

## **CONDITIONS OF PLAY: TWENTY20 MATCHES**

### **1. LAWS**

Subject to any variations set out hereunder, the Laws of Cricket "THE LAWS OF CRICKET 2000 CODE (5<sup>TH</sup> EDITION 2013)

### **2. THE PLAYERS - LAW 1**

#### **2.1 Number of Players**

Law 1.1 shall be replaced by the following:

A match is played between two sides. Each side shall consist of 11 players (the starting players), one of whom shall be the captain, and a 12th man (optional).

#### **2.2 Nomination of Players**

Law 1.2 shall be replaced by the following:

Each captain shall provide a list of the names of the 11 starting players and the nominated 12th man in writing to the Umpires before the toss. No player (including the nominated 12th man) may be changed after the toss without the consent of the opposing captain.

#### **2.3 Captain**

The following shall apply in addition to Law 1.3 (a): The deputy must be one of the 11 nominated starting players.

### **3. SUBSTITUTES AND RUNNERS; BATSMAN OR FIELDER LEAVING THE FIELD; BATSMAN RETIRING; BATSMAN COMMENCING INNINGS - LAW 2**

#### **No runner for an injured batsman is allowed**

Law 2 shall apply subject to the following:

#### **3.1 Law 2.5 Fielder absent or leaving the field**

Law 2.5 shall be replaced by the following:

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

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

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

The restriction in Clauses 3.1.1 and 3.1.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

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

#### 4. **PLAYING TIMES**

##### **Match 1**

First Session: 09h00 - 10h20  
Interval: 10h20 - 10h30  
Second Session 10h30 - 11h50

##### **Match 2**

12h00 - 13h20  
13h20 - 13h30  
13h30 - 14h50

##### **Match 3**

First Session: 15h00 - 16h20  
Interval: 16h20 - 16h30  
Second Session 16h30 - 17h50

#### 5. **DRINKS**

No drinks break to be taken during an innings

#### 6. **DURATION OF INNINGS**

- (i) In an uninterrupted match

Each team shall bat for 20 overs unless all out earlier.

If a team fielding first fails to bowl the required number of overs (20) within 80 minutes, , the umpire shall call time on completion of the over in progress when scheduled time has been reached, and penalties will apply as shown in "Section 13 Penalty for slow over rate"

- (ii) In a match when the start is delayed or play is suspended

- (a) The object shall always be to rearrange the number of overs so that both teams shall bat for the same number of overs (minimum 6 overs per team). The reduction in the number will be in the ratio of 2 overs per 8 minutes or part thereof of the actual playing time lost.
- (b) If there is a suspension of play during the innings of the team batting second, that team will bat for a number of overs to be based on a rate of one over per 4 minutes or part thereof of the actual playing time lost.
- (c) In the event of a suspension occurring in the middle of an over, the total number of overs to be bowled will be calculated as in (ii)(a) and the over completed on the resumption of play.

## **7. OVERS PER BOWLER**

No bowler shall bowl more than one-fifth of the total number of overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed, except that where the total overs is not divisible by 5, additional overs shall be added to balance the equation, e.g. in a 14 overs match, four bowlers may bowl a maximum of three overs and no other bowler more than two overs.

When the number of overs has been reduced and a bowler has already bowled more than one-fifth of the revised number of overs, no penalty will be incurred but the bowler will not be permitted to bowl any additional overs nor will any other bowler be restricted to less than one-fifth of the revised number of overs for the innings.

In the event of a bowler being unable, through injury or for any other reason, to complete an over such over shall be completed by another bowler. This over shall be counted as having been bowled by the bowler who started it and not as one of the quota of overs bowled by the bowler who completed it. The terms of Law 22 with regard to the bowling of consecutive overs shall apply to the replacement bowler in these circumstances.

## **8. LIMITATION OF FIELDERS**

- 1.1 At the instant of delivery, there may not be more than 5 fields men on the leg side.
- 1.2 In addition to the restriction contained in clause (a).1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs) are set out in the following paragraphs.
- 1.3 The following fielding restrictions shall apply:
  - (i) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached appendix 1).

The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

- (ii) During the first block of Power Play Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- (a)1.4 During the non Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause .(a).1above. (Minimum of 4 fielders inside the circle)
- (a)1.6 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

**For reduced overs in matches use table below as guide for fielding restrictions and power plays.**

<b>Innings Duration</b>	<b>Power Play Overs</b>
<b>18 to 20</b>	<b>6</b>
<b>16 to 17</b>	<b>5</b>
<b>14 to 15</b>	<b>4</b>
<b>12 to 13</b>	<b>3</b>
<b>10 to 11</b>	<b>2</b>
<b>8 to 9</b>	<b>1</b>
<b>6 to 7</b>	<b>0</b>

- (a) Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number (subject to observing (a).8 below).
- (b) If an innings is interrupted during an over, the status of that over (that is whether it is a Fielding Restriction Over or not) must be retained when the over is completed.

## POWERPLAY

Numerical examples of adjustments to Power play overs following an interruption

A 20 over innings is interrupted after 2.3 overs, and on resumption has been reduced to (a) 15 overs, (b) 12 overs, (c) 8 overs

- (a) Power play overs are 4.
- (b) Power play overs are 3.
- (c) Power play overs are 1. All Power play overs have been completed. Non-Power play restrictions take effect immediately and do not need to wait until the end of the over

## 9. THE RESULT

- (i) A result can be achieved only if both teams have batted for at least 6 overs, unless one team has been all out in less than 6 overs or unless the team batting second scores enough runs to win in fewer than 6 overs. All other matches in which one or both teams have not had an opportunity of batting for a minimum of 6 overs will result in a **Super over per side Eliminator to determine the winner.**
- (ii) In matches in whom both teams have had an opportunity of batting for the agreed number of overs the team scoring the higher number of runs shall be the winner. If the scores are equal, regardless the number of wickets  
Loss as no account shall be taken of the number of wickets which have fallen. A **Super over per side Eliminator will be introduced to determine the winner.**

### (iii) Points

The points system is as follows:

Win, with bonus point	5
Win, without bonus point	4
Tie	3
No Result	2
Loss	0

## BONUS POINT SYSTEM

- 1 Bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.
- A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.
- Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.
- Where matches are shortened and targets revised through the Duckworth/Lewis system, bonus run rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

- Whenever a target, or revised target, is set, the exact number of overs/balls within which the side batting second must achieve this target in order to gain the bonus point should be announced. Once these overs/balls have been bowled, if the target has not then been achieved the bonus point cannot be gained by any subsequent event, eg a multiple scoring shot, or extras.

## **10. Procedure for the Super Over**

The following procedure will apply should the provision for a Super Over be adopted in any match.

- 1 Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the ICC Match Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 2 The amount of extra time allocated to the Super Over is the greater of (a) the extra time allocated to the original match less the amount of extra time actually utilised and (b) the gap between the actual end of the match and the time the original match would have been scheduled to finish had the whole of the extra time provision been utilised. Should play be delayed prior to or during the Super Over once the playing time lost exceeds the extra time allocated, the Super Over shall be abandoned. See clause 15.
- 3 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the ICC Match Referee.
- 4 The umpires shall stand at the same end as that in which they finished the match.
- 5 In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 6 Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- 7 Any penance time being served in the main match shall be carried forward to the Super Over.
- 8 Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 International match.
- 9 The team batting second in the match will bat first in the Super Over.
- 10 The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
- 11 The loss of two wickets in the over ends the team's one over innings.
- 12 In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the D/L method, clause 14 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- 13 If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- 14 If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as

dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

**RUNS RUNS SCORED FROM: TEAM 1 TEAM 2**

Ball 6 1 1

Ball 5 4 4

Ball 4 2 1

Ball 3 6 2

Ball 2 0 1

Ball 1 2 6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

15 Clause 2 examples:

Scheduled finish 5.00, 30 minutes extra time available, so scheduled finish time if the whole of the extra time provision is utilised is 5.30.

a) No extra time is utilized in the original match which overruns ten minutes and finishes at 5.10. The Super Over is scheduled to start at 5.20 with 30 minutes extra time available. It starts on time but is interrupted at 5.25. Play must resume by 5.55 otherwise the Super Over is abandoned.

b) 20 minutes of extra time was utilised, with the match scheduled to finish at 5.20, but it actually finishes at 5.10. Therefore the extra time allocated to the Super Over is the greater of a) 10 minutes (30 minutes extra time less 20 already utilised) and b) 20 minutes (the gap from the actual finish time of 5.10 and the scheduled finish had the full extra time been utilised of 5.30). The Super Over was due to start at 5.20, but is delayed by rain. It must therefore start by 5.40 or the Super Over is abandoned.

c) The match finishes at 5.40 (having started 30 minutes late and overrun by 10 minutes). There is no extra time allocated to the Super Over which should start at 5.50. Any delay or interruption after 5.50 means the Super Over is abandoned.

14. In the highly unlikely event that the teams are still level, the team in the higher log position at the conclusion of the preliminary round shall be declared the winner.

**11. LAW 25.1 - WIDE BALL - JUDGING A WIDE**

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

Any off side or leg side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called wide.

**12. PENALTY FOR SLOW OVER RATE**

- i If the team fielding first fails to bowl the required number of overs by the scheduled time the umpire shall call time upon the completion of the over in progress when the scheduled time has been reached. **16 penalty runs** per over not completed will be added to the batting sides total.
- ii If the team fielding second fails to bowl the required number of overs by the scheduled time the umpire shall call time upon the completion

of the over in progress when the scheduled time has been reached. **16 penalty runs** per over not completed will be added to the batting sides total.

- iii Both umpires shall agree on any justified credit of time wasted, if any, for whatever reason. In absence of Official Umpires, the two captains shall dispute.

### **13. BALLS TO BE USED**

Only balls as approved and supplied by the SWDCB shall be used.

In case of deterioration the captains and umpires must agree upon a suitable ball to replace the one in use. The bowling team must ensure that four reserve balls are available in case of damage and/or lost to a match ball. Umpires must ensure and control this ruling.

### **14. NO BALL - HIGH FULL TOSSES**

Either Umpire shall call and signal "No Ball" if any full toss passes or would have passed the striker's wicket above the waist of the striker standing upright at the crease, or if a slow paced delivery passes or would have passed the striker's wicket on the full above shoulder height of the striker standing upright at the crease.

### **15. NO BALL - FAST SHORT PITCHED BALLS**

- (a) A bowler shall be allowed to bowl one fast short pitched delivery in an over.
- (b) A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the batsman standing upright at the crease.
- (c) In the event of a bowler bowling more than one fast short pitched delivery in an over, either Umpire shall call and signal no ball on each occasion.

A penalty of one run for a fast short pitched no ball shall be scored plus any runs scored from that delivery.

A fast short pitched no ball shall not be reckoned as one of the over.

- (d) The above regulation is not a substitute for Laws of Cricket "2013 Code 5th Edition which umpires are able to apply at any time.
- (e) In addition, for the purpose of this regulation a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke, shall be called a wide.
- (f) 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.

Free Hit after a foot-fault no ball.

- (g) No ball will result in the following delivery to be a “free hit” for the batsman and the batsman can not be dismissed from that delivery, except for run out, handled the ball, obstructing the field and hit ball twice however the delivery will count as one delivery of the over.

## **24 LAW 24 - NO BALL**

Law 24 shall apply subject to the following:

24.1 Law 24.1 (b) Mode of delivery

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

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

24.2 Free Hit after a foot-fault no ball

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

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

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

a) There is a change of striker (the provisions of clause 41.2 shall apply),

or

b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

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

24.3 Fair Delivery - the feet

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

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

## **16. TOSS FOR INNINGS / TEAMS ARRIVING LATE.**

- i. The toss shall take place no later than 30-15 minutes before the scheduled start of play.
- ii. Should a team arrive late for the toss the winner of the toss will be the non-defaulting team.
- iii. The defaulting team will be penalized by subtracting one (1) over for every four (4) minutes from their allotted overs per batting team – for arriving late.
- iv. Should a team arrive an hour or more late at the venue the match (with full match points) will be awarded to the non-defaulting team. For penalty purposes it will be regarded as a forfeited match.