

## **Bermuda Cricket Board Twenty/20 Match Playing Conditions**

This version of the playing conditions is effective in all BCB Twenty20 matches from 1<sup>st</sup> April 2010.

Except as varied hereunder the Laws of Cricket (2000 Code 4<sup>th</sup> Edition - 2010) shall apply.

**Note:** All references to ‘Governing Body’ within the Laws of Cricket shall be replaced by ‘Bermuda Cricket Board’ (BCB).

### **1. Law 1 The Players**

#### **1.1 Law 1.1 - Number of Players**

Law 1.1 shall be replaced by the following:

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

- (a) For teams that don’t turn up, the opposition will be awarded maximum points. Teams should turn up **no later than** 15 minutes after the scheduled start of play (umpires must verify in writing by 48 hrs to BCB). **A team shall consist of nine (9) players.** This may be waived under exceptional circumstance if umpires/players at the grounds have been advised of the delay before the scheduled start.

**Colour clothing and pads shall be worn.**

#### **1.2 Law 1.2 - Nomination of Players**

Law 1.2 shall be replaced by the following:

Each captain shall provide a list of the names of the 11 players and the nominated 12<sup>th</sup> man in writing to the umpire or match manager before the toss. No player (including the nominated 12<sup>th</sup> man) may be changed after the toss without the consent of the opposing captain.

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

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

### **1.3 Law 1.3 – Captain**

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

The deputy must be one of the 11 nominated players.

## **2. Law 2 - Substitutes and Runners, Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings**

Law 2 shall apply subject to the following:

### **2.1 Law 2.5 - Fielder absent or leaving the field**

Law 2.5 shall be replaced by the following:

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

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

2.1.1 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.

2.1.2 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 2.1.1 and 2.1.2 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.

### **3 Law 3 - The Umpires**

#### **3.1 Law 3.1 - Appointment and attendance**

Law 3.1 shall be replaced by the following:

The following rules for the selection and appointment of umpires shall be followed as far as it is practicable to do

3.1.1 The Bermuda Cricket Umpires Association (BCUA) shall appoint both umpires to stand in each Twenty20 match.

3.1.2 The BCUA shall appoint a third umpire when directed by BCB for each Twenty20 match who shall act as the emergency umpire

3.1.3 Neither team will have a right of objection to an umpire's appointment.

The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least one hour before the scheduled start of play.

3.1.4 Coloured clothing shall be worn by the Umpires.

#### **3.2 Law 3.2 - Change of Umpire**

The following shall apply in place of Law 3.2:

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

#### **3.3 Law 3.4 - To inform captains and scorers**

In addition to Law 3.4 (i)

The host may provide for the ringing of a bell, which shall be rung 5 minutes before the termination of an interval, when the umpires shall go to the pitch.

#### **3.4 Law 3.8 - Fitness of Ground, Weather and Light and Law 3.9 - Suspension of play for adverse conditions of ground, weather or light**

3.4.1 The safety of all persons within the ground is of paramount importance to the ICC. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc. See also 3.6), then the players and officials should immediately be asked to leave the field of play in a

safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require. See also clause 3.6 below.

Laws 3.8 & 3.9 shall be replaced by:

3.4.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. See 3.5.3 below and Law 7.2 (Fitness of the pitch for play).

3.5.3 Suspension of play for adverse conditions of ground, weather or light

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

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

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

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

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

(d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and

foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

### **3.5 Law 3.10 Exceptional Circumstances.**

The following shall apply in addition to Law 3.10:

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

3.5.2 Where play is suspended under Clause 3.6.1 above the decision to abandon or resume play shall be the responsibility of the Match Manager who shall act only after consultation with the head of ground security and the police.

### **3.6 Day/Night matches**

3.8.1 Pads and players' and umpires' clothing shall be coloured.

3.8.2 Sight screens will be black.

## **4 Law 4 - The Scorers**

### **4.1 Law 4.2 - Correctness of scores**

Attention is drawn to Clause 21.

## **5 Law 5 - The Ball**

### **5.1 Law 5.2 - Approval and control of balls**

Law 5.2 shall be replaced by the following:

The Home Board shall provide for purchase cricket balls of an approved standard for Twenty20 cricket and spare used balls for changing during a match, which shall also be of the same brand.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket or any other disruption in play. Where day/night matches are scheduled, in a series, white balls will be used in all matches (including day matches). Each fielding team shall have one new ball for its innings.

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

Law 5.4 shall not apply.

## **5.3 Law 5.5 - Ball lost or becoming unfit for play**

Law 5.5 shall be replaced by the following:

5.3.1 In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

5.3.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.

5.3.3 If the ball is to be replaced, the umpire shall inform the batsman. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

## **5.4 Law 5.6 - Specifications**

The ball shall be white Kookaburra regulation, club match or senator playing balls.

## **6 Law 6 - The Bat**

### **6.1 Law 6.1 - Width and length**

The following shall apply in addition to Law 6.1: The blade of the bat shall have a conventional 'flat' face.

## **7. Law 7 - The Pitch**

### **7.1 Law 7.3 - Selection and preparation**

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

- 7.1.2 a Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- b No spiked footwear shall be permitted.
- c No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
- d Access shall not interfere with pitch preparation.

**7.2 Law 7.4 - Changing the pitch – NOT APPLICABLE**

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

Law 7.5 shall not apply.

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

**8 Law 8 - The Wickets**

**8.1 Law 8.2 - Size of stumps**

The following shall apply in addition to Law 8.2:

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

**9 Law 9 - The Bowling, Popping and Return Creases**

**9.1 Law 9.3 - The Popping Crease**

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

**9.2 Additional Crease Markings**

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 4 shall be marked in white at each end of the pitch.

**10 Law 10 - Preparation and Maintenance of the Playing Area**

**10.1 Law 10.1 - Rolling**

The following shall apply in addition to Law 10.1:

10.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the groundsman. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the groundsman, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

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

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

## **10.2 Law 10.6 - Maintenance of footholes**

The following shall apply in addition to Law 10.6:

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

## **11 Law 11 - Covering the Pitch**

### **11.1 Law 11.1 - Before the match**

The following shall apply in addition to Law 11.1:

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

### **11.2 Law 11.2 - During the match**

Law 11.2 shall be replaced by the following:

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

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



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

Law 11.3 shall be replaced by the following:

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

### **11.4 Law 11.4 - Removal of covers**

Law 11.4 shall be replaced by the following:

The covers shall be removed no earlier than 5:00 am and no later than 7:00 am (7:00 am and 9:00 am for day/night matches) on the morning of the match provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

Attention is drawn to Clause 3.5.

## **12 Law 12 - Innings**

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

### **12.1 Law 12.1 - Number of innings**

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration.

### **12.2 Law 12.2 - Alternate innings**

Law 12.2 shall not apply.

### **12.3 Law 12.3 - Completed innings**

Laws 12.3 (c), (d) and (e) (iii) shall not apply.

### **12.4 Length of Innings**

12.4.1 Uninterrupted Matches.

- a) Each team shall bat for 20 overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall

not be extended and the second session shall commence at the schedule time. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

- c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

#### 12.4.2 Delayed or Interrupted Matches

- a) Delay or Interruption to the Innings of the Team Batting First (see Appendix 2)
  - (i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour in the total time available for play.
  - (ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.
  - (iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4, then the first innings is terminated and the provisions of 12.4.2 b) below take effect.
  - (iv) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- b) Delay or Interruption to the innings of the Team Batting Second (see Appendix 3)
  - (i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the

playing time available, the number of overs shall be reduced at a rate of 15 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

- (ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (iii) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier.
- (iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (v) A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- (vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

## **12.5 Extra Time**

30 minutes of extra time will be provided where the start of play is delayed or play is suspended.

## **12.6 Number of Overs per Bowler**

No bowler shall bowl more than 4 overs in an innings.

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

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

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

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

**13 Law 13 - The Follow-on**

Law 13 shall not apply.

**14 Law 14 - Declaration and Forfeiture**

Law 14 shall not apply.

**15 Law 15 - Intervals**

Law 15 shall apply subject to the following:

**15.1 Law 15.5 - Changing agreed times for intervals - Interval between Innings**

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the Match Referee may, at his discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes. Such discretion should only be exercised after determining the adjusted overs per side based on a 20 minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

**15.2 Law 15.9 - Intervals for drinks**

No drinks intervals shall be permitted.

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.

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

Law 16 shall apply subject to the following (see also clauses 15 and 12.4):

### **16.1 Law 16.1 – Start and Cessation Times**

The start and cessation times, are to be determined by the BCB, subject to there being 2 sessions of 1 hour 20 minutes each, separated by a 20 minute interval between innings.

### **16.2** The toss will be taken no later than 20 minutes prior to the scheduled or rescheduled start of play. The toss shall be taken in the presence of one or both of the umpires.

As soon as the toss is completed, the captain of the side winning the toss shall notify the opposing captain and umpires of his decision to bat or field. In the event that a team is not ready take the toss at the appointed time, it will automatically forfeit the toss.

## **17 Law 17 - Practice on the Field**

Law 17 does not apply.

## **18 Law 18 - Scoring Runs**

Law 18 shall apply.

## **19 Law 19 - Boundaries**

### **19.1 Law 19.1 - The boundaries of the field of play**

**Boundaries should be clearly marked.**

Sightscreens shall be provided at both ends of all grounds.

### **19.2 Law 19.2 - Defining the boundary - boundary marking**

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by BCB from time to time. Where appropriate the rope should be a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs.

### **19.3 Law 19.3 - Scoring a boundary**

The following shall apply in addition to Law 19.3:

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

### **20 Law 20 - Lost Ball**

Law 20 shall apply.

### **21 Law 21 - The Result**

Law 21 shall apply subject to the following:

#### **21.1 Law 21.1 - A win - two innings match**

Law 21.1 shall not apply.

#### **21.2 Law 21.2 - A win - one innings match**

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, the teams shall compete in a bowl out to determine the winner. Refer to attached Appendix 8.

#### **21.3 Law 21.3 – Umpire awarding a match**

Law 21.3 shall be replaced by the following:

- a) A match shall be lost by a side which either

- (i) concedes defeat or
  - (ii) in the opinion of the Umpire/Match Manager refuses to play and the Umpire/Match Manager shall award the match to the other side.
- b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the Match Manager of this fact. The Match Manager shall together with the umpires ascertain the cause of the action. If the Match Manager, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the Match Manager shall award the match in accordance with (a)(ii) above.\*
- c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clause 12.4.2 above.
- \* N.B. In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the Code of Conduct.

#### **21.4 Law 21.4 - A Tie**

Law 21.4 shall apply in addition to the following:

In the event of a tied match the teams shall compete in a one over per side eliminator to determine the winner. Refer attached Appendix 8.

#### **21.5 Law 21.5 - A Draw**

Law 21.5 shall not apply.

#### **21.6 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score**

##### **21.6.1 Interrupted Matches - Calculation of the Target Score**

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be

calculated using the average rate method. For Finals, the revised target will be calculated using the current Duckworth/Lewis method.

#### **21.6.2 Prematurely Terminated Matches**

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (Refer Duckworth/Lewis Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

#### **21.7 Correctness of result**

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

### **21 Law 22 - The Over**

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

#### **22.1 Law 22.5 - Umpire miscounting**

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

### **23 Law 23 - Dead Ball**

Law 23 shall apply.

### **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) 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).

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.

## **25 Law 25 - Wide Ball**

### **25.1 Law 25.1 - Judging a Wide**

Law 25 shall apply with the following addition to Law 25.1:

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

Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

## **26 Law 26 - Bye and Leg Bye**

Law 26 shall apply.

## **27 Law 27 - Appeals**

Law 27 shall apply.

## **28 Law 28 - The Wicket is Down**

Law 28 shall apply.

## **29 Law 29 - Batsman out of His Ground**

The following shall apply in addition to Law 29:

If the running batsman has grounded any part of his foot behind the popping crease, then any subsequent loss of contact with the ground of his person or bat, during his continuing forward momentum, should not be interpreted as being 'out of his ground'.

**30 Law 30 - Bowled**

Law 30 shall apply.

**31 Law 31 - Timed Out**

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.

Dugouts shall be provided where appropriate.

**32 Law 32 - Caught**

Law 32 shall apply.

**33 Law 33 - Handled the Ball**

Law 33 shall apply.

**34 Law 34 - Hit the Ball Twice**

Law 34 shall apply.

**35 Law 35 - Hit Wicket**

Law 35 shall apply.

**36 Law 36 - Leg Before Wicket**

Law 36 shall apply.

**37 Law 37 - Obstructing the Field**

Law 37 shall apply.

**38 Law 38 - Run Out**

Law 38 shall apply.

**39 Law 39 - Stumped**

Law 39 shall apply.

#### **40 Law 40 - The Wicket-Keeper**

Law 40 shall apply in addition to the following:

A wicketkeeper 18 years old and under shall wear a helmet with a face guard when fielding up to the wickets.

#### **41 Law 41 - Fielder**

Law 41 shall apply subject to the following:

##### **41.1 Law 41.1 - Protective equipment**

The following shall apply in addition to Law 41.1:

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

It is mandatory that **ALL** players 18 years old and younger shall wear a batting helmet with a face guard when batting. All players 18 years old and younger shall wear a protective helmet with face guard when fielding close to the wickets.

##### **41.2 Restrictions on the placement of fieldsmen**

41.2.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

41.2.2 In addition to the restriction contained in clause 41.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

5.5 Subject to 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Fielding Restriction Overs).

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

5.7 During the Fielding Restriction Overs a minimum of 9 fieldsmen shall be included in this field restriction area at the instant of delivery.

5.8 During the non Fielding Restriction Overs, no less than 4 fieldsmen shall be permitted inside the fielding restriction area referred to in clause 41.2.2 b above.

### **5.9 THERE IS NO INNER 15 YARD CIRCLE.**

41.2.3 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 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

| Total overs<br>in innings | No. of overs for which fielding<br>restrictions in clauses 41.2.2 a<br>41.2.2 c above will apply |
|---------------------------|--|
| 5-8                       | 2  |
| 9-11                      | 3  |
| 12-14                     | 4  |
| 15-18                     | 5  |
| 19-20                     | 6  |

41.2.4 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

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

## **42 Law 42 - Fair and Unfair Play**

### **42.1 Law 42.3 - The Match Ball - changing its condition**

Law 42.3 shall apply, subject to the following:

5.9.1.1 Law 42.3 (e) (ii) shall be replaced with the following:

Inform the captain of the fielding side of the reason for the action taken.

5.9.1.2 The umpires shall report the incident to the Match Manager or BCB.

5.9.1.3 The Match Manager/ BCB shall take action as is appropriate against the player(s) responsible for the conduct under the BCB Code of Conduct.

d. If the Umpire Match Manager is unable to identify the player(s) responsible for such conduct, the captain shall take responsibility and will be subject to such action as is appropriate under the BCB Code of Conduct.

5.10 In the event that a ball has been interfered with and requires replacement 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.

#### **42.2 Law 42.4 - Deliberate attempt to distract striker**

Law 42.4 shall apply subject to the following:

In addition, the umpires shall report the incident to the Match Manager/BCB, under the BCB Code of Conduct.

#### **42.3 Law 42.5 - Deliberate distraction or obstruction of batsman**

Law 42.5 shall apply subject to the following:

In addition, the umpire shall report the incident to the Match Manager under the BCB Code of Conduct.

#### **42.4 Law 42.6 - Dangerous and Unfair Bowling**

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

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

a A bowler shall be limited to one fast short-pitched delivery per over.

- b A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- e For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over
- f In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- g If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- i Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j The bowler thus taken off shall not be allowed to bowl again in that innings.

- k The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- l The umpires will then report the matter to the Match Manager/BCB who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

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

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

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

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

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

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

- e The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- f The umpires will then report the matter to the Match Manager/ BCB who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

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

Law 42.7 shall be replaced by the following:

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

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

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

- a In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- b If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- c Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- d Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
- e The bowler thus taken off shall not be able to bowl again in that innings.



- f The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- g The umpires will then report the matter to the Match Manager/BCB who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

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

Law 42.8 shall be replaced by the following:

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

The umpire at the bowler's end shall:

42.6.1 Call and signal no ball.

42.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.

42.6.3 Not allow the bowler to bowl again in that innings.

42.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

42.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the Match Manager/BCB who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play Responsibility of the Captains).

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

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

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

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

If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:

- a Call and signal dead ball if necessary, and;
- b Award 5 penalty runs to the batting side (see Law 42.17).
- c Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d Report the occurrence to the Match Manager who shall take such action as is considered appropriate against the captain and the team concerned under the BCB Code of Conduct.

#### **42.9 Law 42.10 - Batsman Wasting Time**

Law 42.10 shall apply, subject to the following:

In addition, the umpires will report the incident to the Match Manager under the BCB Code of Conduct.

#### **42.10 Use of Electronic Communications Equipment**

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted, except that broadcaster to player communication shall, with the prior consent of the participating countries, be allowed.

## **APPENDIX 1**

All penalty runs in the Laws of Cricket (2000 Code 4<sup>th</sup> Edition - 2010) **SHALL APPLY**.

## APPENDIX 2

### Calculation Sheet for Use When Delays or Interruptions Occur in First Innings of Twenty20 Internationals

#### Time

|   |                                   |
|---|-----------------------------------|
| Net playing time available at start of the match            | <u>160 minutes</u> (A)            |
| Time innings in progress                                    | <u>                    </u> (B)   |
| Playing time lost   | <u>                    </u> (C)   |
| Extra time available  | <u>                    </u> (D)   |
| Time made up from reduced interval                          | <u>                    </u> (E)   |
| Effective playing time lost [C – (D + E)]                   | <u>                    </u> (F)   |
| Remaining playing time available (A – F)                    | <u>                    </u> (G)   |
| G divided by 4 (to 2 decimal places)                        | <u>                    </u> (H)   |
| Max overs per team [H/2] (rounded up if not a whole number) | <u>                    </u> (I)   |
| Max overs per bowler [ I / 5 ]                              | <u>                    </u>       |
| Number of bowlers permitted to bowl this maximum            | <u>                    </u>       |
| Fielding restrictions [Refer to 41.2.3]                     | <u>                    </u> overs |

#### Rescheduled Playing Hours

|  |                                 |
|--|---------------------------------|
| First session to commence or recommence  | <u>                    </u> (J) |
| Length of innings [I x 4]                | <u>                    </u> (K) |
| Rescheduled cessation time [(J + K) – B] | <u>                    </u>     |
| Length of interval                       | <u>                    </u>     |
| Second session commencement time         | <u>                    </u> (L) |
| Rescheduled cessation time = (L + K)     | <u>                    </u>     |

## APPENDIX 3

### Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of Twenty20 Internationals

#### Time

Original cessation time of innings \_\_\_\_\_ (A)

Time at start of interruption \_\_\_\_\_ (B)

Restart time \_\_\_\_\_ (C)

Length of interruption [C – B] \_\_\_\_\_ (D)

Extra time available \_\_\_\_\_ (E)

Total playing time lost [D – E] \_\_\_\_\_ (F)

Amended cessation time of innings [A + E] \_\_\_\_\_ (G)

#### Overs

Maximum overs at start of innings \_\_\_\_\_ (H)

Overs lost [F / 4] ignore fractions \_\_\_\_\_ (I)

Adjusted maximum length of innings [H – I] \_\_\_\_\_ (J)

#### Overs per bowler and Fielding Restrictions

Max. overs per bowler [J / 5] \_\_\_\_\_ overs

Number of bowlers permitted to bowl this maximum \_\_\_\_\_

Fielding restrictions [Refer to 41.2.3] \_\_\_\_\_ overs