only at the fall of a wicket or the retirement of another batsman.

25.5 Runners

Runners shall not be permitted.

25.6 Striker's right to play the ball

The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicket-keeper or any other fielder.

However, the striker may only attempt to play the ball if some of his bat or person, whether grounded or raised, remains within the pitch, as defined in Law 6.1 (Area of pitch). Should no part of the striker's bat or person remain within the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead ball.

LAW-26: PRACTICE ON THE FIELD

Law 26 of MCC The Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

LAW-27: THE WICKET-KEEPER

27.1 Protective equipment

The wicket-keeper is the only fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of his person for the purposes of clause 28.2 (Fielding the ball). If by the wicket-keeper's actions



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and positioning when the ball comes into play it is apparent to the umpires that he will not be able to carry out the normal duties of a wicket-keeper, he shall forfeit this right and also the right to be recognised as a wicket-keeper for the purposes of clauses 33.2 (A fair catch), 39 (Stumped), 28.1 (Protective equipment), 28.4 (Limitation of on-side fielders) and 28.5 (Fielders not to encroach on pitch).

27.2 Gloves

- 27.2.1 If, as permitted under clause 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.
- 27.2.2 If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.
- 27.2.3 The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended.

27.3 Position of wicket-keeper

- 27.3.1 The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the bowler: touches the bat or person of the striker;
or passes the wicket at the striker's end;
or the striker attempts a run.
- 27.3.2 In the event of the wicket-keeper contravening this clause, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.

27.4 Movement by wicket-keeper

- 27.4.1 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:
- 27.4.1.1 movement of a few paces forward for a slower delivery, unless in so doing it brings him within reach of the wicket.
- 27.4.1.2 lateral movement in response to the direction in which the ball has been delivered.
- 27.4.1.3 movement in response to the stroke that the striker is playing or that his actions suggest he intends to play. However the provisions of clause 27.3 shall apply.
- 27.4.2 In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:



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- 27.4.2.1 award the one-run penalty for Wide or No ball, if applicable.
 - 27.4.2.2 award 5 Penalty runs to the batting side.
 - 27.4.2.3 inform the captain of the fielding side of the reason for this action.
 - 27.4.2.4 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the BCCI Match Referee, who shall take such action as is considered appropriate against the wicket-keeper concerned.

27.5 Restriction on actions of wicket-keeper

If, in the opinion of either umpire, the wicket-keeper interferes with the striker's right to play the ball and to guard his wicket, clause 20.4.2.6 (Umpire calling and signalling Dead ball) shall apply.

If, however, either umpire considers that the interference by the wicket-keeper was wilful, then clause 41.4 (Deliberate attempt to distract striker) shall also apply.

27.6 Interference with wicket-keeper by striker

If, in playing at the ball or in the legitimate defence of his wicket, the striker interferes with the wicket-keeper, he shall not be out except as provided for in clause 37.3 (Obstructing a ball from being caught).

LAW-28: THE FIELDER

28.1 Protective equipment

No fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

The exchange 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.

28.2 Fielding the ball

28.2.1 A fielder may field the ball with any part of his person (see paragraph 12 of Appendix A), except as in clause 28.2.1.2. However, he will be deemed to have fielded the ball illegally if, while the ball is in play he wilfully:

- 28.2.1.1 uses anything other than part of his person to field the ball.
- 28.2.1.2 extends his clothing with his hands and uses this to field the ball.
- 28.2.1.3 discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.



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28.2.2 It is not illegal fielding if the ball in play makes contact with a piece of clothing, equipment or any other object which has accidentally fallen from the fielder's person.

28.2.3 If a fielder illegally fields the ball, the ball shall immediately become dead and

- the penalty for a No ball or a Wide shall stand.
- any runs completed by the batsmen shall be credited to the batting side, together with the run in progress if the batsmen had already crossed at the instant of the offence.
- the ball shall not count as one of the over.

In addition the umpire shall:

- award 5 Penalty runs to the batting side.
- inform the other umpire and the captain of the fielding side of the reason for this action.
- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.
- The umpires together may report the occurrence as soon as possible after the match to the BCCI Match Referee.

28.3 Protective helmets belonging to the fielding side

28.3.1 Protective helmets, when not in use by fielders, may not be placed on the ground, above the surface except behind the wicket-keeper and in line with both sets of stumps.

28.3.2 If the ball while in play strikes a helmet, placed as described in clause 28.3.1,

28.3.2.1 the ball shall become dead and, subject to clause 28.3.3,

28.3.2.2 an award of 5 Penalty runs shall be made to the batting side;

28.3.2.3 any runs completed by the batsmen before the ball strikes the protective helmet shall be scored, together with the run in progress if the batsmen had already crossed at the instant of the ball striking the protective helmet.

28.3.3 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, unless the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice), apply, the umpire shall:

- permit the batsmen's runs as in clause 28.3.2.3 to be scored
- signal No ball or Wide ball to the scorers if applicable
- award 5 Penalty runs as in clause 28.3.2.2
- award any other Penalty runs due to the batting side.



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28.3.4 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, and the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice) apply, the umpire shall:

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball or Wide ball to the scorers if applicable
- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3.2.

28.4 Limitation of on side fielders

28.4.1 Except in the Final match, at the instant of delivery, there may not be more than 5 fielders on the leg side.

28.4.2 At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.

28.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.5 Fielders not to encroach on pitch

While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder, other than the bowler, may have any part of his person grounded on or extended over the pitch.

In the event of infringement of this clause by any fielder other than the wicket-keeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, clause 27.3 (Position of wicketkeeper).

28.6 Movement by any fielder other than the wicket-keeper

28.6.1 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:

28.6.1.1 minor adjustments to stance or position in relation to the striker's wicket.

28.6.1.2 movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.

28.6.1.3 movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

28.6.2 In all circumstances clause 28.4 (Limitation of on side fielders) shall apply.

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28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:

28.6.3.1 award the one-run penalty for Wide or No ball, if applicable.

28.6.3.2 award 5 Penalty runs to the batting side.

28.6.3.3 inform the captain of the fielding side of the reason for this action.

28.6.3.4 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the BCCI Match Referee, who shall take such action as is considered appropriate against the fielder concerned.

28.6.4 Note also the provisions of clause 41.4 (Deliberate attempt to distract striker). See also clause 27.4 (Movement by wicket-keeper).

LAW-29: THE WICKET IS DOWN

Law 29 of MCC The Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply with the following modifications:

- a. When wooden wickets are used the moment at which the wicket has been put down shall be deemed to be the instant at which either bail has lost all contact with the top of the stumps and subsequently that bail is permanently removed from the top of the stumps.
- b. Where LED Wickets are used the moment at which the wicket has been put down shall be deemed to be the instant at which the LED lights are illuminated and subsequently either bail is permanently removed from the top of the stumps.

LAW-30: BATSMAN OUT OF HIS GROUND

Law 30 of MCC The Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

LAW-31: APPEALS

Law 31 of MCC The Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

LAW-32: BOWLED

Law 32 of MCC The Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

LAW-33: CAUGHT

Law 33 of MCC The Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

LAW-34: HIT THE BALL TWICE

Law 34 of MCC The Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

LAW-35: HIT WICKET

By Order of the CAB



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Law 35 of MCC The Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

LAW-36: LEG BEFORE WICKET

Law 36 of MCC The Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

LAW-37: OBSTRUCTING THE FIELD

Law 37 of MCC The Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

LAW-38: RUN OUT

Law 38 of MCC The Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

LAW-39: STUMPED

Law 39 of MCC The Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

LAW-40: TIMED OUT

41.1 Out Timed out

40.1.1 After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless Time has been called, be ready to receive the ball or for the other batsman to be ready to receive the next ball within 2 minutes of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.

40.1.2 In the event of an extended delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of clause 16.1 (Umpires awarding a match). For the purposes of that clause the start of the action shall be taken as the expiry of the 2 minutes referred to above.

41.2 Bowler does not get credit

The bowler does not get credit for the wicket.

LAW-41: UNFAIR PLAY

Law 41 of MCC The Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

41.3 The match ball – changing its condition

41.3.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in clause 41.3.2.

41.3.2 It is an offence for any player to take any action which changes the condition of the ball. Except in carrying out his normal duties, a batsman is not allowed to wilfully damage the ball other than, when the ball is in play, in striking it with the bat. A fielder may, however:

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- 41.3.2.1 polish the ball on his clothing provided that no artificial substance or saliva is used, that the only natural substance used is sweat, and that such polishing wastes no time.
- 41.3.2.2 remove mud from the ball under the supervision of an umpire.
- 41.3.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.
- 41.3.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in clause 41.3.2.
- 41.3.4 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this clause and decide together whether they can identify the player(s) responsible for such conduct.
- 41.3.5 If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall:
- 41.3.5.1 Change the ball forthwith.
- 41.3.5.1.1 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side (other than by applying saliva), 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. In case the contravention is due to applying saliva by fielding side, the umpires may or may not change the ball depending upon, if in their opinion the condition of ball has changed or not because of the saliva.
- 41.3.5.1.2 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.
- 41.3.5.2 Additionally, the bowler's end umpire shall:
- award 5 Penalty runs to the opposing side.
 - if appropriate, inform the batsmen at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.
 - inform the captain of the batting side as soon as practicable of what has occurred.
- The umpires shall then report the matter to the Senior Tournament Committee who shall take such action as is considered appropriate against the player(s) concerned.



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41.3.6 If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall:

41.3.6.1 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.

41.3.6.2 The bowler's end umpire shall issue the captain with a first and final warning, and

41.3.6.3 Advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the match, clause 41.3.5.1.2 above will be adopted, with the captain deemed to be the player responsible for the contravention.

41.6 Bowling of dangerous and unfair short pitched deliveries

41.6.1 Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1:

41.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall:

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- The umpire may report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires shall then report the matter to the Senior Tournament Committee who shall take such action as is considered appropriate against the bowler concerned.

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- 41.6.2 A bowler shall be limited to two fast short-pitched deliveries per over.
- 41.6.3 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.
- 41.6.4 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- 41.6.5 In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also clause 22.1.1.2 41.6.5.1 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.
- 41.6.6 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in clause 41.6.3 above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.
- 41.6.7 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.
- 41.6.8 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.
- 41.6.9 Should there be any further instance by the same bowler in that innings, the umpire shall:
- call and signal No ball
 - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
 - inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
 - The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the Senior Tournament Committee who shall take such action as is considered appropriate against the bowler concerned.

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41.6.10 Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3, 41.6.9, and 41.7, such cautions and warnings are not to be cumulative.

41.7 Bowling of dangerous and unfair non-pitching deliveries

41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately 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 by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.7.2 Should there be any further instance (where a dangerous non-pitching delivery 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
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling - inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally the umpire shall

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the Senior Tournament Committee who shall take such action as is considered appropriate against the bowler concerned.

41.7.3 The warning sequence in clauses 41.7.1 and 41.7.2 is independent of the warning and action sequence in clause 41.6.

41.7.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall

- immediately call and signal No ball.

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- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
 - report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the Senior Tournament Committee who shall take such action as is considered appropriate against the bowler concerned.

Ajwan Ghore



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APPENDIX – A: DEFINITIONS

- **Before the toss** is at any time before the toss on the day the match is expected to start.
- **Before the match** is at any time before the toss not restricted to the day on which the toss is to take place.
- **During the match** is at any time after the toss until the conclusion of the match, whether play is in progress or not.
- **Playing Time** is any time between call of Play and call of Time.
- **Conduct of the match** includes any action relevant to the match at any time on any day of the match.
- **The Ground Authority** is the entity responsible for selection and preparation of the pitch and other functions relating to hosting and management of the match, including any agents acting on their behalf (including but not restricted to curator and other ground staff).
- **Host Association** is the BCCI member responsible for hosting the match.
- **Visiting Association** is the BCCI member responsible for the visiting team.
- **The Spirit of Cricket** refers to the values of respect and fair play that underpin the game of Cricket as set out in the Preamble to these PCs.
- **Implements used in the match** are the bat, the ball, the stumps and bails.
- **External protective equipment** is any visible item of apparel worn for protection against external blows. For a batsman, the items permitted are protective helmet, external leg guards, batting gloves and if visible, forearm guards. For a fielder, only protective helmet is permitted except for a wicket keeper, for whom wicket keeping pads and gloves are also permitted.
- **A protective helmet** is a headwear made of hard material and designed to protect head or face or both.
- **Equipment** - a batsman's equipment is his bat together with any external protective equipment that he is wearing and a fielder's equipment is any external protective equipment that he is wearing.
- **The Bat** – (1) whole of the bat itself, (2) the hand holding the bat and (3) any part of the gloves worn on the hand holding that bat.
- **Held in batsman's hand** – Contact between the batsman's hand and glove worn on his hand and any part of the bat shall constitute as bat being held in that hand.
- **The field of play** is the area contained within the boundary.
- **The square** is a specially prepared area of the field of play within which the match pitch is situated.

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- **The outfield** is the area of the field of play between the square and the boundary.
 - **Behind the popping crease** at one end of the pitch is that area of the field of play including any markings, objects and persons therein, that is on that side of the popping crease that does not include the creases at the opposite end of the pitch.
 - **In front of the popping crease** at one end of the pitch is that area of the field of play including any markings, objects and persons therein, that is on that side of the popping crease that includes the creases at the opposite end of the pitch.
 - **The striker's end** is the end where the striker stands to receive a delivery from the bowler.
 - **The bowler's end** is the end from where the bowler delivers the ball. It is on the opposite end of the pitch as the striker's end.
 - **The wicket-keeper's end** is same as the striker's end.
 - **In front of the line of striker's wicket** is the area of the field of play in front of the imaginary line joining the front of the stumps at the striker's end. This line is considered to be extended in both directions to the boundary.
 - **Behind the wicket** is the area of the field of play behind the imaginary line joining the back of the stumps at the appropriate end. This line is considered to be extended in both directions to the boundary.
 - **Behind the wicket-keeper** is behind the wicket at the striker's end but in line with both set of stumps and further from the stumps than the wicket-keeper.
 - **Inside edge** is the edge on the same side as the nearer wicket.
 - **Bowler's end umpire** is the umpire who is standing at the bowler's end.
 - **Striker's end umpire** is the umpire who is standing at striker's end on one side of the pitch.
 - **On-field umpires** shall collectively mean, striker's end umpire and bowler's end umpire.
 - **Third Umpire** is the umpire who may use TV evidence and other available technology to review a decision of the on-field umpire, by way of an umpire review.
 - **Umpire Review** is the process by which an on-field umpire has the discretion to refer a decision to the 3rd umpire and under certain circumstances, to consult with the 3rd umpire before making a decision.
 - **Soft Signal** is the visual communication by the BEU with the 3rd umpire of his initial on-field decision prior to initiating an Umpire Review.

Yousang Ghosh



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- **Bump Ball** is a ball which has made contact with the ground shortly after making contact with the striker's bat.
 - **Member of the batting side** – (1) any nominated player and (2) any authorized replacement of the nominated player.
 - **Batsman's ground** at each side of the pitch, the whole area of the field of play behind the popping crease is the batsman's ground at that end.
 - **Original end** is where the batsman was when the ball came into play for that delivery.
 - **Wicket he has left** is where the batsman was at the start of the run in progress.
 - **Guard position** is the position and posture adopted by the striker to receive a ball delivered by the bowler.
 - **Member of the fielding side** – (1) any nominated player and (2) any authorized replacement or substitute of the nominated player.
 - **Fielder** – (1) any nominated player on the field of play, (2) any nominated substitute on the field of play for absent nominated player and (3) excludes any nominated player who is absent from the field of play and has not yet obtained umpire's permission to return.
 - **A substitute** is a player who takes the place of a fielder on the field of play but does not replace the play for whom he substitutes on that side's list of nominated players. A substitute activity is limited to fielding.
 - **Over the wicket/Round the wicket** – If the wicket is on the same side as the bowling arm, the bowler is bowling over the wicket. If the return crease is on the same side as the bowling arm, the bowler is bowling round the wicket.
 - **Delivery swing** is the motion of the bowler's arm during which he normally releases the ball for a delivery.
 - **Delivery stride** is the stride during which the delivery swing is made. It starts when the back foot lands in that stride and ends when the front foot lands in the same stride. **The stride after the delivery stride** is completed when the back foot of the delivery stride lands again.
 - **Full-pitch** describes a ball delivered by the bowler which reaches or passes the striker without touching the ground.
 - **A player's person** is his physical person together with any clothing and legitimate external protective equipment he is wearing, except in the case of a batsman, his bat.

Anderson Spence



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APPENDIX – B: USE OF LIGHT METERS

1. The umpires shall use light meter readings as A guideline to determine whether the light is fit or unfit for play.
2. Light meters may be used by the umpires:
 - Whether there has been at any stage a deterioration of improvement in the light.
 - As benchmarks for the remainder of a stoppage in the match.
3. The terms “unsuitable” or “unfair” are not valid reasons for suspending play.
4. Conditions need to be “safe” to continue playing and “unsafe” to suspend play.
5. Umpires should suspend play only when conditions are “dangerous”.
6. On the first occasion when bad light is approaching in a match –
 - The umpires shall consult which will normally result in the umpires agreeing to re-evaluate again at a later stage if light conditions deteriorate, unless the conditions become suddenly unsafe with light deteriorating quickly, in which case the umpires shall suspend play.
 - A light reading may be taken at this stage to assist the umpires in assessing whether the light is deteriorating or not.
 - This reading shall not be a benchmark related to suspension or resumption of play.
 - The initial consultation should also alert the fielding captain to reassess his bowling options, if necessary.
 - Unless conditions are safe, play to continue.
7. After this first consultation, if either umpire considers that the light has deteriorated further and it is now unsuitable for play –
 - The umpires shall consult again.
 - Further light reading shall be taken to check that the light has been in fact deteriorated.
 - If conditions are unsafe for play, taking into account who is bowling at that time, this might be the best time for the umpires to suspend play.
8. Other issues that may arise –
 - If the umpires feel that the light is unfit for fast/medium fast bowlers bowling but satisfactory for medium/slow bowlers -
 - ✓ The umpires shall inform the fielding side captain.
 - ✓ If the fielding side captain chooses not to change the bowler, the umpires shall suspend play.

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- ✓ A light reading shall be taken at this point which will act as benchmark for all future light decisions in respect of fast/medium fast bowlers.
 - ✓ If the fielding captain changes the bowler to a medium/slow bowler, the umpires shall allow play to continue.
- If either umpire decides that the light has deteriorated further and is now unfit for medium/slow bowlers -
- ✓ The umpires shall consult again.
 - ✓ If the umpires agree that the light is unfit for play, they shall suspend play.
 - ✓ A light reading shall be taken at this point which will act as benchmark for all future light decisions in respect of medium/slow bowlers.
9. Light meters reading shall be used as guide to assist the umpires as benchmarks in their decision-making.
10. Setting a "soft" benchmark early in the match could make getting a result and playing longer, much more difficult at the end.
11. Approaches to consider when deciding whether to come off for bad light –
- The first time that a play is suspended for first time, the reading becomes the benchmark for the remainder of the match. Hence, push the first benchmark.
 - Visible proof of light affecting the fielder's ability to see the ball – not just one occurrence and it should be genuine not a game tactic.
 - Light reading of each ground shall be different.
12. Factors to consider when judging light (batsman) –
- Type of bowling (fast/slow).
 - Are the batsmen hitting boundaries and scoring freely?
13. Factors to consider when judging light (for all players) –
- Standing at square leg – do the umpire lose the ball in the "V", as it is delivered to the batsman.
 - Are the fielders losing the ball in the background?
 - Are lights in and around the ground really bright?
14. Teamwork
- Use only one (01) light meter – the same one between umpires of the match.
 - Use signals to consult and communicate for dropping or improving light.
 - Keep consultation brief (30 seconds maximum).



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- Mid-over suspension may deny the fielding captain from changing the bowlers from fast to slow to extend the possibility of playing. However, if light drops sharply during an over, the umpires do not have to wait until the end of the over to suspend play.
15. Readings shall be recorded from both ends and in the same point by standing near the centre of the pitch.
16. If only one on field umpire believes that play should be suspended, then play should continue. Both on field umpires must agree to suspend play.
17. Umpires should not suspend play as soon as conditions become less than perfect, but only when the conditions are unsafe for play to continue.

Mawon Ghosh

Qualification for the Second Stage

QUALIFICATION FOR THE SECOND STAGE	NO OF TEAMS			TABLE POSITION
	GR-A	GR-B	GR-C	
CHAMPIONSHIP PLAY-OFF	8	4	4	TOP
RELEGATION PLAY-OFF	Not Applicable	4	4	BOTTOM

Manoj Kumar

