

The Tamil Nadu Cricket Association

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**League Rules for the Year
2021-22**

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Chapter I

Preliminary

1. The TNCA League Championship Tournaments shall be governed by rules herein specified.
2. Definitions
 - (a) "BCCI" shall mean Board of Control for Cricket in India.
 - (b) "TNCA" shall mean the Tamil Nadu Cricket Association.
 - (c) "Club" shall mean a member club affiliated to TNCA.
 - (d) "AC" shall mean the Apex Council of the TNCA.
 - (e) Home Ground
 - (i) "Home Ground" shall mean the ground owned by the club or Principal / Competent Authority for its usage for the said club's cricket matches for three or more full seasons.
 - (ii) Clubs claiming a playground as their home ground shall be responsible for providing adequate basic infrastructure facilities namely, ground Equipments, rollers, covers, sight screens and other basic facilities like dressing room, toilet, water supply etc., at the ground for the conduct of league matches.
 - (f) Failure to comply with the above requirements will result in the losing of Home Ground status for the respective Home Teams.
 - (g) "Institutional Club" shall mean a club sponsored by an institution whose identity forms part of the name of the club.
 - (h) "Institution Sponsored Club" shall mean a club run by an institution but without its (institution's) identity forming part of the name of the club.
 - (i) "LSC" shall mean the League Sub-Committee.
 - (j) "Player" shall mean a player registered with TNCA through a club.
 - (k) "Team" shall mean a cricket team fielded by a club for the League Tournament.
3. Institutional club/s and Institution sponsored club/s
 - (a) Institutions which sponsor or run a club or clubs (Institutional club/s and Institution sponsored club/s) shall forward to the TNCA an application in the prescribed form, duly signed by the authorised representative (Signatory) of the institution or the Secretary of the club, so as to reach the office of TNCA not later than 20th June of every year. For First division Teams, it should be submitted before the start of the first match.
 - (b) The acknowledgement granted by the TNCA shall be sufficient evidence of the fact of the Institution sponsoring the club or clubs concerned for the season.
4. The League Cricket Season will be limited to the period between 15th June of the year and 30th April of the succeeding year or till the conclusion of the last match / matches scheduled / posted by LSC, whichever is later.



Chapter II

League Sub Committee and Its Functions

1. Composition of the League Sub-Committee.
 - (a) Five members shall constitute the League Sub-Committee.
 - (b) One representative from each of the five divisions shall be on the LSC.
 - (c) At least three of the five members shall be qualified umpires, active or retired, of the TNCA.
 - (d) In addition, the President, the Hon. Secretary, the Hon. Jt. Secretary, the Hon. Asst. Secretary and the Hon. Treasurer shall be the ex-officio members of the LSC.
2. The LSC shall hold office until succeeding one is nominated by AC and takes over its functions.
3. The LSC as nominated by the AC shall be the sole authority for:
 - (i) Conducting the League Championship Tournament or any other Tournament as decided by the AC.
 - (ii) Framing of league rules and interpreting all the rules framed herein, including all matters referred to the Hon. Secretary, the Hon. Jt. Secretary and the Hon. Asst. Secretary, except such matters, which are specifically required to be referred to the Appellate Body in these rules.
 - (iii) Allocating teams to the various divisions and zones.
 - (iv) Drawing out a programme of League Matches and posting of grounds till the succeeding LSC is constituted.
4. LSC's responsibility in respect of matters set out in sub clauses (i) and (ii) of clause 3 of this Chapter, shall normally be for the current season while its authority in respect of matters set out in sub clause (iii) and (iv) of clause 3 of this Chapter shall be for the immediately succeeding season.
5. LSC will allocate the teams to various zones in the same division, keeping in view to maintain as far as possible balance of strength among the Zones.
6. LSC shall decide all fixtures by ballot.
7. LSC shall furnish to all the teams participating in the League Championship Tournaments:
 - (i) a copy of the allocation of the teams to specific divisions and zones for the season, and
 - (ii) A programme of their league fixtures for the season.
8. The decision of LSC in regard to the conduct of League Championship Tournament or other Tournaments as decided by the AC or scheduling of matches with the venues, shall be final and binding on all clubs.
9. LSC may suo-moto or on information take up any matter relating to the conduct of the League Championship or other Tournaments as decided by the AC for discussion or enquiry subject to rules framed herein. On receipt of information LSC may initiate proceedings within 2 weeks from the date of information. The final action on the issue will be decided by the LSC as and when necessary data are obtained and a final decision shall be taken before the end of that season. However the final decision may also be taken as soon as the details are available. The teams concerned shall be intimated as soon as the decision is taken.



Chapter III

Qualifications for Registration

The qualification for registration of players in the League Championship Tournament shall be as follows:

1. Eligibility Criteria Applicable for a Local Player:

(a) Birth Qualification:

A Cricketer shall be an Indian National who is aged 13 years or above as on the date of registration and who is born in the State of Tamil Nadu.

Note: Birth Certificate/Passport/Any other proof of birth issued by a competent authority must be enclosed with the form. Player holding a PIO (Person of Indian Origin) Card or OCI (Overseas citizenship of India) Card showing address within the state of Tamil Nadu shall also be allowed to play subject to production of such evidence.

OR

(b) Education Qualification / Bonafide Employment / Bonafide Residence:

A Cricketer to be eligible as a local player should be studying / working in Govt., PSU and Companies / residing in the state of Tamil Nadu for a year i.e. he should have been studying/working / residing since 01.09.2020.

Documents required for considering on the basis of above criteria should be submitted with Registration Form:

Education: School/College Mark Sheets for the previous academic year duly authenticated by the Principal and Bonafide Certificate signed by Principal;

Employment: Employer Certificate along with 12 months' salary slip from 01.09.2020 and bank statement from 01.09.2020 showing the relevant salary credits;

Residential: Passport/Voter ID - issued on or before 01.09.2020;

Note: Any Player in (a) and (b) above should be eligible to play for Tamil Nadu, if selected, as per the BCCI qualification rules in the domestic tournaments conducted by BCCI. Any Player who fulfils the criteria of (a) and (b) above and has already been registered to play for other states other than Tamil Nadu in the BCCI Tournaments can register themselves as a Guest Player under 2 below.

2. Eligibility Criteria Applicable for a Guest Player:

(a) Four Players not fulfilling the criteria of 1 (a) and (b) above and/on not eligible to participate for the state of Tamil Nadu in the BCCI domestic tournaments will be allowed to register as Guest Players for the Teams in 1st and 2nd Division directly. However, only maximum of 2 guest



players out of such four registered guest players are allowed to play in the Playing XI in any given match.

Note: Any Player who after registering as Resident / Local Player in the TNCA League 2021-22 season registers in another State for BCCI Domestic Season 2021-22 will lose his status as a Resident / Local Player in the TNCA League from his date of registration in BCCI for another State. Post disqualification he can play as a Guest Player.

- (b) In addition, the Registration of Guest Players can be done 72 hours prior to the sixth round of the match of the First Division multi day league and also for Second Division.
3. The registration for the categories under rule 1 (b) and 2 (a) above shall be renewed every year and no replacement / cancellation / transfer of players shall be allowed during the season.
 4. The TNCA shall take appropriate penal action against the team/Player(s) who are found to have violated clauses 1 and 2 above.
 5. On expiry of the four year period a player will have to renew his registration for a further four years period. A Player who has not been continuously registered with the TNCA will have to register himself afresh if he is desirous of playing in the TNCA League Championship. In the event of a player opting to change clubs during the four year period proper transfer procedure should be observed as prescribed in Chapter V.
 6. Any Team / Club violating / transgressing any of the above mentioned clauses for qualification for registration shall be debarred from the League Championship of that season and shall be placed in the next lower division in the immediately succeeding season. All the matches played by them during the current season shall be considered null and void and the League Championship shall be from amongst the remaining teams only. If more than 2 teams are thus relegated then equal number of teams shall be promoted from the next lower division.



Chapter IV

Registration

1. Only registered players are eligible to take part in the TNCA League Championship Tournament.
2. A registered player is one who registers his name with TNCA through the club for which he intends to play in the TNCA League Championship Tournament.

Any player who had already played a match in the current season shall not be deleted. Only under exceptional circumstances LSC may permit to do so.

Each Club will be allowed to register not more than 30 players during every season and if any team desires to have additional player/s, they may do so by recommending for deletion of any other player/s from the existing list of 30 players, so as to keep the strength at 30 at any given point of time. Such deletion / inclusion of player(s) shall be done with the consent of the player(s) concerned to the extent possible

Note:

- (i) A player so deleted will still have to get transfer, if he desires to play in the League Tournament for any other club, provided that he has not played any match(es) for his parent team during that season.
 - (ii) A player so deleted can also be reinstated by his parent team, duly deleting one other player from the list of 30 players, through a written intimation to TNCA, if the said player has not played for any other team on transfer, in the interim.
3. Each Player for the purpose of registration shall furnish all the particulars called for in the Registration Form along with relevant documents as proof.
 4. The Secretary or the Authorized representative of the club shall endorse and forward the Registration/Transfer Form to the TNCA at least 48 hours prior to the commencement of the match along with the fee of Re.1/- / Rs.2/- respectively.

If, for any reason, the Registration/Transfer form is submitted by the Secretary/Authorised Representative of a club less than 48 hours prior to the commencement of the match, and employs the player concerned to play the match, his club runs the risk of being penalised, if the League Sub Committee finds that the Registration/Transfer form is not in order in terms of the provisions of the Registration and Transfer rules under Chapters IV & V. This action by League Sub Committee can be taken suo-moto and no protest from the opponent or other teams is necessary.



5. (i) All players should be aware of their respective registration numbers and the registration numbers should be clearly entered in the players list before commencement of every match.
(ii) The registration of any player for a club shall remain valid unless the player desires to have a transfer.
6. (i) No player registered to play for a club can represent another club during the same season in the League Championship Tournament without a valid transfer.
(ii) Only Registered players of the Team can act as a Substitute.
7. Any player who is found and / or proved to have violated clauses 6(i) & 6(ii) shall be debarred from taking part in the League Championship Tournament for a period of 2 years in addition to the season in which such violation takes place.
8. Any Team which includes a player or players infringing clause 6(i) except by way of a legitimate transfer, shall be deemed to have lost the match.
9. Any team, which includes a player who is not registered with that team under these rules for a match will be deemed to have lost the particular match.
10. Any player, who has played in the Tournaments conducted by any Cricket Association not recognised / approved by TNCA, is not eligible to participate in the TNCA League Tournament. Further, no registered player shall play in any tournament not recognised by the TNCA. Any team, which includes such player(s) for any match(es) will be deemed to have lost that particular match(es).

The Apex Council of the TNCA however reserves the powers to grant permission to player(s), in deserving cases for such participation.



Chapter V

Transfer of Registration

1. Normally transfer of a player from one club to another will be permitted only before the commencement of the season.
2. Player wishing to play for another club in the immediately succeeding season shall submit his transfer application in the prescribed form duly filled in, to the TNCA along with a fee of Rs.2/-.
3. In the event of a bonafide employment, a player, if he has not played in the League Championship Tournament for the club for which he is registered, may opt for a transfer to his institutional club or institution sponsored club any time during the season. However, no player shall be permitted to seek transfer to a club in a lower division after the completion of the seventh match of the transferee club. Such application shall be made in the prescribed form duly filled along with a fee of Rs.2/-.
4. (a) A Player who has not played for 30 days or in the first two league matches for First and Second Divisions from 1st September 2021, whichever is earlier, for the club for which he is registered has the option to have his registration transferred to play for another club.

(b) A Player who has not played for 30 days or in one match for Third to Sixth Divisions from 1st September 2021, whichever is earlier, for the club for which he is registered has the option to have his registration transferred to play for another club.

(c) In case a player desires a transfer to another club, the procedure laid down in Clause 2 of this chapter shall be observed.
5. Where a player has filed a transfer application with the TNCA after commencement of the season, the LSC will normally approve the transfer within fifteen days of the receipt of his application or before the commencement of the second match of the transferee club.
6. Any player violating clause 5 above shall have his registration cancelled forthwith.



Chapter VI

General Rules Applicable to All Divisions

1. The League Championship Tournament will be conducted among 134 teams divided in to five divisions in the following manner:

Division	Zone	No. of Teams
First		12
Second		12
Third	A	10
	B	10
Fourth	A	10
	B	10
	C	10
	D	10
Fifth	A	10
	B	10
	C	10
	D	10
	E	10
Total		134

Apart from the above, the sixth division will have fifteen teams divided into two zones as follows:

Division	Zone	No. of Teams
Sixth	A	8
	B	7

2. In First and Second Divisions, each team will play 11 matches in the league phase. In Third to Fifth Divisions, each team will play 9 matches against teams in the same Zone in the league phase. In the Sixth Division, each team will normally play 7 matches in Zone 'A' and 6 matches in Zone 'B' on 30 overs basis in League format against the teams in the same Zone in the league phase.
3. (a) All entries to the League Championship Tournament shall be in the prescribed form and shall be filled with the TNCA before 06.00 p.m. on or before 10th June for 1st Division and 20th June of every year for other divisions for the ensuing season. The form should accompany with appropriate entrance fees as may be applicable to the respective divisions.
(b) Entries received after the stipulated time and date will not be accepted.
(c) Any club which is in arrears of any dues to TNCA shall not be allowed to participate in the League Tournament.
4. Matches shall be played on the grounds fixed by LSC.
5. (a) In case of clubs having home ground, their matches will be played on their home grounds.



- (b) In the event of two clubs having home grounds and meeting for the first time, the match will be played first in the home ground of the senior club with reference to possession of home ground. From then on, the grounds will be alternated, whenever and in whichever division or Zone the clubs may meet.
6. (a) In the event of a home ground not being available for any league match, only the Secretary / authorized Representative of the club shall intimate the TNCA at least four working days prior to the date of the match scheduled to be played on that ground and acknowledgement obtained. Such Authorized person's name shall be intimated to the TNCA in writing at the time of claiming home ground status.
- (b) In the circumstances specified in sub clause (a) of this clause, the LSC shall have the right to post the match on any other ground. Further, the said club shall lose the order of rotation in the next season.
- (c) Failure to intimate the TNCA about the non-availability of the Home Ground shall be tantamount to the club losing the particular match.
7. (a) Intimation regarding venues of scheduled matches shall be given at least four days clear before the scheduled date of the match.
- (b) An intimation specifying the venue of the scheduled match will be sent by courier or posted under certificate of posting or by email or duly served on the Secretary/Authorized Representative of the club shall be a sufficient evidence of proof of the intimation mentioned in sub clause (a) of this clause.
- (c) In the event of non-receipt of intimation due to which a club is unable to participate in its full strength, the said club may appeal to the LSC for a replay. Decision on such appeal by the LSC shall be final.
8. The official scorer of the match shall collect the players list, umpires and both captain's report and hand over them along with the score sheet to the TNCA within three days of the completion of the match along with brief score sheet of the match.
9. Captains of teams may also write reports about the pitch, ground and other general conditions to TNCA in their "Captain's Report" available with the scorers to enable the latter to take appropriate corrective action, wherever necessary and possible.
10. The Umpires shall report to the TNCA within 72 hours (3 working days) of the conclusion of the match regarding:
- (a) Abnormal ground conditions
 - (b) Any untoward incident (s) that bring(s) the game into disrepute or affect(s) the match
 - (c) Misconduct of Player(s)
 - (d) If in their opinion the match was not played in true spirit.
11. The LSC may call for detailed report from umpires within seven days of the conclusion of any match, should there be any complaint made by any affected club.
12. (a) The LSC shall advance or re-schedule any of the matches to ensure smooth and early completion of the league tournament.
- (b) The League Sub Committee shall not alter the date of any scheduled match other than for unforeseen / unavoidable reasons or extraordinary circumstances – in keeping with guidelines laid down by the Apex Council.
- (c) No postponement of any of the matches shall be granted under any other circumstances.



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13. All postponed matches shall be reposted giving at least four clear days notice to the participating teams.
 14. Whenever possible postponed matches will be reposted before the next scheduled match of the clubs concerned.



Chapter VII

Playing Conditions Applicable to All Divisions

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.



These playing conditions are applicable to all the TNCA Divisions from 1 July 2021 and supersede any previous playing conditions applicable.

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 6 substitute fielders in writing and shall exchange the list of names of players duly signed by the players before the toss, which shall be signed by the respective captains. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.
- 1.2.2 No player who has not appended his signature in the list before call of play by the Umpire shall be permitted to participate in the match.
- 1.2.3 The names and signatures in the lists of the players shall correspond to the names and signatures as furnished in the Registration form registered with the TNCA.
- 1.2.4 The two captains shall counter sign the opposing team players list and hand them over to the Umpires.
- 1.2.5 The umpires shall ensure the compliance of the procedure specified in sub clauses 1.2.1, 1.2.2, 1.2.3 and 1.2.4 of this clause and sign the respective lists.
- 1.2.6 Any Team failing to comply with the provisions of sub clauses 1.2.1, 1.2.2, 1.2.3 and 1.2.4 of this clause, which describes procedure for exchange of players list shall deem to have lost their particular match.
- 1.2.7 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. See Chapter III, IV and V for the League rules governing this aspect.
- 1.2.8 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable TNCA Regulations pertaining to the league and in particular, the Code of Conduct for Players (Chapter XVIII), the BCCI Anti-Doping Code and the BCCI Anti-Corruption Code.
- 1.2.9 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:
 - 1.2.9.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or
 - 1.2.9.2 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.



A player who has been suspended from participating in a match shall, 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 1.2.9.2 above (for example, the player is not permitted to enter the on-field 'dug-out').

1.2.10 Concussion Replacement (Applicable only to First and Second Divisions and First Division One Day Tournament)

- 1.2.10.1 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:
- 1.2.10.1.1 the head or neck injury must have been sustained during play and within the playing area described in clause 1.2.9.2 above;
 - 1.2.10.1.2 the umpires should be satisfied that the player concerned in clause 1.2.10.1.1 should have sustained a concussion or suspected concussion;
 - 1.2.10.1.3 the Team Manager/the Captain shall submit a Concussion Replacement Request to the umpires on a standard form, which shall:
 - 1.2.10.1.3.1 identify the player who has sustained the concussion or suspected concussion;
 - 1.2.10.1.3.2 specify the incident in which the concussion or suspected concussion was sustained, including the time at which it occurred;
 - 1.2.10.1.3.3 confirm that, following an examination, they believe or suspects that the player has sustained a concussion as a result of the incident specified in clause 1.2.10.1.3.2 above; and
 - 1.2.10.1.3.4 identify the requested Concussion Replacement, who shall be like-for-like replacement for the player who has sustained the concussion or suspected concussion.
- 1.2.10.2 The Concussion Replacement Request must be submitted to the umpires as soon as possible after the incident specified in clause 1.2.10.1.3.2 if a Concussion Replacement is to be permitted
- 1.2.10.3 The umpires 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.
- 1.2.10.4 In assessing whether the nominated Concussion Replacement should be considered a like-for-like player, the umpires should consider the likely role that the concussed player would have played during the remainder of



the match, and the normal role that would be performed by the nominated Concussion Replacement.

- 1.2.10.5 If the umpires believe that the inclusion of the nominated Concussion Replacement, when performing their normal role, would excessively advantage their team, the umpires 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.
- 1.2.10.6 The umpires may, in reviewing a Concussion Replacement Request made in accordance with clause 1.2.10.1.3.2 request any such further information as may be required in order to make the determination required under clauses 1.2.10.4 and 1.2.10.5.
- 1.2.10.7 The decision of the umpires in relation to any Concussion Replacement Request shall be final and neither team shall have any right of appeal.
- 1.2.10.8 Once the Concussion Replacement has been approved by the umpires, the replaced player shall take no further part in the match
- 1.2.10.9 Both the Concussion Replacement and the replaced player shall be considered to have played in the match for records and statistical purposes.
- 1.2.10.10 Whenever there is a TNCA Match Referee appointed for a match, he/she will replace the umpires in taking the decision with respect to the Concussion Replacement.

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.



2 THE UMPIRES

2.1 Appointment and attendance

The following rules for the selection and appointment of the 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 play on the day.
- 2.1.2 Two Umpires will be appointed by TNCA for every match.
- 2.1.3 In the event of one or both the TNCA umpires not being present, the match shall be played with the assistance of any qualified umpire/umpires available on the ground.
- 2.1.4 In the absence of one or both of the TNCA Umpires each captain will nominate one person from among the players or spectators to officiate as Umpires.
- 2.1.5 If either of the Captains disagree to play as provided for in sub clause 2.1.4 of this clause, the match shall stand postponed.
- 2.1.6 Neither team will have a right of objection to the appointment of any umpire.
- 2.1.7 The TNCA may appoint a Match Referee / Observer for any match and shall appoint Match Referee / Observer for all play-off / Knock-out matches.
- 2.1.8 The Match Referee / Observer may also be appointed for a match, if a specific request, is made by the club or any club which is likely to be affected by the outcome of the match to LSC at least four clear days before the scheduled date of the match.

2.2 Change of umpire

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

2.3 Consultation with Ground Authorities

Before the match the umpires shall consult with the ground authorities to determine:

- 2.3.1 the boundary of the field of play, including whether any obstacle within the field of play is to be regarded as a boundary. See clause 17 (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.

The umpires shall then inform the scorers and captains of agreements in 2.3.1, 2.3.2 and 2.3.3.

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 17.1 (Determining the boundary of the field of play), 17.2 (Identifying and marking the boundary) and 17.3 (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 Playing Conditions.
- 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 balls).
- 2.5.3 no player uses equipment other than that permitted. See paragraph 2 of Appendix A. Note particularly therein the interpretation of 'protective helmet'.
- 2.5.4 the wicket-keeper's gloves comply with the requirements of clause 25.2 (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 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 All references to ground include the pitch. See clause 6.1 (Area of pitch).
- 2.8.2 The umpires shall be the sole judges of the fitness of the ground, weather and light for play. 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. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.
- 2.8.3 If circumstances are warranted, the umpires shall stop play and instruct the Ground Authority to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.
- 2.8.4 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/she considers the striker has been disadvantaged by the action.
- 2.8.5 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.
- 2.8.6 The safety of all persons within the ground is of paramount importance to the TNCA. 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 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.
- 2.8.7 Where play is suspended under clause 2.8.6 above the decision to abandon or resume play shall be the responsibility of the umpires who shall act only after consultation with the head of ground security and the police.



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/she informs the captain of the fielding side, the striker and the other umpire.

2.10 Disagreement and dispute

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also clause 29.6 (Consultation by umpires).

2.11 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.

2.12 Signals

2.12.1 The following code of signals shall be used by umpires.

2.12.1.1 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.

2.12.1.2 When the ball is dead, the bowler's end umpire shall repeat the signals in clause 2.12.1.1, with the exception of the signal for Out, to the scorers.

2.12.1.3 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.

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.



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.

2.12.1.4 All the signals in clause 2.12.1.3 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.

2.12.2 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.

2.13 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.

2.14 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.

3 THE SCORERS

3.1 Appointment of scorers

One official scorer shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

3.2 Correctness of scores

The scorer shall frequently check to ensure that his numbers tally and consult with the umpires if necessary. See clause 2.14 (Correctness of scores).

3.3 Acknowledging signals

The scorer 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 fielding captain or his nominee may select the ball with which he wishes to bowl from the supply of balls in presence of the umpires.
- 4.2.2 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.
- 4.2.3 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.
- 4.2.4 For knock out matches, the balls shall be specifically provided by TNCA and shall be brought by any of the TNCA Representative to the Ground.

4.3 New ball

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

4.4 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 and in the opinion of the umpires 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 umpire 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

In these clauses,

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: 4.25 in / 10.8 cm

Depth: 2.64 in / 6.7 cm

Edges: 1.56 in / 4.0 cm.

Furthermore, it should also be able to pass through a bat gauge as described in paragraph 1.1 of Appendix B.

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

The 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 captains, umpires, match referees, observers and groundsmen shall ensure that, prior to the start of play and during any intervals, only authorised staff, the match officials, players, and 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.

6.3.3 In the event of any dispute, the umpires will rule and their 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 and immediately advise the Match Referee/Observer, if posted.

6.4.2 The on-field umpires and the Match Referee/Observer, if posted 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 together with the Match Referee/Observer, if posted shall consider one of the options in following sequence

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 Match Referee/Observer, if posted else the 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 clauses 8.1.3 under Chapter VIII or 9.4.2 under Chapter IX or 8.4.2 under Chapter XI or 8.4.2 under Chapter XII, as applicable.

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 clauses 8.1.3 under Chapter VIII or 9.4.2 under Chapter IX or 8.4.2 under Chapter XI or 8.4.2 under Chapter XII, as applicable.



6.4.4.3 Whether the match is to be abandoned

If the decision is to abandon the match, the relevant officials from the league sub-committee shall agree on whether the match can be replayed within the existing schedule.

6.4.5 Throughout the above decision making processes, the Match Referee/Observer, if posted else the umpires shall keep informed both captains and the head of the Ground Authority.

6.4.6 If the Match Referee/Observer is not posted, then the umpires will perform the duties assigned to the Match Referee/Observer.

7 THE CREASES

7.1 The creases

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. See paragraph 1 of Appendix C.

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 centres 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 centres 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.

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. See paragraph 2 of Appendix B.



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. See paragraph 2 of Appendix B.

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 (see paragraph 2 of Appendix B).

- Overall length 4.31 in/10.95 cm
- Length of barrel 2.13 in/5.40 cm
- 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, subject to the approval of TNCA.

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 27.4 (Dispensing with bails).

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Applicable only to the matches played on turf.

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 the second innings.

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 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.

9.1.5 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.

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

9.2.1.2 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 and whenever either umpire considers it necessary.

9.3 Mowing

9.3.1 Responsibility for mowing

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

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 footholes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

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.

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 39 (Unfair play) is not contravened.

9.8 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:

- 9.8.1 Such measures will only be possible if requested by the Ground Authority and approved by the umpires before the start of the match.
- 9.8.2 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.
- 9.8.3 The preparation work shall be carried out under the supervision of the umpires.
- 9.8.4 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.
- 9.8.5 The consent of the captains is not required but the umpires shall advise both captains and the Match Referee / Observer, if posted before the start of the match on what has been agreed.



10 COVERING THE PITCH

Applicable only to the First Division, Second Division, First Division One Day Tournament and Third Division matches.

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.

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

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

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 metres.

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 hours before the scheduled start of play on each morning of the match provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

The removal of covers should be at the same time on all days (**Applicable only for First Division**).

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

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. (**Applicable only for First Division**)
- 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 22.2.6.

11.2 Scorer to be informed

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

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 Playing Conditions. See also clause 18.3 (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,

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 14.1 to 14.3 and 14.4.1 (The result) is reached.

12.6.1.2 as soon as both

the minimum number of overs for the last hour are completed

and the agreed time for close of play is reached,

unless a result is reached earlier. **(Only for First Division)**

12.6.1.3 as soon as the prescribed number of overs have been completed in the second innings or a result is reached earlier **(First Division One Day Tournament, Second to Sixth Division)**

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.

13 INNINGS

13.1 Completed innings

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 captain declares the innings closed. **(Not Applicable to FIRST DIVISION ONE DAY TOURNAMENT, Second and Sixth Divisions)**

13.1.4 the captain forfeits the innings. **(Applicable only to First Division)**

13.1.5 the prescribed number of overs have been bowled to the batting side. **(Applicable only to First Division One Day Tournament, Second to Sixth Divisions)**

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 umpires, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).



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.

14 THE RESULT

14.1 A Win – two-innings match

The side which has scored a total of runs in excess of that scored in the two completed innings of the opposing side shall win the match. See clause 13.1 (Completed innings). Note also clause 14.5 (Winning hit or extras).

14.2 A Win – one-innings match

The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See clause 13.1 (Completed innings). Note also clause 14.5 (Winning hit or extras).

14.3 Match Referee / Observer awarding a match

14.3.1 A match shall be lost by a side which either

14.3.1.1 concedes defeat or

14.3.1.2 in the opinion of the Match Referee / Observer, if posted refuses to play and the Match Referee / Observer shall award the match to the other side.

14.3.2 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 inform the Match Referee / Observer, if posted of this fact. The Match Referee / Observer shall together with the umpires ascertain the cause of the action. If the Match Referee / Observer, after due consultation with 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 Match Referee / Observer shall award the match in accordance with clause 14.3.1.2 above.

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 TNCA Code of Conduct.

14.3.3 For the sake of this clause (14.3), if a Match Referee or Observer is not posted, then the umpires will be responsible to take the necessary actions.

14.4 All other matches – A Tie or Draw

14.4.1 A Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal.



14.4.2 A Draw

The result of a match shall be a Draw when it is not determined in any of the ways stated in clauses 14.1, 14.2, 14.3 or 14.4.1.

14.5 Winning hit or extras

14.5.1 As soon as a result is reached as defined in clauses 14.1, 14.2, 14.3 or 14.4.1, the match is at an end. Nothing that happens thereafter, except as in clause 39.18.2 (Penalty runs), shall be regarded as part of it. Note also clause with respect to the "Mistake in Scoring" in the rules related to respective divisions.

14.5.2 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.

14.5.3 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.

14.6 Statement of result

If the side batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall.

If, without having scored a total of runs in excess of the total scored by the opposing side, the innings of the side batting last has been completed, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs.

If the side fielding last wins the match, the result shall be stated as a win by runs.

If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.

14.7 Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires. See clause 2.14 (Correctness of scores).

14.8 Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see clauses 2.14 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.



15 THE OVER

15.1 Number of balls

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

15.2 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.

15.3 Validity of balls

15.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in clause 39.16 (Non-striker leaving his ground early) a batsman may be dismissed or some other incident occurs without the ball having been delivered.

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

15.3.2.1 if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See clause 18.6 (Dead ball; ball counting as one of over).

15.3.2.2 if it is called dead in the circumstances of clause 18.4.2.6. Note also the special provisions of clause 18.4.2.5. (Umpire calling and signaling Dead ball).

15.3.2.3 if it is a No ball. See clause 19 (No ball).

15.3.2.4 if it is a Wide. See clause 20 (Wide ball).

15.3.2.5 when any of clauses 22.4 (Player returning without permission), 26.2 (Fielding the ball), 39.4 (Deliberate attempt to distract striker), or 39.5 (Deliberate distraction, deception or obstruction of batsman) is applied.

15.3.3 Any deliveries other than those listed in clause 15.3.1 and 15.3.2 shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.

15.4 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 18.3 (Call of Over or Time).

15.5 Umpire miscounting

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

15.5.2 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.



15.6 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.

15.7 Finishing an over

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

15.7.2 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.

15.8 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.

16 SCORING RUNS

16.1 A run

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

16.1.1 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.

16.1.2 when a boundary is scored. See clause 17 (Boundaries).

16.1.3 when Penalty runs are awarded. See clause 16.6.

16.2 Runs disallowed

Wherever in these Playing Conditions 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 26.3 (Protective helmets belonging to the fielding side).

16.3 Short runs

16.3.1 A run is short if a batsman fails to make good his ground in turning for a further run.

16.3.2 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.



16.4 Unintentional short runs

Except in the circumstances of clause 16.5,

- 16.4.1 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.
- 16.4.2 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.
- 16.4.3 if both batsmen run short in one and the same run, this shall be regarded as only one short run.
- 16.4.4 if more than one run is short then, subject to clauses 16.4.2 and 16.4.3, all runs called as short shall not be scored.
- 16.4.5 if there has been more than one short run, the umpire shall inform the scorers as to the number of runs to be recorded.

16.5 Deliberate short runs

16.5.1 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 16.5.2.

16.5.2 The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball or Wide to the scorers, if applicable
- award 5 Penalty runs to the fielding side
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 26.3 (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 Governing Body.

16.6 Runs awarded for penalties

Runs shall be awarded for penalties under clause 16.5 (Deliberate short runs), 22.4 (Player returning without permission), 24.4 (Penalties for contravention), 19 (No ball), 20 (Wide ball), 26.2 (Fielding the ball), 26.3 (Protective helmets belonging to the fielding side) and 39 (Unfair play).

Note, however, the restrictions on the award of Penalty runs in clauses 16.5 (Deliberate short runs), 21.3 (Leg byes not to be awarded), 23.6.5 (Dismissal and conduct of a batsman and his runner), 23.7 (Restriction on the striker's runner), 26.3 (Protective helmets belonging to the fielding side), 32 (Hit the ball twice), 39.14 (Batsman damaging the pitch) and 39.15 (Striker in protected area).



16.7 Runs scored for boundaries

Runs shall be scored for boundary allowances under clause 17 (Boundaries).

16.8 Runs scored when a batsman is dismissed

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

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

16.8.1 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.

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

If, however, a striker who has a runner is himself dismissed Run out under clause 23.6.5 (Dismissal and conduct of a batsman and his runner), any runs completed by the runner and the other batsman shall be disallowed.

16.9 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 21.3 (Leg byes not to be awarded) and 26.3 (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 39.5.7 (Deliberate distraction, deception or obstruction of batsman).

16.10 Crediting of runs scored

Unless stated otherwise in these Playing Conditions,

16.10.1 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 balls extra.

16.10.2 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.

16.10.3 the bowler shall be debited with:

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

16.11 Batsman returning to original end

16.11.1 When the striker is dismissed in any of the circumstances in clauses 16.11.1.1 to 16.11.1.6, the not out batsman shall return to his original end.

16.11.1.1 A dismissal in the circumstances of clauses 23.6.4 or 23.6.5 (Dismissal and conduct of a batsman and his runner).

16.11.1.2 Bowled.

16.11.1.3 Stumped.

16.11.1.4 Hit the ball twice.

16.11.1.5 LBW.

16.11.1.6 Hit wicket.

16.11.2 The batsmen shall return to their original ends in any of the cases of clauses 16.11.2.1 to 16.11.2.3.

16.11.2.1 A boundary is scored.

16.11.2.2 Runs are disallowed for any reason.

16.11.2.3 A decision by the batsmen at the wicket to do so, under clause 39.5 (Deliberate distraction, deception or obstruction of batsman).

16.12 Batsman returning to wicket he has left

16.12.1 When a batsman is dismissed in any of the ways in clauses 16.12.1.1 to 16.12.1.3, 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.

16.12.1.1 Caught

16.12.1.2 Obstructing the field

16.12.1.3 Run out other than under clauses 23.6.4 or 23.6.5 (Dismissal and conduct of a batsman and his runner).

16.12.2 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 16.11.2.1 to 16.11.2.3 apply, the batsmen shall return to their original ends.

17 BOUNDARIES

17.1 Determining the boundary of the field of play

- 17.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See clause 2.3.1 (Consultation with Ground Authorities).
- 17.1.2 At all times, there must be 3 yards (2.74 meters) from the boundary rope to the first solid object for the player's safety run off.

17.2 Identifying and marking the boundary

- 17.2.1 Wherever practicable, the boundary shall be marked by means of a continuous white line or by an object in contact with the ground.
- 17.2.2 If the boundary is marked by means of a white line,
 - 17.2.2.1 the edge of the line nearest the pitch shall be the boundary.
 - 17.2.2.2 an object such as a flag, post or board, used merely to highlight the position of a line marked on the ground, must be placed beyond the boundary and is not itself to be regarded as being the boundary.
- 17.2.3 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.
- 17.2.4 Where there is no white line or object providing continuous marking, objects such as flags, posts or boards may be used to mark specific points on the boundary. The boundary shall be the imaginary straight line on the ground joining the two nearest marked points.
- 17.2.5 A boundary that cannot be identified as in 17.2.2, 17.2.3 or 17.2.4 shall be determined by the umpires before the toss.
- 17.2.6 An obstacle within the field of play, other than as in 17.2.7, shall not be regarded as a boundary unless so determined by the umpires before the toss. See clause 2.3.1 (Consultation with Ground Authorities).
- 17.2.7 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.

17.3 Restoring the boundary

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

- 17.3.1 the boundary shall be considered to be in its original position.



- 17.3.2 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.
- 17.3.3 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.

17.4 Ball grounded beyond the boundary

- 17.4.1 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.
- 17.4.2 The ball in play is to be regarded as being grounded beyond the boundary if
- a fielder, grounded beyond the boundary as in clause 17.5, 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.

17.5 Fielder grounded beyond the boundary

- 17.5.1 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;
- 17.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if his final contact with the ground, before his first contact with the ball after it has been delivered by the bowler, was not entirely within the boundary.

17.6 Boundary allowances

- 17.6.1 Six runs shall be allowed for a boundary 6; and four runs for a boundary 4. See also clause 17.7.

17.7 Runs scored from boundaries

- 17.7.1 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.
- 17.7.2 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.

17.7.3 When a boundary is scored, the batting side, except in the circumstances of clause 17.8, shall be awarded whichever is the greater of

17.7.3.1 the allowance for the boundary

17.7.3.2 the runs completed by the batsmen together with the run in progress if they had already crossed at the instant the boundary is scored.

17.7.4 When the runs in clause 17.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of clause 16.12.2.

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

17.8 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 16.12.2 (Batsman returning to wicket he has left) shall apply as from the instant of the throw or act.

18 DEAD BALL

18.1 Ball is dead

18.1.1 The ball becomes dead when

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

18.1.1.2 a boundary is scored. See clause 17.7 (Runs scored from boundaries).

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

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

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

18.1.1.6 there is an award of Penalty runs under either of clauses 22.4 (Player returning without permission) or 26.2 (Fielding the ball). The ball shall not count as one of the over.



18.1.1.7 there is a contravention of clause 26.3 (Protective helmets belonging to the fielding side).

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

18.1.2 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.

18.2 Ball finally settled

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

18.3 Call of Over or Time

Neither the call of Over (see clause 15.4), nor the call of Time (see clause 12.2) is to be made until the ball is dead, either under clauses 18.1 or 18.4.

18.4 Umpire calling and signalling Dead ball

18.4.1 When the ball has become dead under clause 18.1, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.

18.4.2 Either umpire shall call and signal Dead ball when

18.4.2.1 intervening in a case of unfair play.

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

18.4.2.3 leaving his/her normal position for consultation.

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

18.4.2.5 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.

18.4.2.6 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 18.4.2.7. The ball shall not count as one of the over.

18.4.2.7 there is an instance of a deliberate attempt to distract under either of clauses 39.4 (Deliberate attempt to distract striker) or 39.5 (Deliberate distraction, deception or obstruction of batsman). The ball shall not count as one of the over.

18.4.2.8 the bowler drops the ball accidentally before delivery.

18.4.2.9 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under clause 39.16 (Non-striker leaving his ground early).

18.4.2.10 satisfied that the ball in play cannot be recovered.



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

18.5 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.

18.6 Dead ball; ball counting as one of over

18.6.1 When a ball which has been delivered is called dead or is to be considered dead then, other than as in clause 18.6.2,

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

18.6.1.2 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 18.4.2.6 and 22.4 (Player returning without permission), 26.2 (Fielding the ball), 39.4 (Deliberate attempt to distract striker) and 39.5 (Deliberate distraction, deception or obstruction of batsman).

18.6.2 In clause 18.4.2.5, 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.

19 NO BALL

19.1 Mode of delivery

19.1.1 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.

19.1.2 Underarm bowling shall not be permitted.

19.2 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 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 clause 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 suspect that a bowler has used an Illegal Bowling Action, they shall report it to the Governing Body in writing at the conclusion of the match.

19.3 Ball thrown or delivered underarm – action by umpires

19.3.1 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.

19.3.2 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.

19.3.3 The umpires together shall report the occurrence as soon as possible after the match to the Governing Body, who shall take such action as is considered appropriate against the bowler concerned.

19.4 Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering the delivery stride, either umpire shall call and signal No ball. See clause 39.17 (Batsmen stealing a run).

However, the procedure stated in clause 19.3 of caution, informing, final warning, action against the bowler and reporting shall not apply.

19.5 Fair delivery – the feet

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

19.5.1 the bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.



19.5.2 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 19.5.1, 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 39.8 (Bowling of deliberate front foot No ball).

19.6 Bowler breaking wicket in delivering ball

If the ball is delivered and if the non-striker is not dismissed under Clause 39.16 (Non-striker leaving his ground early), either umpire shall call and signal No ball if 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. See paragraph 12 of Appendix A. Clauses 18.4.2.8, 18.4.2.9 (Umpire calling and signalling Dead ball) and 19.12 will apply.

19.7 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.

19.8 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, 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.

19.9 Fielder intercepting a delivery

If, except in the circumstances of clause 25.3 (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.

19.10 Ball bouncing over head height of striker

See clauses 20.1.1.2 and 39.6.5.



19.11 Call of No ball for infringement of other Playing Conditions

In addition to the instances above, No ball is to be called and signalled as required by the following clauses:

Clause 25.3 – Position of wicket-keeper

Clause 26.4 – Limitation of on side fielders

Clause 26.5 – Fielders not to encroach on pitch

Clause 39.6 – Bowling of dangerous and unfair short pitched deliveries

Clause 39.7 – Bowling of dangerous and unfair non-pitching deliveries

Clause 39.8 – Bowling of deliberate front foot No ball.

19.12 Revoking a call of No ball

An umpire shall revoke the call of No ball if Dead ball is called under any of clauses 18.4.2.4, 18.4.2.5, 18.4.2.6, 18.4.2.8 or 18.4.2.9 (Umpire calling and signalling Dead ball).

19.13 No ball to over-ride Wide

A call of No ball shall over-ride the call of Wide ball at any time. See clauses 20.1 (Judging a Wide) and 20.2 (Call and signal of Wide ball).

19.14 Ball not dead

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

19.15 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.

19.16 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 39.18 (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.

19.17 No ball not to count

A No ball shall not count as one of the over. See clause 15.3 (Validity of balls).



19.18 Out from a No ball

When No ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 32 (Hit the ball twice), clause 35 (Obstructing the field) or clause 36 (Run out).

20 WIDE BALL

20.1 Judging a Wide

20.1.1 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 20.1.2

20.1.1.1 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.

20.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

20.1.2 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.

20.1.3 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.

20.2 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.

20.3 Revoking a call of Wide ball

20.3.1 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.

20.3.2 The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See clause 19.13 (No ball to over-ride Wide).

20.4 Delivery not a Wide

20.4.1 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 20.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

20.4.2 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.



20.5 Ball not dead

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

20.6 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 20.3, 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.

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

20.8 Wide not to count

A Wide shall not count as one of the over. See clause 15.3 (Validity of balls).

20.9 Out from a Wide

When Wide ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 33 (Hit wicket), clause 35 (Obstructing the field), clause 36 (Run out) or clause 37 (Stumped).

21 BYE AND LEG BYE

21.1 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.

21.2 Leg byes

21.2.1 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.

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



- 21.2.2.1 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 21.2.3.

- 21.2.2.2 If the striker wilfully makes a lawful second strike, clause 32.3 (Ball lawfully struck more than once) and clause 32.4 (Runs permitted from ball lawfully struck more than once) shall apply.

- 21.2.3 The runs in clause 21.2.2.1, 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.

21.3 Leg byes not to be awarded

If in the circumstance of clause 21.2.1 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 26.3 (Protective helmets belonging to the fielding side).

22 FIELDER'S ABSENCE; SUBSTITUTES

22.1 Substitute fielders

- 22.1.1 The umpires shall allow a substitute fielder

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

22.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

- 22.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires.

- 22.1.3 A nominated player may bowl or field even though a substitute has previously acted for him, subject to clauses 22.2 and 22.3.



- 22.1.4 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).
- 22.1.5 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'.

22.2 Fielder absent or leaving the field of play

- 22.2.1 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.
- 22.2.2 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,
- 22.2.2.1 an umpire shall be informed of the reason for this absence.
- 22.2.2.2 he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 22.4. The umpire shall give such consent as soon as it is practicable.
- 22.2.3 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:
- 22.2.3.1 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 (First Division) of the match.
- 22.2.3.2 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. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings (First Division) of the match.
- 22.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.
- 22.2.5 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.
- 22.2.6 For the purposes of clauses 22.2.3.1 and 22.2.3.2, playing time shall comprise the time play is in progress excluding intervals described in clause 11.1.1. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.



22.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,

22.2.7.1 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.

22.2.7.2 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.

22.2.8 Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

22.2.9 Any unserved Penalty time shall be carried forward into the next and subsequent days and innings of the match, as applicable. **(Only applicable for First Division)**

22.3 Penalty time not incurred

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

22.3.1 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.

22.3.2 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.

22.3.3 the player is absent from the field for a period of 8 minutes or less.

22.4 Player returning without permission

If a player comes on to the field of play in contravention of clause 22.2.2 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 Governing Body.

22.5 Guidelines on allowing a substitute

22.5.1 The illness or injury must be genuine and umpires are encouraged to take firm approach.

22.5.2 Other wholly acceptable reasons should be restricted to extreme circumstances i.e. they should be limited to genuine emergencies. This does NOT include comfort breaks.



- 22.5.3 Comfort breaks shall mean toilet breaks, ice baths, showers, change of clothing, massages etc (no substitute should be permitted for any of these reasons)
- 22.5.4 Toilet visits as a result of illnesses such as diarrhea or vomiting do permit the use of substitute.
- 22.5.5 The changing of strapping should be considered as an injury related issue and the player shall be permitted to have a substitute while treatment occurs.

23 BATSMAN'S INNINGS; RUNNERS

23.1 Eligibility to act as a batsman or runner

Only a nominated player may bat or act as a runner and, subject to 23.3 and 23.5.2, may do so even though a substitute fielder has previously acted for him.

23.2 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.

23.3 Restriction on batsman commencing an innings

- 23.3.1 If a member of the batting side has unserved Penalty time, (see clause 22.2.7), that player shall not be permitted to bat or act as a runner until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his side has lost 5 wickets.
- 23.3.2 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.

23.4 Batsman retiring

- 23.4.1 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.
- 23.4.2 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'.
- 23.4.3 If a batsman retires for any reason other than as in clause 23.4.2, the innings of that batsman may be resumed only with the consent of the opposing captain. If for any reason his innings is not resumed, that batsman is to be recorded as 'Retired - out'.
- 23.4.4 If after retiring a batsman resumes his innings, subject to the requirements of clauses 23.4.2 and 23.4.3, it shall be only at the fall of a wicket or the retirement of another batsman.



23.5 Runners

23.5.1 The umpires shall allow a runner for a batsman if they are satisfied

23.5.1.1 that the batsman has sustained an injury that affects his ability to run and

23.5.1.2 that this occurred during the match.

In all other circumstances and for the First Division and First Division One Day Tournament matches, a runner is not allowed.

23.5.2 A runner shall

23.5.2.1 be a member of the batting side.

23.5.2.2 if possible, have already batted in that innings; when this is not possible, if circumstances change such that a dismissed batsman can act as runner, then the runner must be changed immediately.

23.5.2.3 be changed only with the consent of the umpires.

23.5.2.4 wear external protective equipment equivalent to that worn by the batsman for whom he runs and shall carry a bat.

23.5.2.5 not have any unserved Penalty time as described in clause 22.2.7 (Fielder absent or leaving the field of play).

23.5.3 A batsman's runner is subject to the playing conditions and will be regarded as a batsman except where there are special provisions for his role as a runner. See clause 28.2 (Which is a batsman's ground).

23.6 Dismissal and conduct of a batsman and his runner

23.6.1 A batsman who has a runner will suffer the penalty for any infringement of the playing conditions by the runner as if he, the batsman, had been responsible for the infringement. In particular he will be out if the runner is out under either of clauses 35 (Obstructing the field) or 36 (Run out).

23.6.2 When a batsman who has a runner is the striker he remains subject to the playing conditions and will be liable to the penalties that any infringement of them demands. In the case of Run out and Stumped, however, special provisions, set out in 23.6.3, 23.6.4 and 23.6.5, apply to him as a striker who has a runner.

23.6.3 When a batsman who has a runner is the striker, his ground is always at the wicket-keeper's end.

23.6.4 If the striker who has a runner is in his ground, and the runner is out of his ground at the wicket-keeper's end when the wicket is fairly put down at that end, the conditions of clause 36 (Run out) shall apply.

23.6.5 If the striker who has a runner is out of his ground and the wicket at the wicket-keeper's end is fairly put down, the striker is liable to be out under clauses 36 (Run out) or 37 (Stumped). If the



runner is also out of his ground at the wicket-keeper's end, then only clause 36 (Run out) can apply.

23.6.6 If a striker who has a runner is dismissed as in 23.6.5, the umpire shall

disallow all runs to the batting side

return any not out batsman to his original end

award any 5-run Penalty that is applicable.

23.6.7 When a batsman who has a runner is not the striker, he

23.6.7.1 remains subject to clause 35 (Obstructing the field) but is otherwise out of the match.

23.6.7.2 shall stand where directed by the striker's end umpire so as not to interfere with play.

23.6.7.3 will be liable, even though out of the match as in 23.6.7.1, to any penalty demanded by the playing conditions should he commit any act of unfair play.

23.7 Restriction on the striker's runner

23.7.1 Once the ball comes into play, the runner for an injured batsman who is the striker shall have part of his person or bat grounded behind the popping crease until the ball reaches the striker or passes the popping crease, whichever is the sooner.

23.7.2 If the striker's end umpire considers the runner for an injured striker to be in breach of this restriction then, if the ball does not become dead for any other reason, he shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. However, he shall delay the call of Dead ball to allow the opportunity for a catch to be completed.

The bowler's end umpire shall

disallow all runs to the batting side

return any not out batsman to his original end

award any 5-run Penalty that is applicable except for Penalty runs under clause 26.3 (Protective helmets belonging to the fielding side).

24 PRACTICE ON THE FIELD

24.1 Practice on the pitch or the rest of the square

24.1.1 There shall not be any practice on the pitch at any time on any day of the match.

24.1.2 There shall not be any practice on the rest of the square at any time on any day of the match, except with the approval of the umpires.



24.1.2.1 If approved by the umpires, the use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.

24.1.2.2 Bowling practice on the bowling strips referred to above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

24.2 Practice on the outfield

24.2.1 On any day of the match, all forms of practice are permitted on the outfield

- before the start of play;
- after the close of play; and
- during the interval or between innings,

providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

24.2.2 Between the call of Play and the call of Time, practice shall be permitted on the outfield, providing that all of the following conditions are met:

- only the fielders as defined in paragraph 7 of Appendix A participate in such practice.
- no ball other than the match ball is used for this practice.
- no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
- the umpires are satisfied that it will not contravene either of clauses 39.3 (The match ball changing its condition) or 39.9 (Time wasting by the fielding side).

Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the other conditions in this clause.

24.3 Trial run-up

A bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of clauses 39.9 (Time wasting by the fielding side) or 39.12 (Fielder damaging the pitch).

24.4 Penalties for contravention

All forms of practice are subject to the provisions of clauses 39.3 (The match ball – changing its condition), 39.9 (Time wasting by the fielding side) and 39.12 (Fielder damaging the pitch).

24.4.1 If there is a contravention of any of the provisions of clause 24.1 or 24.2, the umpire shall

- warn the player that the practice is not permitted;



- inform the other umpire and, as soon as practicable, both captains of the reason for this action.

24.4.1.1 If the contravention is by a batsman at the wicket, the umpire shall inform the other batsman and each incoming batsman that the warning has been issued. The warning shall apply to the team of that player throughout the match.

24.4.2 If during the match there is any further contravention by any player of that team, the umpire shall

- award 5 Penalty runs to the opposing side;
- inform the other umpire, the scorers and, as soon as practicable, both captains, and, if the contravention is during play, the batsmen at the wicket.
- The umpires together may report the occurrence as soon as possible after the match to the Governing Body.

25 THE WICKET-KEEPER

25.1 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 26.2 (Fielding the ball). If by the wicket-keeper's actions 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 31.2 (A fair catch), 37 (Stumped), 26.1 (Protective equipment), 26.4 (Limitation of on-side fielders) and 26.5 (Fielders not to encroach on pitch).

25.2 Gloves

25.2.1 If, as permitted under clause 25.1, 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.

25.2.2 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.

25.2.3 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. See paragraph 3 of Appendix B.

25.3 Position of wicket-keeper

25.3.1 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.

25.3.2 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.

25.4 Movement by wicket-keeper

25.4.1 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:

25.4.1.1 movement of a few paces forward for a slower delivery, unless in so doing it brings him within reach of the wicket.

25.4.1.2 lateral movement in response to the direction in which the ball has been delivered.

25.4.1.3 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 25.3 shall apply.

25.4.2 In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

25.5 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 18.4.2.6 (Umpire calling and signalling Dead ball) shall apply.

If, however, either umpire considers that the interference by the wicket-keeper was wilful, then clause 39.4 (Deliberate attempt to distract striker) shall also apply.

25.6 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 35.3 (Obstructing a ball from being caught).

26 THE FIELDER

26.1 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.

26.2 Fielding the ball

26.2.1 A fielder may field the ball with any part of his person (see paragraph 12 of Appendix A), except as in clause 26.2.1.2. However, he will be deemed to have fielded the ball illegally if, while the ball is in play he wilfully



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

26.2.2 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.

26.2.3 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 Governing Body.

26.3 Protective helmets belonging to the fielding side

26.3.1 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.

26.3.2 If the ball while in play strikes a helmet, placed as described in clause 26.3.1,

- 26.3.2.1 the ball shall become dead and, subject to clause 26.3.3,
- 26.3.2.2 an award of 5 Penalty runs shall be made to the batting side;
- 26.3.2.3 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.

26.3.3 If the ball while in play strikes a helmet, placed as described in clause 26.3.1, unless the circumstances of clauses 21.3 (Leg byes not to be awarded), 23.7 (Restriction on the striker's runner) or 32 (Hit the ball twice), apply, the umpire shall:

- permit the batsmen's runs as in clause 26.3.2.3 to be scored
- signal No ball or Wide ball to the scorers if applicable



- award 5 Penalty runs as in clause 26.3.2.2
- award any other Penalty runs due to the batting side.

26.3.4 If the ball while in play strikes a helmet, placed as described in clause 26.3.1, and the circumstances of clauses 21.3 (Leg byes not to be awarded) , 23.7 (Restriction on the striker's runner) or 32 (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 26.3.2.

26.4 Limitation of on side fielders

26.4.1 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.

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

26.5 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 25.3 (Position of wicket-keeper).

26.6 Movement by any fielder other than the wicket-keeper

26.6.1 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:

- 26.6.1.1 minor adjustments to stance or position in relation to the striker's wicket.
- 26.6.1.2 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.
- 26.6.1.3 movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

26.6.2 In all circumstances clause 26.4 (Limitation of on side fielders) shall apply.

26.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball.



26.6.4 Note also the provisions of clause 39.4 (Deliberate attempt to distract striker). See also clause 25.4 (Movement by wicket-keeper).

27 THE WICKET IS DOWN

27.1 Wicket put down

27.1.1 The wicket is put down if a bail is completely removed from the top of the stumps, or a stump is struck out of the ground,

27.1.1.1 by the ball,

27.1.1.2 by the striker's bat if held or by any part of the bat that he is holding,

27.1.1.3 for the purpose of this clause only, by the striker's bat not in hand, or by any part of the bat which has become detached,

27.1.1.4 by the striker's person or by any part of his clothing or equipment becoming detached from his person,

27.1.1.5 by a fielder with his hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.

27.1.1.6 The wicket is also put down if a fielder strikes or pulls a stump out of the ground as in 27.1.1.5.

27.1.2 The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the stumps, but if a bail in falling lodges between two of the stumps this shall be regarded as complete removal.

27.2 One bail off

If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail or to strike or pull any of the three stumps out of the ground, in any of the ways stated in clause 27.1.

27.3 Remaking wicket

If a wicket is broken or put down while the ball is in play, it shall not be remade by an umpire until the ball is dead. See clause 18 (Dead ball).

Any fielder may, however, while the ball is in play,

- replace a bail or bails on top of the stumps.
- put back one or more stumps into the ground where the wicket originally stood.

27.4 Dispensing with bails

If the umpires have agreed to dispense with bails in accordance with clause 8.4 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been put down.



- 27.4.1 After a decision to play without bails, the wicket has been put down if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person or items of his clothing or equipment as described in clauses 27.1.1.2, 27.1.1.3 or 27.1.1.4, or by a fielder in the manner described in clause 27.1.1.5.
- 27.4.2 If the wicket has already been broken or put down, clause 27.4.1 shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with clause 27.3, in order to have an opportunity of putting the wicket down.

28 BATSMAN OUT OF HIS GROUND

28.1 When out of his ground

- 28.1.1 A batsman shall be considered to be out of his ground unless some part of his person or bat is grounded behind the popping crease at that end.
- 28.1.2 However, a batsman shall not be considered to be out of his ground if, in running or diving towards his ground and beyond, and having grounded some part of his person or bat beyond the popping crease, there is subsequent loss of contact between the ground and any part of his person or bat, or between the bat and person.

28.2 Which is a batsman's ground

- 28.2.1 If only one batsman is within a ground, it is his ground and will remain so even if he is later joined there by the other batsman.
- 28.2.2 If both batsmen are in the same ground and one of them subsequently leaves it, the ground belongs to the batsman who remains in it.
- 28.2.3 If there is no batsman in either ground, then each ground belongs to whichever batsman is nearer to it, or, if the batsmen are level, to whichever batsman was nearer to it immediately prior to their drawing level.
- 28.2.4 If a ground belongs to one batsman then, unless there is a striker who has a runner, the other ground belongs to the other batsman, irrespective of his position.
- 28.2.5 When a batsman who has a runner is striker, his ground is always at the wicket-keeper's end. However, 28.2.1, 28.2.2, 28.2.3 and 28.2.4 will still apply, but only to the runner and the non-striker, so that that ground will also belong to either the non-striker or the runner, as the case may be.

28.3 Position of non-striker

The non-striker, when standing at the bowler's end, should be positioned on the opposite side of the wicket to that from which the ball is being delivered, unless a request to do otherwise is granted by the umpire.



29 APPEALS

29.1 Umpire not to give batsman out without an appeal

Neither umpire shall give a batsman out, even though he may be out under these Playing Conditions, unless appealed to by a fielder. This shall not debar a batsman who is out under these Playing Conditions from leaving the wicket without an appeal having been made. Note, however, the provisions of clause 29.7.

29.2 Batsman dismissed

A batsman is dismissed if he is

either given out by an umpire, on appeal

or out under these Playing Conditions and leaves the wicket as in clause 29.1.

29.3 Timing of appeals

For an appeal to be valid, it must be made before the bowler begins his run-up or, if there is no run-up, his bowling action to deliver the next ball, and before Time has been called.

The call of Over does not invalidate an appeal made prior to the start of the following over, provided Time has not been called. See clauses 12.2 (Call of Time) and 15.2 (Start of an over).

29.4 Appeal “How’s That?”

An appeal “How’s That?” covers all ways of being out.

29.5 Answering appeals

The striker’s end umpire shall answer all appeals arising out of any of clauses 33 (Hit wicket), 37 (Stumped) or 36 (Run out) when this occurs at the wicket-keeper’s end. The bowler’s end umpire shall answer all other appeals.

When an appeal is made, each umpire shall answer on any matter that falls within his/her jurisdiction.

When a batsman has been given Not out, either umpire may answer an appeal, made in accordance with clause 29.3, if it is on a further matter and is within his/her jurisdiction.

29.6 Consultation by umpires

Each umpire shall answer appeals on matters within his/her own jurisdiction. If an umpire is doubtful about any point that the other umpire may have been in a better position to see, he/she shall consult the latter on this point of fact and shall then give the decision. If, after consultation, there is still doubt remaining, the decision shall be Not out.



29.7 Batsman leaving the wicket under a misapprehension

An umpire shall intervene if satisfied that a batsman, not having been given out, has left the wicket under a misapprehension of being out. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the batsman.

A batsman may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpires leave the field.

29.8 Withdrawal of an appeal

The captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the batsman.

The withdrawal of an appeal must be before the instant when the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpires leave the field.

30 BOWLED

30.1 Out Bowled

30.1.1 The striker is out Bowled if his wicket is put down by a ball delivered by the bowler, not being a No ball, even if it first touches the striker's bat or person.

30.1.2 However, the striker shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire. The striker will, however, be subject to clauses 35 (Obstructing the field), 36 (Run out) and 37 (Stumped).

30.2 Bowled to take precedence

The striker is out Bowled if his wicket is put down as in clause 30.1, even though a decision against him for any other method of dismissal would be justified.

31 CAUGHT

31.1 Out Caught

The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, as described in clauses 31.2 and 31.3, before it touches the ground.

31.2 A fair catch

31.2.1 A catch will be fair only if, in every case

either the ball, at any time



or any fielder in contact with the ball,

is not grounded beyond the boundary before the catch is completed. Note clauses 17.4 (Ball grounded beyond the boundary) and 17.5 (Fielder grounded beyond the boundary).

31.2.2 Furthermore, a catch will be fair if any of the following conditions applies:

31.2.2.1 the ball is held in the hand or hands of a fielder, even if the hand holding the ball is touching the ground, or is hugged to the body, or lodges in the external protective equipment worn by a fielder, or lodges accidentally in a fielder's clothing.

31.2.2.2 a fielder catches the ball after it has been lawfully struck more than once by the striker, but only if it has not been grounded since it was first struck. See clause 32 (Hit the ball twice).

31.2.2.3 a fielder catches the ball after it has touched the wicket, an umpire, another fielder, a runner or the other batsman.

31.2.2.4 a fielder catches the ball after it has crossed the boundary in the air, provided that the conditions in clause 31.2.1 are met.

31.2.2.5 the ball is caught off an obstruction within the boundary that is not designated a boundary by the umpires.

31.3 Making a catch

The act of making a catch shall start from the time when the ball first comes into contact with a fielder's person and shall end when a fielder obtains complete control over both the ball and his own movement.

31.4 No runs to be scored

If the striker is dismissed Caught, runs from that delivery completed by the batsmen before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. Clause 16.12 (Batsman returning to wicket he has left) shall apply from the instant of the completion of the catch.

31.5 Caught to take precedence

If the criteria of clause 31.1 are met and the striker is not out Bowled, then he is out Caught, even though a decision against either batsman for another method of dismissal would be justified.

32 HIT THE BALL TWICE

32.1 Out Hit the ball twice

32.1.1 The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of his person or is struck by his bat and, before the ball has been touched by a fielder, the striker wilfully strikes it again with his bat or person, other than a hand not holding the bat, except for the sole purpose of guarding his wicket. See clause 32.3 and clause 35 (Obstructing the field).



32.1.2 For the purpose of this clause 'struck' or 'strike' shall include contact with the person of the striker.

32.2 Not out Hit the ball twice

The striker will not be out under this clause if he

32.2.1 strikes the ball a second or subsequent time in order to return the ball to any fielder.

Note, however, the provisions of clause 35.4 (Returning the ball to a fielder).

32.2.2 wilfully strikes the ball after it has touched a fielder. Note, however the provisions of clause 35.1 (Out Obstructing the field).

32.3 Ball lawfully struck more than once

The striker may, solely in order to guard his wicket and before the ball has been touched by a fielder, lawfully strike the ball a second or subsequent time with the bat, or with any part of his person other than a hand not holding the bat.

The striker may guard his wicket even if the delivery is a No ball.

However, the striker may not prevent the ball from being caught by striking the ball more than once in defence of his wicket. See clause 35.3 (Obstructing a ball from being caught).

32.4 Runs permitted from ball lawfully struck more than once

When the ball is lawfully struck more than once, as permitted in clause 32.3, if the ball does not become dead for any 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. However, the umpire shall delay the call of Dead ball to allow the opportunity for a catch to be completed.

The umpire shall

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball to the scorers if applicable; and
- award any 5-run Penalty that is applicable except for Penalty runs under clause 26.3 (Protective helmets belonging to the fielding side).

32.5 Bowler does not get credit

The bowler does not get credit for the wicket.



33 HIT WICKET

33.1 Out Hit wicket

33.1.1 The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his wicket is put down by either the striker's bat or person as described in clauses 27.1.1.2 to 27.1.1.4 (Wicket put down) in any of the following circumstances:

- 33.1.1.1 in the course of any action taken by him in preparing to receive or in receiving a delivery,
- 33.1.1.2 in setting off for the first run immediately after playing or playing at the ball,
- 33.1.1.3 if no attempt is made to play the ball, in setting off for the first run, providing that in the opinion of the umpire this is immediately after the striker has had the opportunity of playing the ball,
- 33.1.1.4 in lawfully making a second or further stroke for the purpose of guarding his wicket within the provisions of clause 32.3 (Ball lawfully struck more than once).

33.1.2 If the striker puts his wicket down in any of the ways described in clauses 27.1.1.2 to 27.1.1.4 before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.

33.2 Not out Hit wicket

The striker is not out under this clause should his wicket be put down in any of the ways referred to in clause 33.1 if any of the following applies:

- it occurs after the striker has completed any action in receiving the delivery, other than in clauses 33.1.1.2 to 33.1.1.4.
- it occurs when the striker is in the act of running, other than setting off immediately for the first run.
- it occurs when the striker is trying to avoid being run out or stumped.
- it occurs when the striker is trying to avoid a throw in at any time.
- the bowler after entering the delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See clause 18.4 (Umpire calling and signalling Dead ball).
- the delivery is a No ball.

34 LEG BEFORE WICKET

34.1 Out LBW

The striker is out LBW if all the circumstances set out in clauses 34.1.1 to 34.1.5 apply.

34.1.1 The bowler delivers a ball, not being a No ball

34.1.2 the ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket



- 34.1.3 the ball not having previously touched his bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his person
- 34.1.4 the point of impact, even if above the level of the bails,
either is between wicket and wicket
or if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump.
- 34.1.5 but for the interception, the ball would have hit the wicket.

34.2 Interception of the ball

- 34.2.1 In assessing points of impact in clauses 34.1.3, 34.1.4 and 34.1.5, only the first interception is to be considered.
- 34.2.2 In assessing 34.1.3, if the bowler's end umpire is not satisfied that the ball intercepted the batsman's person before it touched the bat, the batsman shall be given Not out.
- 34.2.3 In assessing clause 34.1.5, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

34.3 Off side of wicket

The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery. See paragraph 13 of Appendix A.

35 OBSTRUCTING THE FIELD

35.1 Out Obstructing the field

- 35.1.1 Either batsman is out Obstructing the field if, except in the circumstances of clause 35.2, and while the ball is in play, he wilfully attempts to obstruct or distract the fielding side by word or action. See also clause 32 (Hit the ball twice).
- 35.1.2 The striker is out Obstructing the field if, except in the circumstances of clause 35.2, in the act of receiving a ball delivered by the bowler, he wilfully strikes the ball with a hand not holding the bat. This will apply whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of his wicket.
- 35.1.3 This clause will apply whether or not No ball is called.
- 35.1.4 For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batsman crossing the pitch, clause 39.14 shall also apply.



35.2 Not out Obstructing the field

A batsman shall not be out Obstructing the field if

obstruction or distraction is accidental, or

obstruction is in order to avoid injury, or

in the case of the striker, he makes a second or subsequent strike to guard his wicket lawfully as in clause 32.3 (Ball lawfully struck more than once). However, see clause 35.3.

35.3 Obstructing a ball from being caught

35.3.1 If the delivery is not a No ball, the striker is out Obstructing the field if wilful obstruction or distraction by either batsman prevents the striker being out Caught.

35.3.2 35.3.1 shall apply even if an obstruction is caused by the striker in lawfully guarding his wicket under the provision of clause 32.3 (Ball lawfully struck more than once).

35.3.3 If an obstruction or distraction takes place from a No ball then the batsman who caused the obstruction or distraction will be out Obstructing the field.

35.3.4 35.3.3 shall not apply if the striker obstructs while instinctively defending his wicket with a lawful second strike.

35.4 Returning the ball to a fielder

Either batsman is out Obstructing the field if, at any time while the ball is in play and, without the consent of a fielder, he uses the bat or any part of his person to return the ball to any fielder.

35.5 Runs scored

When either batsman is dismissed Obstructing the field,

35.5.1 unless the obstruction prevents a catch from being made, any runs completed by the batsmen before the offence shall be scored, together with any runs awarded for penalties to either side. See clauses 16.6 (Runs awarded for penalties) and 16.8 (Runs scored when a batsman is dismissed).

35.5.2 if the obstruction prevents a catch from being made, any runs completed by the batsmen shall not be scored but any penalties awarded to either side shall stand.

35.6 Bowler does not get credit

The bowler does not get credit for the wicket.



36 RUN OUT

36.1 Out Run out

Either batsman is out Run out, except as in clause 36.2, if, at any time while the ball is in play,

he is out of his ground

and his wicket is fairly put down by the action of a fielder

even though No ball has been called, except in the circumstances of clause 36.2.2.2, and whether or not a run is being attempted.

36.2 Batsman not out Run out

36.2.1 A batsman is not out Run out in the circumstances of clauses 36.2.1.1 or 36.2.1.2.

36.2.1.1 He has been within his ground and has subsequently left it to avoid injury, when the wicket is put down.

Note also the provisions of clause 28.1.2 (When out of his ground).

36.2.1.2 The ball, delivered by the bowler, has not made contact with a fielder, before the wicket is put down.

36.2.2 The striker is not out Run out in any of the circumstances in clauses 36.2.2.1 and 36.2.2.2.

36.2.2.1 He is out Stumped. See clauses 23.6 (Dismissal and conduct of a batsman and his runner) and 37.1.2 (Out Stumped).

36.2.2.2 No ball has been called

and he is out of his ground not attempting a run

and the wicket is fairly put down by the wicket-keeper without the intervention of another fielder.

However, if the striker has a runner and the runner is out of his ground, then only 36.1 applies.

36.3 Which batsman is out

The batsman out in the circumstances of clause 36.1 is the one whose ground is at the end where the wicket is put down. See clauses 23.6 (Dismissal and conduct of a batsman and his runner) and 28.2 (Which is a batsman's ground).

36.4 Runs scored

If either batsman is dismissed Run out, the run in progress when the wicket is put down shall not be scored, but any runs completed by the batsmen shall stand, together with any runs for penalties awarded to either side. See clauses 16.6 (Runs awarded for penalties) and 16.8 (Runs scored when a batsman is dismissed).



If, however, a striker who has a runner is himself dismissed Run out and runs are completed by the runner and the other batsman before the wicket is put down,

- all runs to the batting side from that delivery shall be disallowed.
- the one run penalty for No ball shall stand and 5 run penalties shall be allowed.
- the umpire shall return the non-striker to his original end.

See Law 23.6 (Dismissal and conduct of a batsman and his runner).

36.5 Bowler does not get credit

The bowler does not get credit for the wicket.

37 STUMPED

37.1 Out Stumped

37.1.1 The striker is out Stumped, except as in clause 37.3, if

- a ball which is delivered is not called No ball
- and he is out of his ground, other than as in clause 37.3.1
- and he has not attempted a run

when his wicket is fairly put down by the wicket-keeper without the intervention of another fielder. Note, however clauses 23.6.2 and 23.6.5 (Dismissal and conduct of a batsman and his runner) and 25.3 (Position of wicket-keeper).

37.1.2 The striker is out Stumped if all the conditions of clause 37.1.1 are satisfied, even though a decision of Run out would be justified.

37.2 Ball rebounding from wicket-keeper's person

If the wicket is put down by the ball, it shall be regarded as having been put down by the wicket-keeper if the ball

- rebounds on to the stumps from any part of the wicket-keeper's person or equipment
- or has been kicked or thrown on to the stumps by the wicket-keeper.

37.3 Not out Stumped

37.3.1 The striker will not be out Stumped if, after having received the delivery, he has left his ground in order to avoid injury.

37.3.2 If the striker is not out Stumped he may, except in the circumstances of 36.2.2.2, (Batsman not out Run out), be out Run out if the conditions of clause 36.1 (Out Run out) apply.



38 TIMED OUT

38.1 Out Timed out

- 38.1.1 After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless Time has been called, be in position to take guard or for the other batsman to be ready to receive the next ball within 3 minutes of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.
- 38.1.2 In the event of an extended delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of clause 14.3 (Match Referee / Observer awarding a match). For the purposes of that clause the start of the action shall be taken as the expiry of the 3 minutes referred to above.

38.2 Bowler does not get credit

The bowler does not get credit for the wicket.

39 UNFAIR PLAY

39.1 Fair and unfair play – responsibility of captains

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

39.2 Fair and unfair play – responsibility of umpires

- 39.2.1 The umpires shall be the sole judges of fair and unfair play. If an umpire considers that any action by a player, not covered in the Playing Conditions, is unfair, he/she shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire.
- 39.2.1.1 If this is a first offence by that side, the bowler's end umpire shall then
- summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.
 - warn the offending player's captain that any further such offence by any member of his team shall result in the award of 5 Penalty runs to the opposing team.
- 39.2.1.2 If this is a second or subsequent offence by that side, the bowler's end umpire shall then
- summon the offending player's captain and inform him that there has been a further such offence.
 - award 5 Penalty runs to the opposing side



- 39.2.1.3 The umpires together may report the incident to the Governing Body, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

39.3 The match ball – changing its condition

- 39.3.1 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 39.3.2.

- 39.3.2 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. See also clause 5.5 (Damage to the ball).

A fielder may, however:

- 39.3.2.1 polish the ball on his clothing provided that no artificial substance or saliva is used and that such polishing wastes no time.

- 39.3.2.2 remove mud from the ball under the supervision of an umpire.

- 39.3.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.

- 39.3.3 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 39.3.2.

- 39.3.4 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.

- 39.3.5 If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;

- 39.3.5.1 Change the ball forthwith.

- 39.3.5.1.1 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, 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.

- 39.3.5.1.2 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.



39.3.5.2 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 Governing Body who shall take such action as is considered appropriate against the player(s) concerned.

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

39.3.6.1 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.

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

39.3.6.3 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 39.3.5.2 above will be adopted, with the captain deemed to be the player responsible for the contravention.

39.3.7 If the umpires believe that saliva has been applied to the ball, the umpires shall:

39.3.7.1 If it is a first instance during an innings, summon the captain of the fielding side and issue a first warning,

39.3.7.2 If it is the second instance during an innings, summon the captain of the fielding side and issue a second and final warning to the captain of the fielding side that any further such offence by any member of the team during the innings shall result appropriate sanctions.

39.3.7.3 If it is the third or subsequent instance, award 5 Penalty runs to the batting side.

39.3.7.4 The ball shall not be changed but the umpires shall wipe the ball with an appropriate cloth.

39.3.8 Use of saliva in breach of clause 39.3.2.1 above shall not, in and of itself, be considered an offence under Changing the condition of the ball in breach of clause 39.3 of the Playing Conditions.

39.4 Deliberate attempt to distract striker

39.4.1 It is unfair for any fielder deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.

39.4.2 If either umpire considers that any action by a fielder is such an attempt, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The bowler's end umpire shall



- award 5 Penalty runs to the batting side.
- inform the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for the action.

Neither batsman shall be dismissed from that delivery and the ball shall not count as one of the over.

The umpires may then report the matter to the Governing Body who shall take such action as is considered appropriate against the fielder concerned.

39.5 Deliberate distraction, deception or obstruction of batsman

39.5.1 In addition to clause 39.4, it is unfair for any fielder wilfully to attempt, by word or action, to distract, deceive or obstruct either batsman after the striker has received the ball.

39.5.2 It is for either one of the umpires to decide whether any distraction, deception or obstruction is wilful or not.

39.5.3 If either umpire considers that a fielder has caused or attempted to cause such a distraction, deception or obstruction, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.

39.5.4 Neither batsman shall be dismissed from that delivery.

39.5.5 The bowler's end umpire shall;

- award 5 Penalty runs to the batting side.
- inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.

39.5.6 The ball shall not count as one of the over.

39.5.7 Any runs completed by the batsmen before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally, the run in progress shall be scored whether or not the batsmen had already crossed at the instant of the offence.

39.5.8 The batsmen at the wicket shall decide which of them is to face the next delivery.

39.5.9 The umpires may then report the matter to the Governing Body who shall take such action as is considered appropriate against the fielder concerned.

39.6 Bowling of dangerous and unfair short pitched deliveries

39.6.1 Notwithstanding clause 39.6.2, 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 39.6.1



- 39.6.1.1 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.
- 39.6.1.2 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.
- 39.6.1.3 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 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 Governing Body who shall take such action as is considered appropriate against the bowler concerned.

- 39.6.2 A bowler shall be limited to two fast short-pitched deliveries per over.
- 39.6.3 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.
- 39.6.4 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.
- 39.6.5 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 20.1.1.2
- 39.6.5.1 For the avoidance of doubt any fast short pitched delivery that is called a wide under this clause shall also count as one of the allowable short pitched deliveries in that over.
- 39.6.6 In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in clause 39.6.3 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.
- 39.6.7 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.

39.6.8 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.

39.6.9 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 Governing Body who shall take such action as is considered appropriate against the bowler concerned.

39.6.10 Should the umpires initiate the caution and warning procedures set out in clauses 39.6.1.3, 39.6.9 and 39.7, such cautions and warnings are not to be cumulative.

39.7 Bowling of dangerous and unfair non-pitching deliveries

39.7.1 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.

39.7.2 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 Governing Body who shall take such action as is considered appropriate against the bowler concerned.

39.7.3 The warning sequence in clauses 39.7.1 and 39.7.2 is independent of the warning and action sequence in clause 39.6.

39.7.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 39.7.1, then the caution and warning in clause 39.7.1 shall be dispensed with. The umpire shall

- immediately call and signal No ball.
- 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 Governing Body who shall take such action as is considered appropriate against the bowler concerned.

39.8 Bowling of deliberate front-foot No ball

If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he/she shall

- immediately 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.



- 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 Governing Body who shall take such action as is considered appropriate against the bowler concerned.

39.9 Time wasting by the fielding side

39.9.1 It is unfair for any fielder to waste time.

39.9.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then

- warn the captain of the fielding side, indicating that this is a first and final warning.
- inform the batsmen of what has occurred.

39.9.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.

Additionally the umpire shall inform the batsmen and, as soon as is practicable, the captain of the batting side of what has occurred.

The umpires together may report the occurrence to the Governing Body who shall take such action as is considered appropriate against the Captain and the team concerned.

39.10 Batsman wasting time

39.10.1 It is unfair for a batsman to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run-up.

In addition, an incoming batsman should be in position to take guard or his partner to be ready to receive the next ball within 2 minutes of the fall of the previous wicket.

39.10.2 Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run-up or when the ball becomes dead, as appropriate, the umpire shall



- warn both batsmen and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.
- inform the other umpire of what has occurred.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

39.10.3 If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead

- award 5 Penalty runs to the fielding side.
- inform the other umpire of the reason for this action.
- inform the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together may report the occurrence to the Governing Body.

39.11 The protected area

The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1 ft/30.48 cm from it.

39.12 Fielder damaging the pitch

39.12.1 It is unfair to cause deliberate or avoidable damage to the pitch. A fielder will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

39.12.2 If a fielder causes avoidable damage to the pitch, other than as in clause 39.13.1, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.
- inform the batsmen of what has occurred.

39.12.3 If, in that innings, there is any further instance of avoidable damage to the pitch, by any fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- award 5 Penalty runs to the batting side.

Additionally the umpire shall

- inform the fielding captain 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 shall report the occurrence to the Governing Body who shall take such action as is considered appropriate against the fielder concerned.

39.13 Bowler running on protected area

39.13.1 It is unfair for a bowler to enter the protected area in his follow-through without reasonable cause, whether or not the ball is delivered.

39.13.2 If a bowler contravenes this clause, at the first instance and when the ball is dead, the umpire shall

- caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.
- inform the captain of the fielding side and the batsmen of what has occurred.

39.13.3 If, in that innings, the same bowler again contravenes this clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.

39.13.4 If, in that innings, the same bowler contravenes this clause a third time, when the ball is dead, the umpire shall,

- direct the captain of the fielding side to suspend the bowler immediately from bowling. 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 bowler taken off shall not be allowed to bowl again in that innings.
- inform the other umpire 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 may then report the matter to the Governing Body who shall take such action as is considered appropriate against the bowler concerned.

39.14 Batsman damaging the pitch

39.14.1 It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, he must move from it immediately thereafter. A batsman will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

39.14.2 If either batsman causes deliberate or avoidable damage to the pitch, other than as in clause 39.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then



- warn both batsmen that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

39.14.3 If there is any further instance of avoidable damage to the pitch by any batsman in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 26.3 (Protective helmets belonging to the fielding side).
- 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 shall report the occurrence to the Governing Body who shall take such action as is considered appropriate against the batsman concerned.

39.15 Striker in protected area

39.15.1 The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable.

The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

39.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause 39.15.1, if the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead; he/she shall then inform the other umpire of the occurrence.

The bowler's end umpire shall then

- warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batsman.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.



39.15.3 If there is any further breach of any of the conditions in clause 39.15.1 by any batsman in that innings, the umpire seeing the contravention shall, if the bowler has not entered his delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 26.3 (Protective helmets belonging to the fielding side).
- 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 shall report the occurrence to the Governing Body who shall take such action as is considered appropriate against the batsman concerned.

39.16 Non-striker leaving his ground early

39.16.1 If the non-striker is out of his ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out. In these circumstances, the non-striker will be out Run out if he is out of his ground when his wicket is put down by the bowler throwing the ball at the stumps or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

39.16.2 If the ball is not delivered and there is an appeal, the umpire shall make his/her decision on the Run out. If it is not out, he/she shall call and signal Dead ball as soon as possible. The ball shall not count as one in the over.

39.16.3 If the ball is delivered and there is an appeal, the umpire shall make his/her decision on the Run out. If the non-striker is not dismissed, the ball remains in play and Clause 0 (Bowler breaking wicket in delivering ball) shall apply. If the non-striker is dismissed, the ball shall not count as one in the over.

39.17 Batsmen stealing a run

39.17.1 It is unfair for the batsmen to attempt to steal a run during the bowler's run-up.

Unless the bowler attempts to run out either batsman – see clauses 39.16 and 19.4 (Bowler throwing towards striker's end before delivery) – the umpire shall

- call and signal Dead ball as soon as the batsmen cross in such an attempt.
- inform the other umpire of the reason for this action.



The bowler's end umpire shall then

- return the batsmen to their original ends.
- award 5 Penalty runs to the fielding side.
- inform the batsmen, 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 shall then report the matter to the Governing Body who shall take such action as is considered appropriate against the batsman concerned.

39.18 Penalty runs

39.18.1 When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. See clause 2.12 (Signals).

39.18.2 Penalty runs shall be awarded in each case where these Playing Conditions require the award, even if a result has already been achieved. See clause 14.5 (Winning hit or extras).

Note, however, that the restrictions on awarding Penalty runs, in clauses 21.3 (Leg byes not to be awarded), 23.7 (Restriction on the striker's runner), 26.3 (Protective helmets belonging to the fielding side) and 32.4 (Runs scored from ball lawfully struck more than once) will apply.

39.18.3 When 5 Penalty runs are awarded to the batting side under any of clauses 22.4 (Player returning without permission), 26.2 (Fielding the ball), or 26.3 (Protective helmets belonging to the fielding side) or under 39.3, 39.4, 39.5, 39.9 or 39.12, then

- they shall be scored as Penalty extras and shall be in addition to any other penalties.
- they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries.
- the batsmen shall not change ends solely by reason of the 5 run penalty.

39.18.4 When 5 Penalty runs are awarded to the fielding side, under clause 16.5.2 (Deliberate short runs), or under 39.10, 39.14, 39.15 or 39.17, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

39.19 Use of Electronic communication Equipment including smart watches.

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



40 PLAYERS' / TEAM OFFICIALS' CONDUCT

Any misconduct by the player or team officials will be dealt as per the TNCA Code of Conduct described in Chapter XVIII.



Chapter VIII

Playing Conditions Applicable to First Division Only

These playing conditions are applicable to only TNCA First Division from 1 July 2021 and are in addition to the playing conditions laid under Chapter VII.

1 General

- 1.1 The entrance fee payable by each team shall be Rs.750/- plus GST which will be remitted at the beginning of every season.
- 1.2 Matches may be scheduled by the League Sub Committee on all days of the week and also through the period of Ranji Trophy Tournament.
- 1.3 The TNCA will view that any club, having home ground will lose its status if,
 - 1.3.1 There is no sight screen
 - 1.3.2 Outfield is dangerous
 - 1.3.3 The pitch is deliberately under prepared
 - 1.3.4 Proper pitch covers, rollers and man power is not available
 - 1.3.5 Proper dressing room and toilets are not available

and the match being abandoned by the Umpires, that act will also attract further penalty as laid under "Chapter XVI - Penal Provisions" (i.e.) losing the match by the home team with full points being awarded to the opponent construed as helping the opponent or any other team to win championship / promotion / or to avoid relegation.

2 THE PLAYERS

2.1 COVID-19 Replacement

- 2.1.1 If during the course of the relevant match, a player tests positive for COVID-19, displays COVID-19 symptoms, or is prevented from participating as a result of applicable COVID-19 public health guidance, a COVID-19 Replacement may be permitted in the following circumstances:
 - 2.1.1.1 The positive test for COVID-19, symptoms of COVID-19 or public health guidance preventing participation must be formally confirmed by a Medical Report issued by an independent medical practitioner.
 - 2.1.1.2 The Team Manager/Captain shall submit a COVID-19 Replacement Request to the umpires on a standard form which shall:



- 2.1.1.2.1 identify the relevant player;
 - 2.1.1.2.2 specify whether the player has tested positive for COVID-19, is displaying COVID-19 symptoms, or is prevented from participating as a result of applicable COVID-19 public health guidance; and
 - 2.1.1.2.3 identify the requested COVID-19 Replacement, who shall be a like-for-like replacement for the player whose replacement is requested.
- 2.1.2 The umpires should ordinarily approve a COVID-19 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. The replacement player need not be from the six nominated substitutes.
- 2.1.3 In assessing whether the nominated COVID-19 Replacement should be considered a like-for-like player, the umpires should consider the likely role the relevant player would have played during the remainder of the match, and the normal role that would be performed by the nominated COVID-19 Replacement.
- 2.1.4 If the umpires believe that the inclusion of the nominated COVID-19 Replacement, when performing their normal role, would excessively advantage their team, the umpires may impose such conditions upon the identity and involvement of the COVID-19 Replacement as he sees fit, in line with the overriding objective of facilitating a like-for-like replacement for the relevant player.
- 2.1.5 The umpires may, in reviewing a COVID-19 Replacement Request made in accordance with clause 2.1.1, request any such further information as may be required to make the determination required under clauses 2.1.3 and 2.1.4.
- 2.1.6 The decision of the umpires in relation to any COVID-19 Replacement Request shall be final and neither team shall have any right of appeal.
- 2.1.7 Once the COVID-19 Replacement has been approved by the umpires, the replaced player shall play no further part in the match.
- 2.1.8 Both the COVID-19 Replacement and the replaced player shall be considered to have played in the match for records and statistical purposes.
- 2.1.9 Whenever there is a TNCA Match Referee appointed for a match, he/she will replace the umpires in taking the decision with respect to the COVID-19 Replacement.

3 THE UMPIRES

3.1 Umpires changing ends

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

3.2 Signals

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



Commencement of last hour - by pointing to a raised wrist with the other hand.

New ball - by holding the ball above the head.

4 THE BALL

4.1 Approval and control of balls

4.1.1 The following brands of cricket balls shall only be used:

(1) SG-Test, (2) SG-Test (LE), (3) SG Tournament, or Any other ball of similar quality with the express approval of the TNCA.

4.1.2 Any team not complying with 4.1.1 above shall be deemed to have lost the particular match.

4.1.3 Each team shall possess a minimum of 6 same brand balls with varying degrees of usage for all First Division League Matches to meet the replacement needs.

4.2 New ball available after 60 overs

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 60 overs. The umpire shall inform the other umpire and indicate to the batsmen and the scorers whenever a new ball is taken into play.

When the ball is replaced, umpire shall inform the other umpire, batsmen and the scorers.

5 THE PITCH

5.1 Non-turf pitches

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

6 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

6.1 Rolling

6.1.1 Frequency and duration of rolling

During the match the pitch may be rolled at the request of the captain of the batting side, 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 6.1.2.

6.1.2 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.



6.2 Clearing debris from the pitch

6.2.1 The pitch shall be cleared of any debris

6.2.1.1 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.

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

6.2.1.3 at all intervals for meals.

6.2.2 The clearance of debris in clause 6.2.1 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.

6.2.3 In addition to clause 6.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

6.3 Mowing

6.3.1 Responsibility for mowing

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

6.3.1.2 All subsequent mowings shall be carried out under the supervision of the umpires.

6.3.2 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.

6.3.3 Timing of mowing

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 6.2.3.

6.4 Watering the outfield

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

6.4.1 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, any such request will not be considered.



- 6.4.2 The consent of the captains is not required, but the umpires shall advise both captains and the Match Referee/Observer, if posted before the start of the match on what has been agreed.
- 6.4.3 The watering shall occur as soon as possible after the conclusion of the day's play.
- 6.4.4 The watering shall only be carried out to the extent that it is necessary to retain the good condition of the outfield.
- 6.4.5 The square and bowlers' run ups will be adequately covered prior to any watering taking place.
- 6.4.6 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.

7 INTERVALS

7.1 Duration of intervals

- 7.1.1 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.
 - 7.1.1.1 Lunch Interval: The interval shall be of 40 minutes duration.
 - 7.1.1.2 Tea Interval: The interval shall be of 20 minutes duration.
- 7.1.2 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 7.2, 7.4 and 7.5.

7.2 Allowance for interval between innings

In addition to the provisions of 7.4 and 7.5,

- 7.2.1 if an innings ends when 10 minutes or less remains before the time agreed for close of play, or when there are 2 overs or less remaining to complete the minimum over requirement on any day, whichever is applicable, 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.
- 7.2.2 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.
- 7.2.3 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.

7.3 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 7.1 and 7.4, 8.5, 7.6 and 7.7.3 are not contravened.

7.4 Changing agreed time for lunch interval

7.4.1 If an innings ends when 10 minutes or less remains before the agreed time for lunch, 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.

7.4.2 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, then, whether or not agreement is reached in the circumstances of clause 7.3, 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.

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

7.5 Changing agreed time for tea interval

7.5.1 If an innings ends 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.

7.5.2 If, when 30 minutes remains before the agreed time for tea, an interval between innings is already in progress, play shall resume at the end of the 10 minute interval, if conditions permit.

7.5.3 If, because of adverse conditions of ground, weather or light, or in exceptional circumstances, a stoppage occurs when 30 minutes or less remains before the agreed time for tea, then unless there is an agreement to change the time for tea, as permitted in clause 7.3 the interval shall be taken immediately. The interval shall be of the agreed duration. Play shall resume at the end of the interval or as soon after as conditions permit.

7.5.4 If a stoppage is already in progress when 30 minutes remains before the agreed time for tea, clause 7.3 shall apply.



7.6 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 under Chapter VII 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.

However, if at the conclusion of this additional 30 minutes, if 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, play will continue until either the match concludes or the players have cause to leave the field for any other reason.

7.7 Intervals for drinks

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

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

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

7.7.1.3 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 22.1.4 under Chapter VII).

7.7.1.4 Drinks shall not be taken within 15 minutes of the agreed time for lunch or tea interval or close of play.

7.7.2 Unless, as permitted in 7.8, the captains agree to forgo it, 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.

No other variation in the timing of drinks intervals shall be permitted except as provided for in clause 7.7.3.



7.7.3 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.

7.7.4 Intervals for drinks may not be taken during the last hour of the match, as defined in clause 8.4 (Last hour of match – number of overs). Subject to this limitation, the captains and umpires shall agree the times for such intervals, if any, before the toss and on each subsequent day not later than 10 minutes before play is scheduled to start.

7.8 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.

8 START OF PLAY; CESSATION OF PLAY

8.1 Hours of Play

(a) All matches shall be of 2 innings over two days. The First innings of both the teams are restricted to 90 overs. There is no restriction regarding the number of overs to be played in the 2nd innings for both the teams.

(b) All matches shall be of six hours schedule play per day.

(c) Hours of play:

9.30 a.m. to 12.00 noon (First Session)

12.00 noon to 12.40 p.m. (Lunch)

12.40 p.m. to 2.40 p.m. (Second Session)

2.40 p.m. to 3.00 p.m. (Tea)

3.00 p.m. to 4.30 p.m. (Last Session)

(d) On the last day, the match shall start 15 minutes early and sessions will be rearranged accordingly.

8.1.1 Minimum Overs in the Day

Subject to clause 8.1.2 below:

8.1.1.1 On the first day, play shall continue 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.

8.1.1.2 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 where clause 8.1.6 below shall apply. If any of the minimum of 75 overs, or as recalculated, have not been bowled when one hour of the scheduled playing time remains, the last hour of the match for the purposes of clause 8.1.6 shall be the hour immediately following the completion of these overs.

8.1.2 Reduction in minimum overs

Except in the last hour of the match, for which clause 8.1.6 makes provision, if play is suspended due to adverse weather or light or any other reason (other than normal intervals) for more than 1 hour on any day, the minimum number of overs shall be reduced by 1 over for each full 4 minutes of the aggregate playing time lost.

For the avoidance of doubt, the aggregate of 1 hour shall be inclusive of any time that may have been brought forward from the first day due to playing time lost on the first day under clause 8.1.3.2 below.

8.1.3 Making Up Lost Time

8.1.3.1 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 under clause 8.1.3.2 below.

8.1.3.2 On Subsequent Day

If any time is lost and cannot be made up under clause 8.1.3.1 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, as required (to make up as much lost time as possible). Where appropriate this additional time shall be added to the second session. In circumstances where it is not possible to add this additional time to the second session, the additional time may be added to the third session (see also clause 8.1.4). When such additional time is added, the minimum overs for that day shall be increased by one over for each four minutes of additional time or part thereof.

8.1.3.3 On the Last Day only (refer to Appendix D)

Clause 8.1.3.1 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 8.1.3.1 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 D.

8.1.4 Change of Intervals

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

8.1.4.2 Notwithstanding the provisions of clause 8.1.4.1 above, the timings of intervals can be altered under clause 7.3 at any time on any day if playing time has been lost irrespective of whether the time has been lost on that day or on any previous days.

8.1.5 Change of Innings

Where there is a change of innings during a day's play (except where the change of innings occurs at lunch or tea or when play is suspended for any reason) 2 overs will be deducted from the minimum number of overs to be bowled.

The over in progress at the end of an innings is regarded as a completed over for the purposes of determining the minimum number of remaining overs to be bowled in the day, except when the change of innings occurs in the last hour of the match (see clause 8.6.3).

8.1.6 Last Hour

A minimum of 15 overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on 1 over for each full 4 minutes.

8.1.7 Notwithstanding any other provision, there shall be no further play on any day, other than the last day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within 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.

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

8.1.9 Stumps Drawn

Except on the final day:



8.1.9.1 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.

8.1.9.2 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.

8.1.10 The scoreboard shall show:

8.1.10.1 the total number of overs bowled with the ball currently in use; and

8.1.10.2 the minimum number of overs remaining to be bowled in a day.

8.1.11 On the final day, if both captains (the batsmen at the wicket may act for their captain) and Umpires may agree to finish the match any time after scheduled / rescheduled time for tea interval has been reached, provided a result has been reached on the first innings and provided that there is no possibility of any other result if the game is continued.

8.2 Extra Time

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 umpires' opinion, it would bring about a definite result on that day. This is in addition to the additional time provided for in clause 8.1.3 above. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time on the first day, 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 the first 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.

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.



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.

- 8.2.3 For the avoidance of doubt, clause 7.6 shall still apply subsequent to the application of this clause, i.e. when 9 wickets are down following the extra 15 minutes. However, this clause shall not apply when clause 7.6 has already been applied, i.e. the 15 minutes shall not be added at the end of 30 minutes extra time.

8.3 Minimum Over Rates

- 8.3.1 The minimum over rate to be achieved in these matches shall be 15 overs per hour.
- 8.3.2 The actual over rate shall be calculated at the end of the first innings by the umpires. Part of an over bowled in an innings shall be reckoned as a full over. Over rate calculation is not applicable for the second innings of both the teams.
- 8.3.3 Any team not complying with the above provision shall lose one point for each over or part thereof by which the required average over rate falls short.

Illustration:

Time taken for the first innings to complete, taking into account the allowances – **6 hours**

Overs bowled in first innings - **86**

Overtime at the end of the first innings: **14.33**

The average overtime falls short by: $15(\text{Required}) - 14.33(\text{Actual}) = 0.67$

Number of points lost = $0.67 \sim 1$ point

- 8.3.4 In calculating the actual over rate for first innings, allowances will be given as follows:
- 8.3.4.1 The time lost as a result of treatment given to a player by an authorised medical personnel on the field of play;
- 8.3.4.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;
- 8.3.4.3 The time taken for all umpire consultations;



- 8.3.4.4 The time lost as a result of time wasting by the batting side (which may in addition constitute a separate offence depending on context and seriousness of incident);
- 8.3.4.5 The time lost due to all other circumstances that are beyond the control of the fielding side.
- 8.3.4.6 Two minutes per wicket taken, provided that such wicket results in the subsequent batsmen immediately commencing his innings. For the avoidance of any doubt, no time allowance will be given for the final wicket of an innings or where a wicket falls immediately prior to any interval;
- 8.3.4.7 Four minutes per drinks break taken (one per session)
- 8.3.5 In the event of any time allowances being granted to the fielding team under clause 8.3.4.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.
- 8.3.6 If a batting team is bowled out or declares its innings closed in less than 50 overs or the innings ends within 200 minutes of playing time which is calculated according to the clause 8.3.4 above, no account will be taken of the actual over rate in that innings when calculating the actual over rate at the end of such innings.
- 8.3.7 In case an innings is not completed for any reason, the over rate penalty will still be applicable provided 50 or more overs have been completed in that innings.
- 8.3.8 For the sake of clarity, over rate penalty is applicable even if there is an outright result in the match.

8.4 Last hour of match – number of overs

The bowler's end umpire shall indicate the commencement of this 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.

8.5 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:

- 8.5.1 The time lost for an interruption is counted from the call of Time until the time for resumption as decided by the umpires.
- 8.5.2 One over shall be deducted for every complete 4 minutes of time lost.
- 8.5.3 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.
- 8.5.4 If, when one hour of Playing time remains, an interruption is already in progress



- 8.5.4.1 only the time lost after this moment shall be counted in the calculation.
- 8.5.4.2 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.
- 8.5.5 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.

8.6 Last hour of match – intervals between innings

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.

- 8.6.1 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 8.5.
- 8.6.2 If the innings ends after the last hour has started, two calculations are to be made, as set out in clauses 8.6.3 and 8.6.4. 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.
- 8.6.3 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.
- 8.6.4 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.

8.7 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 12.2 (Mistakes in scoring) and the match shall be at an end.



8.8 Bowler unable to complete an over during last hour of match

If, for any reason, a bowler is unable to complete an over during the last hour, clause 15.8 (Bowler incapacitated or suspended during an over) under Chapter VII shall apply. The separate parts of such an over shall count as one over of the minimum to be bowled.

9 INNINGS

9.1 Number of innings

A match shall be two innings for each side.

9.2 Alternate innings

Each side shall take their innings alternately except in the cases provided for in clause 10 (The follow-on) or in clause 11.2 (Forfeiture of an innings).

10 THE FOLLOW-ON

10.1 Lead on first innings

10.1.1 In a two-innings match of 2 days, the side which bats first and leads by at least 100 runs shall have the option of requiring the other side to follow their innings.

10.1.2 The same option shall be available in two-innings matches of shorter duration with the minimum leads as follows:

- 75 runs in a 1-day match.

10.2 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.

10.3 First day's play lost

If no play takes place on the first day of a match of more than one day's duration, 10.1 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.

The additional time added to the day's play due to provisions of clause 8.1.3 is regarded as that day's play, i.e. it is the number of days remaining, and not the total number of hours available.

Play will have taken place as soon as, after the call of Play, the first over has started. See clause 15.2 (Start of an over) under Chapter VII.



11 DECLARATION AND FORFEITURE

11.1 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.

11.2 Forfeiture of an innings

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.

11.3 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.

12 THE RESULT

12.1 Match Referee / Observer awarding a match

In addition to the clause 14.3 under Chapter VII

12.1.1 If action as in clause 14.3.2 under Chapter VII takes place after play has started and does not constitute a refusal to play:

12.1.1.1 Playing time lost shall be counted from the start of the action until play recommences, subject to clause 7 (Intervals) under Chapter VIII and clause 2.8 (Suspension of play in dangerous and unreasonable conditions) under Chapter VII.

12.1.1.2 the time for close of play on that day shall be extended by this length of time, subject to clause 2.8 (Suspension of play in dangerous and unreasonable conditions) under Chapter VII and the provisions of clause 8.1.3 under Chapter VIII.

12.1.1.3 if applicable, no overs shall be deducted during the last hour of the match solely on account of this time.

12.2 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 14.8 under Chapter VII, they shall adopt the following procedure.

12.2.1 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 the last hour, has not been completed;
or the agreed time for close of play, 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 and time for close of play has been reached. The number of overs and time 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.

- 12.2.2 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.

12.3 Match Points

- 12.3.1 Points for teams at the conclusion of a match shall be awarded as follows

1	Outright Win	Six Points
3	First Innings Lead but no outright win in a drawn match	Five Points
4	Conceded First Innings Lead but no outright loss in a drawn match	One Point
5	A drawn match where the scores of both the teams are equal in first innings.	Two Points each
6	A completed match which ends in a tie on total scores in both the innings.	Three Points each
7	Outright Loss	Zero Points
8	The first innings of both the teams is not completed or the match has to be abandoned without a ball being bowled.	One Point each

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

- Most number of outright wins;
- Should there be equality in both points and wins, then the team who has won the match against each other (outright win) when they have already played against each other in the league phase;
- Should there be equality in both points and wins and clause (b) is not applicable then team with higher run quotient.
- If still equal, the relative position will be decided by playing knock-out match as per the rules for "Knock-out matches for First Division" provided under Chapter XV of these rules.

12.3.2 Run Quotient

It will be calculated thus:

- Divide the total number of runs scored by the team by the total number of wickets lost by it.
- Divide the total numbers of runs scored against the team by the total number of wickets taken by it.



(iii) Divide the former (i) by latter (ii). The team having the higher percentage shall be considered to have better run quotient.

12.3.3 In all the matches where one of the team is playing on home ground, if a match is abandoned after the match has been in progress due to digging/ tampering of the pitch on which the match was being played, the other team shall be declared as the winner of the match irrespective of the position of the match. See also Appendix G.

13 BOUNDARIES

13.1 Determining the boundary of the field of play

13.1.1 Sight screens shall be provided at both ends of all grounds. 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.

14 WIDE BALL

14.1 Judging a Wide

14.1.1 For bowlers attempting to utilise the rough outside a batsman's leg stump, not necessarily as a negative tactic, the strict limited over Wide interpretation shall be applied.

14.1.2 For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over Wide interpretation shall be applied.



Chapter IX

Playing Conditions Applicable to Second Division Only

These playing conditions are applicable to only TNCA Second Division from 1 July 2021 and are in addition to the playing conditions laid under Chapter VII.

1 General

1.1 The entrance fee payable by each team shall be Rs.150/- plus GST which will be remitted at the beginning of every season.

2 THE UMPIRES

2.1 Signals

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

Free Hit – after signaling the no ball, extend one arm straight upwards and move it in a circular motion horizontally.

Power Play - extend one arm straight upwards and rotate it in a large circle vertically.

3 THE BALL

3.1 Approval and control of balls

3.1.1 The following brands of cricket balls shall only be used:

(1) SG-Test, (2) SG-Test (LE), or Any other ball of similar quality with the express approval of the TNCA.

3.1.2 Any team not complying with 3.1.1 above shall be deemed to have lost the particular match.

3.1.3 Each team shall possess a minimum of 6 same brand balls with varying degrees of usage for all Second Division League Matches to meet the replacement needs.

4 THE PITCH

4.1 Changing the pitch

4.1.1 If the decision is not to resume play, the on-field umpires together with the Match Referee/Observer, if posted have decided that the match is to be abandoned, then



6.1.2 The pitch and outfield

Mowing of the pitch and outfield shall not apply.

7 INTERVALS

7.1 Duration of intervals

7.1.1 There shall be a 45 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

7.2 Changing agreed times of intervals

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

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

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

7.2.3.1 If up to 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced by the amount of actual playing time lost.

7.2.3.2 If more than 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced to 30 minutes (subject to 7.2.3.3 below).

7.2.3.3 Note: The prescribed interval timings above may be reduced further by the Match Referee / Observer, if posted else the umpires taking into account the intention of not having a prolonged interval after a lengthy interruption close to the conclusion of the innings of the team batting first. However, the minimum interval shall not be less than ten minutes.

7.2.4 If at the time of the scheduled interval, the team batting second has lost nine wickets or requires no more than 25 runs to win, play shall continue until a result has been achieved, unless the players otherwise have cause to leave the field of play.

7.3 Intervals for drinks

7.3.1 Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. Under conditions of extreme heat the umpires may permit extra intervals for drinks.

7.3.2 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 22.1.4 under Chapter VII).

7.3.3 Drinks interval cannot be forgone.

8 START OF PLAY; CESSATION OF PLAY

8.1 Hours of Play

8.1.1 There will be 2 sessions of 3 hours and 30 minutes each, separated by a 45 minutes interval between innings.

8.1.2 Hours of play:

9.00 a.m. to 12.30 p.m. (First Session)

12.30 p.m. to 1.15 p.m. (Lunch)

1.15 p.m. to 4.45 p.m. (Second Session)

8.2 Minimum Over Rates

8.2.1 The minimum over rate to be achieved in One Day Limited Over Matches shall be 14.28 overs per hour.

8.2.2 The actual over rate shall be calculated at the end of each innings by the umpires. The starting time of the last over of the innings shall be considered as closing time of innings for overrate calculation purpose.

8.2.3 In calculating the actual over rate for each innings, allowances will be given for the events occurring before the start of the last over of the innings as follows:

8.2.3.1 The time lost as a result of treatment given to a player by an authorised medical personnel on the field of play;

8.2.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;

8.2.3.3 The time taken for all umpire consultations;

8.2.3.4 The time lost as a result of time wasting by the batting side (which may in addition constitute a separate offence depending on context and seriousness of incident); and

8.2.3.5 The time lost due to all other circumstances that are beyond the control of the fielding side.

8.2.4 In the event of any time allowances being granted to the fielding team under clause 8.2.3.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.



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

8.3 Penal Provision for Slow Over rate

- 8.3.1 The penalty for slow over rate shall be runs which shall be calculated as twice the run rate of the batting side for every over short. The actual run rate shall be calculated after the completion of 50 overs of a side.

- 8.3.2 If the runs so arrived is a fraction, then it shall be rounded off to the next whole number. These runs then will be added to the corresponding batting side to arrive at their revised total.

- 8.3.3 At the conclusion of the First session, the VJD calculation shall be done only after arriving at the revised target.

- 8.3.4 The penalty clauses 8.3.1 and 8.3.2 shall apply for both the teams.

8.3.5 ILLUSTRATION

- (a) Scheduled hours of play 9.00 A.M. to 12.30 P.M. (1st Session)
- (b) For the team bowling first, **the last over commences at 12.45 P.M.**
- (c) Additional time taken = **15 minutes**
- (d) Allowances Allowed = **10 minutes**
- (e) Excess Time applicable for Penal provision = (15-10) = **5 minutes**
- (f) Score of the team batting first = **190 (50 overs)**
- (g) Run rate = $190/50 = 3.80$
- (h) No. of Overs short = $[\text{minutes in (e)}]/4.2 = 1.19 \sim 1$ (**Rounded down**)
- (i) Penalty Runs = Twice the run rate (g) x No of overs short (h) = $2 \times 3.80 \times 1 = 7.6$
- (j) Rounded up to next whole Number = $7.6 \sim 8$
- (k) Revised total of the team batting first after adding penalty runs (j) = $190 + 8 = 198$
- (l) Target for team batting second = 199

- 8.3.6 The same calculation as illustrated above will be done after the completion of the second innings and if necessary, the revised total for team batting second will be calculated. The result of the match will then be determined based on that.

9 INNINGS

9.1 Number of innings

A match shall be one innings for each side.

9.2 Alternate innings

Each side shall take their innings alternately.



9.3 Duration of Match

All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs. All matches shall be of one day's scheduled duration.

9.4 Length of Innings

9.4.1 Uninterrupted Matches.

9.4.1.1 Each team shall bat for 50 overs unless all out earlier.

9.4.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 30 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

9.4.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

9.4.1.4 If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

9.4.1.5 Penalties shall apply for slow over rates as per clause 8.3.

9.4.2 Delayed or Interrupted Matches

9.4.2.1 Delay or Interruption to the Innings of the Team Batting First (See tables 1 and 2 of Appendix E)

9.4.2.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

9.4.2.1.2 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

9.4.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.2, then the first innings is terminated and the provisions of 9.4.2.2 below take effect.



- 9.4.2.1.4 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.28 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.
- 9.4.2.1.5 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.
- 9.4.2.1.6 Penalties shall apply for slow over rates as per clause 8.3.
- 9.4.2.2 Delay or Interruption to the innings of the Team Batting Second (See tables 3 and 4 of Appendix E)
- 9.4.2.2.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- 9.4.2.2.2 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.
- 9.4.2.2.3 To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- 9.4.2.2.4 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.
- 9.4.2.2.5 A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.



9.4.2.2.6 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.

9.4.2.2.7 Penalties shall apply for slow over rates as per clause 8.3.

9.5 Number of Overs per Bowler

- 9.5.1 No bowler shall bowl more than 10 overs in an innings.
- 9.5.2 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.
- 9.5.3 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.
- 9.5.4 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.
- 9.5.5 The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

10 THE RESULT

10.1 A Win – one-innings match

- 10.1.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 14.3 under Chapter VII), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- 10.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 14.3 under Chapter VII), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be replayed.

10.2 Match Referee / Observer awarding a match

In addition to the clause 14.3 under Chapter VII

- 10.2.1 If action as in clause 14.3.2 under Chapter VII takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt within the same manner as provided for in clauses Delayed and Interrupted Matches and Changing agreed times for intervals.

10.3 All other matches – A Tie or Draw

- 10.3.1 A Tie



If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

10.3.2 A Draw

It is not applicable.

10.3.3 No Result

See 10.1.2 above.

10.4 Prematurely Terminated Matches - Calculation of the Target Score

10.4.1 Interrupted Matches - Calculation of the Target Score

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

10.4.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the VJD 'Par Score' determined at the instant of the suspension by the VJD method. 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.

10.5 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 14.8 under Chapter VII, they shall adopt the following procedure.

10.5.1 If, when the players leave the field, the side batting last has not completed its innings and the number of overs to be bowled in that innings has not been completed, 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.

10.5.2 If, at this call of Time, the overs have been completed, 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.



10.6 Match Points

10.6.1 Points Table

1	Win	Four Points
2	Tie or No result	Two Points
3	Loss	Zero Points

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

- The team with the most number of wins;
- Should there be equality in both points and wins, then the team who has won the match against each other when they have already played against each other;
- If points and wins are equal and above clause is not applicable then the team with the highest net run rate;
- If still equal, the relative position will be decided by playing a knock-out match as per the rules provided under this Chapter. In the unlikely event that the knock-out match does not produce a result or ends in a Tie, the winner will be decided by spin of coin, in presence of the Umpires.

10.6.2 Net Run Rate

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

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations.

Where a match is abandoned, but a result is achieved under VJD System, for net run rate purposes, team 1 will be accredited with team 2's Par Score on abandonment off the same number of overs faced by team 2. Where a match is concluded but with VJD System having been applied at an earlier point in the match, team 1 will be accredited with 1 run less than the final Target Score for team 2 off the total number of overs allocated to team 2 to reach the target.



11 No BALL

11.1 Free Hit

- 11.1.1 In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
- 11.1.2 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.
- 11.1.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
- 11.1.3.1 There is a change of striker, or
 - 11.1.3.2 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.
- 11.1.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances clause 19.1 under Chapter VII shall apply.
- 11.1.5 The umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

12 WIDE BALL

12.1 Judging a Wide

- 12.1.1 Any legside 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 legside a ball landing clearly outside the leg stump and going further away shall be called a wide.

13 THE FIELDER

13.1 Limitation of on side fielders

- 13.1.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.
- 13.1.2 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

13.2 Restrictions on the placement of fielders

- 13.2.1 In addition to the restrictions contained in clause 13.1.1 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.
- 13.2.2 The following fielding restrictions shall apply:



13.2.2.1 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. These 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.

13.2.2.2 At the instant of delivery:

13.2.2.2.1 Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

13.2.2.2.2 Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

13.2.2.2.3 Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

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

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8



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

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

Illustrations:

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

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

- 13.2.2.5 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 13.2.2.6 The scoreboard shall indicate the current Powerplay in progress.
- 13.2.2.7 In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.



Chapter X

Playing Conditions Applicable to First Division One Day Tournament Only

These playing conditions are applicable to only TNCA First Division One Day Tournament from 1 July 2021 and are in addition to the playing conditions laid under Chapter VII and Chapter IX.

1 THE UMPIRES

1.1 Use of artificial lights

Artificial lights shall not be used in day matches. In day night matches, Umpires in consultation with the Ground Authority will decide when the artificial lights will be switched on.

However in the opinion of the Umpires, natural light is deteriorating to an unsafe level, they will authorise the lights to be switched on earlier.

In the event of power Failure or lights malfunction; the provisions relating to the delay or interruption of play due to bad weather or light shall apply.

1.2 Day Night Matches

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

1.2.2 Sightcreens will be black.

2 THE BALL

2.1 Approval and control of balls

2.1.1 The following brands of cricket balls shall only be used during the league stage:

White SG-Test (LE)

2.1.2 Any team not complying with 2.1.1 above shall be deemed to have lost the particular match.

2.1.3 Each team shall possess a minimum of 6 same brand balls with varying degrees of usage for all League Matches to meet the replacement needs.

2.2 New ball

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

2.2.2 In a match reduced to 25 overs or less per side before the first innings commences, each team shall have only one new ball for its Innings.



3 START OF PLAY; CESSATION OF PLAY

3.1 Hours of Play

3.1.1 There will be 2 sessions of 3 hours and 30 minutes each, separated by a 45 minutes interval between innings.

3.1.2 Hours of play:

9.00 a.m. to 12.30 p.m. (First Session)

12.30 p.m. to 1.15 p.m. (Lunch)

1.15 p.m. to 4.45 p.m. (Second Session)

All day-night matches will start at a time as determined by TNCA with length of sessions and interval time being correspondingly changed as per the above timings.

4 THE RESULT

4.1 Match Points

4.1.1 Points Table

The below section will replace the 10.6.1 of Chapter IX for the purpose of First Division One Day Tournament.

1	Win	Four Points
2	Tie or No result	Two Points
3	Loss	Zero Points

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

- The team with the most number of wins;
- Should there be equality in both points and wins, then the team who has won the match against each other when they have already played against each other;
- If points and wins are equal and above clause is not applicable then the team with the highest net run rate;
- If still equal, the relative position will be decided by playing knock-out match as per the rules for “Knock-out matches for First Division One Day Tournament” provided under Chapter XV of these rules.



Chapter XI

Playing Conditions Applicable to Third, Fourth and Fifth Divisions Only

These playing conditions are applicable to only TNCA Third to Fifth Divisions from 1 July 2021 and are in addition to the playing conditions laid under Chapter VII.

1 General

- 1.1 The entrance fee payable by each team shall be Rs.150/- plus GST which will be remitted at the beginning of every season.
- 1.2 Matches will normally be posted on Sundays and holidays declared under the Negotiable Instruments Act and not exceeding Three Saturdays for scheduled matches and One Saturday for postponed match in a season. No matches, however, shall be posted on 1st January, Deepavali and Pongal.

2 THE BALL

2.1 Approval and control of balls

- 2.1.1 The following brands of cricket balls shall only be used:
(1) SG-Test, (2) SG-Test (L.E.), (3) SG Tournament Special (4) SG Tournament, (5) Stanford Club Special, (6) Stanford Yorker, (7) Pavilion Special, (8) Any other Ball with the prior approval of the TNCA.
- 2.1.2 TNCA will supply 15 balls of Stanford Yorker or any other equivalent brand(s) per season depending upon availability at any given point of time.
- 2.1.3 Any team not complying with 2.1.1 above shall be deemed to have lost the particular match.
- 2.1.4 Each team shall possess a minimum of 3 new balls for all League matches to meet replacement needs. The same brand of balls, even if it is old one, if the brand is visible, can be used in any given match to meet replacement needs. Failure to comply with this requirement shall result in points being awarded to the opponents.

3 THE PITCH

3.1 Non-turf pitches

Most of the Lower Division matches shall be played on non-turf pitches. No player shall be permitted to use boots with turf nails and spikes while batting or bowling in matches played on matting wickets.



4 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

4.1 Mowing

4.1.1 Responsibility for mowing

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

4.1.2 The pitch and outfield

Mowing of the pitch and outfield shall not apply.

4.2 Watering the pitch

The pitch shall not be watered during the match.

4.3 Re-marking creases

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

4.4 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 39 (Unfair play) under Chapter VII is not contravened.

5 COVERING THE PITCH

5.1 Before the match

The pitch may be entirely protected against rain up to the commencement of the match (i.e. Toss). See section 1 of Appendix A.

5.2 During the match

The pitch shall not be covered during the match in case of any weather interruption (except the Third division).

5.3 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 hours before the scheduled start of play on each morning of the match provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.



6 INTERVALS

6.1 Duration of intervals

- 6.1.1 There shall be a 45 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

6.2 Changing agreed times of intervals

- 6.2.1 If the innings of the team batting first is completed more than 10 minutes prior to the scheduled interval, a 10 minutes break will occur and the team batting second will commence its innings and the interval will occur as scheduled.
- 6.2.2 In an uninterrupted match, where the innings of the side batting first overruns, the length of the interval will be reduced as follows:
- 6.2.2.1 Up to 15 minutes, the interval will be reduced by the amount of time the innings actually overruns.
- 6.2.2.2 If the innings overruns by more than 15 minutes of the scheduled duration, then the interval will be reduced to 30 minutes.
- 6.2.3 If the match is interrupted due to adverse conditions of ground, weather and light or in exceptional circumstances, or the players have occasion to leave the field other than at a scheduled interval, then the lunch interval will be as scheduled and for the scheduled duration.
- 6.2.4 If the start of the match is delayed due to adverse conditions of ground, weather and light or in exceptional circumstances, the time of the lunch interval may be changed if the two umpires and both the captains agree. However, note that the duration of the interval will not change.
- 6.2.5 If at the time of the scheduled interval, the team batting second has lost nine wickets or requires no more than 25 runs to win, play shall continue until a result has been achieved, unless the players otherwise have cause to leave the field of play.

6.3 Intervals for drinks

- 6.3.1 Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. Under conditions of extreme heat the umpires may permit extra intervals for drinks.
- 6.3.2 Drink interval shall not exceed 5 minutes and Umpires shall enforce this sub clause rigidly.
- 6.3.3 There shall be no drink interval within 15 minutes of the scheduled time for lunch.
- 6.3.4 If the start of play is delayed or play is stopped due to bad light or rain then the drink interval shall be rearranged by the umpires and intimated to the captains.
- 6.3.5 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 22.1.4 under Chapter VII).



6.3.6 Drinks interval cannot be forgone.

7 START OF PLAY; CESSATION OF PLAY

7.1 Hours of Play

7.1.1 There will be 2 sessions of 3 hours and 30 minutes each, separated by a 45 minutes interval between innings.

7.1.2 Hours of play:

9.30 a.m. to 1.00 p.m. (First Session)

1.00 p.m. to 1.45 p.m. (Lunch)

1.45 p.m. to 5.15 p.m. (Second Session)

7.1.3 Any team which fails to report at the ground even after 30 minutes from the scheduled start of the play, that team will be deemed to have lost the match and the umpires will so record on the score sheet.

In exceptional circumstances, the umpires can use their judgment in waiving this rule and also adequately explain the situation in their report.

8 INNINGS

8.1 Number of innings

A match shall be one innings for each side.

8.2 Alternate innings

Each side shall take their innings alternately.

8.3 Duration of Match

All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs. All matches shall be of one day's scheduled duration.

8.4 Length of Innings

8.4.1 Uninterrupted Matches.

8.4.1.1 Each team shall bat for 50 overs unless all out earlier.

8.4.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 30 minutes. The team batting second shall receive its full quota of 50 overs irrespective



of the number of overs it bowled in the scheduled time for the cessation of the first innings.

8.4.1.3 If the team batting first is dismissed or declares its innings in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

8.4.1.4 If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

8.4.1.5 The Umpires are instructed to be very strict in case of any deliberate instances of time wasting by any team.

8.4.2 Delayed or Interrupted Matches

8.4.2.1 Delayed Start

8.4.2.1.1 If the start of the match is delayed by 30 minutes or more due to adverse conditions of ground, weather and light or in exceptional circumstances, 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 with a minimum of 25 overs for a team.

Note: If a match is reduced to 25 overs a side then it should start latest by 1:35 p.m.

8.4.2.1.2 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4.2 minutes per over, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

8.4.2.1.3 A fixed time will be specified for the commencement of the interval between the innings, and also the close of play for the match, by applying a rate of 4.2 minutes per over. When calculating the length of playing time available for the match, the duration of interval between the innings (10 minutes) and the lunch (45 minutes), 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.

8.4.2.1.4 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required numbers of overs have been bowled or the innings is completed.

8.4.2.1.5 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, light permitting, until the overs have been bowled or a result achieved. Otherwise the match is drawn.



8.4.2.1.6 The Umpires are instructed to be very strict in case of any deliberate instances of time wasting by any team.

8.4.2.2 Interrupted Match

8.4.2.2.1 Once the game has commenced, there shall be no reduction in the number of overs to be bowled by each team even if the match is interrupted due to adverse conditions of ground, weather and light or in exceptional circumstances.

8.4.2.2.2 After the start of the match, if the match is interrupted due to adverse conditions of ground, weather and light or in exceptional circumstances, the time and duration of the lunch interval shall not be changed. As a result of the interruption, there might be an additional break for interval between the innings which shall be for 10 minutes.

8.4.2.2.3 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required numbers of overs have been bowled or the innings is completed.

8.4.2.2.4 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, light permitting, until the overs have been bowled or a result achieved. Otherwise the match is drawn.

8.4.2.2.5 The Umpires are instructed to be very strict in case of any deliberate instances of time wasting by any team.

8.5 Number of Overs per Bowler

8.5.1 No bowler shall bowl more than 15 overs in an innings.

8.5.2 In a match with delayed start, this limit will be proportionately (30%) reduced. Fractions shall be ignored.

8.5.3 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.

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

9 DECLARATION

9.1 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.



9.2 Notification

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

10 THE RESULT

10.1 A Win – one-innings match

10.1.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 14.3 under Chapter VII), any match in which there has been less than 3½ hours of play due to adverse conditions of ground, weather and light or in exceptional circumstances, and in which a result has not been achieved shall be replayed.

10.1.2 In the event of abandonment of a match due to inclement weather both the teams shall be represented at the scheduled start of the game by at least one player or a member of the club who shall remain at the ground till the match is officially called off by Umpires. Any team not complying with this provision shall be deemed to have lost that match.

10.2 Match Referee / Observer awarding a match

In addition to the clause 14.3 under Chapter VII

10.2.1 If action as in clause 14.3.2 under Chapter VII takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt within the same manner as provided for in clauses Delayed and Interrupted Matches and Changing agreed times for intervals.

10.3 All other matches – A Tie or Draw

10.3.1 A Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal.

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

10.3.2 A Draw

If the team fielding second fails to bowl the allocated 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. Otherwise the match is drawn.

10.3.3 No Result

See 10.1.1 above.



10.4 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 14.8 under Chapter VII they shall adopt the following procedure.

10.4.1 If, when the players leave the field, the side batting last has not completed its innings and the number of overs to be bowled in that innings has not been completed, 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.

10.4.2 If, at this call of Time, the overs have been completed, 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.

10.5 Match Points

10.5.1 Points Table

1	Win	Four Points
2	Tie	Two Points to each team
3	Draw	One Point to each team
4	Loss	Zero Point

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

- The team with the most number of wins;
- Should there be equality in both points and wins, then the team who has won the match against each other when they have already played against each other;
- If points and wins are equal and above clause is not applicable then the team with the higher run quotient;
- If still equal, the relative position will be decided by playing knock-out match as per the rules for “Knock-out matches for Third to Fifth Divisions” provided under Chapter XV of these rules.

10.5.2 Run Quotient

It will be calculated thus:

- (i) Divide the total number of runs scored by the team by the total number of wickets lost by it.
- (ii) Divide the total numbers of runs scored against the team by the total number of wickets taken by it.
- (iii) Divide the former (i) by latter (ii). The team having the higher percentage shall be considered to have better run quotient.



Chapter XII

Playing Conditions Applicable to Sixth Division Only

These playing conditions are applicable to only TNCA Sixth Division from 1 July 2021 and are in addition to the playing conditions laid under Chapter VII.

1 General

- 1.1 The entrance fee payable by each team shall be Rs.150/- plus GST which will be remitted at the beginning of every season.
- 1.2 Matches will normally be posted on Saturdays, Sundays and Holidays declared under the Negotiable Instruments Act and not exceeding three Saturdays for scheduled matches and one Saturday for postponed match in a season. No matches, however, shall be posted on 1st January, Deepavali and Pongal.

2 THE BALL

2.1 Approval and control of balls

- 2.1.1 The following brands of cricket balls shall only be used:
(1) SG Test, (2) SG Tournament, (3) Stanford Club Special, (4) Standford yorker, (5) Pavilion Special, (6) any other ball with the prior approval of TNCA.
- 2.1.2 Any team not complying with 2.1.1 above shall be deemed to have lost the particular match.
- 2.1.3 Each team shall possess a minimum of 3 new balls for all League matches to meet replacement needs. The same brand of balls, even if it is old one, if the brand is visible, can be used in any given match to meet replacement needs. Failure to comply with this requirement shall result in points being awarded to the opponents.

3 THE PITCH

3.1 Non-turf pitches

Most of the Lower Division matches shall be played on non-turf pitches. No player shall be permitted to use boots with turf nails and spikes while batting or bowling in matches played on matting wickets.

4 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

4.1 Mowing

- 4.1.1 Responsibility for mowing



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

4.2 Watering the pitch

The pitch shall not be watered during the match.

4.3 Re-marking creases

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

4.4 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 39 (Unfair play) under Chapter VII is not contravened.

5 COVERING THE PITCH

5.1 Before the match

The pitch may be entirely protected against rain up to the commencement of the match.

5.2 During the match

The pitch shall not be covered during the match in case of any weather interruption.

5.3 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 hours before the scheduled start of play on each morning of the match provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

6 INTERVALS

6.1 Duration of intervals

6.1.1 There shall be a 10 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

6.2 Changing agreed times of intervals

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

6.2.2 In an uninterrupted match, where the innings of the side batting first overruns, the length of the interval will not be reduced.



- 6.2.3 If the match is interrupted due to adverse conditions of ground, weather and light or in exceptional circumstances, or the players have occasion to leave the field other than at a scheduled interval, then the interval between the innings will be as scheduled and for the scheduled duration.
- 6.2.4 If the start of the match is delayed due to adverse conditions of ground, weather and light or in exceptional circumstances, the time of the interval between the innings may be changed if the two umpires and both the captains agree. However, note that the duration of the interval will not change.

6.3 Intervals for drinks

- 6.3.1 One drinks break per session shall be taken after the completion of 15 overs in an uninterrupted match.
- 6.3.2 Drink interval shall not exceed 5 minutes and Umpires shall enforce this sub clause rigidly.
- 6.3.3 There shall be no drink interval within 15 minutes of the scheduled time for interval between the innings.
- 6.3.4 If the start of play is delayed or play is stopped due to bad light or rain then the drink interval shall be rearranged by the umpires and intimated to the captains.
- 6.3.5 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 22.1.4 under Chapter VII).
- 6.3.6 Drinks interval cannot be forgone.

7 START OF PLAY; CESSATION OF PLAY

7.1 Hours of Play

- 7.1.1 The matches will commence at 07.30 a.m. and 1.00 p.m. respectively. In a match there will be 2 sessions of 2 hours and 10 minutes each with 10 minutes interval between innings as detailed below:
- 7.1.2 Hours of play:

Morning match

- 7.30 A.M. to 9.40 A.M. - First Innings
- 9.40 A.M. to 9.50 A.M. - Interval
- 9.50 A.M. to 12.00 noon - Second Innings



Afternoon match

1.00 P.M. to 3.10 P.M. - First Innings

3.10 P.M. to 3.20 P.M. - Interval

3.20 P.M. to 5.30 P.M. - Second Innings

- 7.1.3 Any team which fails to report at the ground even after 15 minutes from the scheduled start of the play, that team will be deemed to have lost the match and the umpires will so record on the score sheet.

In exceptional circumstances, the umpires can use their judgment in waiving this rule and also adequately explain the situation in their report.

8 INNINGS

8.1 Number of innings

A match shall be one innings for each side.

8.2 Alternate innings

Each side shall take their innings alternately.

8.3 Duration of Match

All matches will consist of one innings per side, each innings being limited to a maximum of 30 overs. All matches shall be of one day's scheduled duration.

8.4 Length of Innings

8.4.1 Uninterrupted Matches.

8.4.1.1 Each team shall bat for 30 overs unless all out earlier.

8.4.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be of 10 minutes duration. The team batting second shall receive its full quota of 30 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

8.4.1.3 If the team batting first is dismissed in less than 30 overs, the team batting second shall be entitled to bat for 30 overs.

8.4.1.4 If the team fielding second fails to bowl 30 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.

8.4.1.5 The Umpires are instructed to be very strict in case of any deliberate instances of time wasting by any team.

8.4.2 Delayed or Interrupted Matches



8.4.2.1 Delay or Interruption to the Innings of the Team Batting First

- 8.4.2.1.1 In the event of a delayed start by 15 minutes or more due to weather conditions or any other unavoidable reasons, or 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, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.
- 8.4.2.1.2 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 15 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
- 8.4.2.1.3 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 8.4.2.2 below take effect.
- 8.4.2.1.4 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, 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.
- 8.4.2.1.5 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.
- 8.4.2.1.6 The Umpires are instructed to be very strict in case of any deliberate instances of time wasting by any team.

8.4.2.2 Delay or Interruption to the innings of the Team Batting Second

- 8.4.2.2.1 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.



- 8.4.2.2.2 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.
- 8.4.2.2.3 To constitute a match, a minimum of 15 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- 8.4.2.2.4 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.
- 8.4.2.2.5 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 and interruptions in play, will be taken into consideration in specifying this time.
- 8.4.2.2.6 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.
- 8.4.2.2.7 The Umpires are instructed to be very strict in case of any deliberate instances of time wasting by any team.

8.5 Number of Overs per Bowler

- 8.5.1 No bowler shall bowl more than 8 overs in an innings.
- 8.5.2 In a match with delayed start, this limit will be proportionately (26.67%) reduced. Fractions shall be ignored.
- 8.5.3 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.
- 8.5.4 The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

9 THE RESULT

9.1 A Win – one-innings match

- 9.1.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 14.3 under Chapter VII), a result can be achieved only if both teams have had the opportunity of batting for at least 15 overs, unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs.



9.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 14.3 under Chapter VI), all matches in which both teams have not had an opportunity of batting for a minimum of 15 overs, shall be declared a No Result and shall be replayed.

9.1.3 In the event of abandonment of a match due to inclement weather both the teams shall be represented at the scheduled start of the game by at least one player or a member of the club who shall remain at the ground till the match is officially called off by Umpires. Any team not complying with this provision shall be deemed to have lost that match.

9.2 Match Referee / Observer awarding a match

In addition to the clause 14.3 under Chapter VI

9.2.1 If action as in clause 14.3.2 under Chapter VII takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt within the same manner as provided for in clauses Delayed and Interrupted Matches and Changing agreed times for intervals.

9.3 All other matches – A Tie or Draw

9.3.1 A Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal.

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen. The points will be shared.

9.3.2 No Result

See 9.1.2 above.

9.4 Prematurely Terminated Matches - Calculation of the Target Score

9.4.1 Interrupted Matches - Calculation of the Target Score

If the innings of the team batting second is delayed / interrupted and it is not able to receive its full quota of 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 below method.

$$\text{Par Score (for team batting second)} = \frac{\text{Runs scored (by Team batting first)}}{\text{Total number of fair deliveries actually played}} \times \text{Total number of fair deliveries allocated to team batting second}$$

The par score calculated above will be rounded up to the next whole number and one run more will be the Target.



If a team batting first is all out, then its full quota of overs will be taken into account for calculating the target score in the formula above.

9.4.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 15 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison of the strike rate, as calculated below. If the strike rate for both teams is equal, the match is a Tie. Otherwise whichever team has a better strike rate will win.

$$\text{Strike Rate} = \frac{\text{Runs scored}}{\text{Total number of fair deliveries actually played}}$$

If a team batting first is all out, then its full quota of overs will be taken into account for calculating the strike rate in the formula above.

9.5 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 14.8 under Chapter VII, they shall adopt the following procedure.

9.5.1 If, when the players leave the field, the side batting last has not completed its innings and the number of overs to be bowled in that innings has not been completed, 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.

9.5.2 If, at this call of Time, the overs have been completed, 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.

9.6 Match Points

9.6.1 Points Table

1	Win	Four Points
2	Tie	Two Points to each team
3	Loss	Zero Point



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

- The team with the most number of wins;
- Should there be equality in both points and wins, then the team who has won the match against each other when they have already played against each other;
- If points and wins are equal and above clause is not applicable then the team with the higher run quotient;
- If still equal, the relative position will be decided by playing knock-out match as per the rules for “Knock-out matches for Sixth Division” provided under Chapter XV of these rules.

9.6.2 Run Quotient

It will be calculated thus:

- (i) Divide the total number of runs scored by the team by the total number of wickets lost by it.
- (ii) Divide the total numbers of runs scored against the team by the total number of wickets taken by it.
- (iii) Divide the former (i) by latter (ii). The team having the higher percentage shall be considered to have better run quotient.

10 FIELDER’S ABSENCE; SUBSTITUTES

10.1 Fielder absent or leaving the field of play

10.1.1 For the sixth division matches, a player’s unexpired Penalty time shall be limited to a maximum of 45 minutes. See clause under 22.2 Chapter VII.

11 THE FIELDER

11.1 Limitation of on side fielders

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

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

12 UNFAIR PLAY

12.1 Bowling of dangerous and unfair short pitched deliveries

12.1.1 For the sixth division matches, a bowler shall be limited to one fast short-pitched deliveries (instead of two) per over. See clause under 39.6.2 Chapter VII.



Chapter XIII

Promotion and Relegation

1. Teams will be promoted or relegated on the basis of the rules framed herein. A table will be prepared at the end of the League Championship Tournament for each zone or division as the case may be based on number of points obtained by each team in that Zone or division and ranking them in the order of points obtained for the purpose of promotion and relegation. How to determine the relative position of the teams in the table has been described in the respective chapters pertaining to each Division.
2. **First Division**
The last two teams in First Division will be relegated to Second Division.
3. **Second Division**
 - (a) The first and second placed teams of Second Division will be promoted to First Division.
 - (b) The last two teams in Second Division will be relegated to Third Division.
4. **Third Division**
 - (a) The first placed team from each of 'A' & 'B' zones in Third Division will be promoted to Second Division.
 - (b) The last placed team in each of 'A' & 'B' zones in Third Division will be relegated to Fourth Division.
5. **Fourth Division**
 - (a) A total of six teams will be promoted to Third Division. The first placed team from each of 'A', 'B', 'C' & 'D' zones in Fourth Division will be promoted directly to Third Division. Two more teams for the purpose of promotion shall be decided by play-off matches among the four teams placed in the second position in each of the four zones.
 - (b) The last placed team in each of 'A', 'B', 'C' & 'D' zones in Fourth Division will be relegated to Fifth Division. The fifth team for the purpose of relegation shall be decided by play-off matches among the four teams placed in the last but one position in each of the four zones.
6. **Fifth Division**
 - (a) The first placed team from each of 'A', 'B', 'C', 'D' & 'E' zones in Fifth Division will be promoted to Fourth Division
 - (b) The last placed team in each of 'A', 'B', 'C', 'D' & 'E' zones in Fifth Division will be relegated to the Sixth Division.
7. **Sixth Division**
The first placed team from each of 'A' & 'B' zones in Sixth Division will be promoted to Fifth Division. One more team for the purpose of promotion shall be decided by play-off matches among the two teams placed in the second position in each of the two zones.
8.
 - (a) Any vacancy arising in any division by reason of teams not opting to take part in the league tournament shall be filled in only by promoting the next team standing in the order of placement from the next lower division as finally allocated by LSC at the beginning of every season.
 - (b) In the second division, the team that is placed next in order of the teams already promoted shall be considered for the purpose of promoting a team to the first division. In case when there is



more than one Zone in any division the team that has the highest number of points among the remaining teams in the next lower division will be considered for promotion. In the event of the number of points being equal, the team with higher run quotient will be considered for promotion.



Chapter XIV

Champions of Divisions and Winners of Zones

1. The top four teams in the table of points in the First Division shall play for Championship among themselves on knock-out basis as laid down in chapter XV, which will be decided on lot.
2. The teams which obtain the maximum number of points in second division and in each zone in third, fourth, fifth and sixth division shall be declared the winners of the respective zones.
3. The winners of each zone in the third, fourth, fifth and sixth divisions respectively shall play each other on a knock-out basis as laid down in chapter XV and the winners shall be declared the champions of the respective divisions.
4. (a) The RAJA OF PALAYAMPATTI SHIELD shall be awarded to the Champion team of the First Division.
(b) The S.R.JAGANNATHAN TROPHY shall be awarded to the runner up of First Division.
(c) VAP TROPHY shall be awarded to the Champion team of First Division One Day Tournament.
5. The C.P.JOHNSTONE SHIELD instituted by Mr. V. Pattabhiraman shall be awarded to the Champion team of the Second Division.
6. THE C.R.PATTABHIRAMAN SHIELD instituted by Mr. V. Pattabhiraman shall be awarded to the Champion team of Third Division.
7. THE BISHOP WALLER SHIELD instituted by Mr. S. Kannan shall be awarded to the Champion team of Fourth Division.
8. Dr. P. SUBBARAYAN SHIELD instituted by Dr. Subbarayan shall be awarded to the Champion team of Fifth Division.
9. Dr. P. V. H. BABU SHIELD shall be awarded to the Champion team of Sixth Division.
10. The winners of the respective Zones from the III to V Division shall be awarded Shields as under:
 - (i) C. R. RANGACHARI SHIELD for winners of 'A' Zone of III Division.
 - (ii) G. PARTHASARATHY SHIELD for winners of 'B' Zone of III Division.
 - (iii) N. KANNAYIRAM SHIELD for winners of 'A' Zone of IV Division.
 - (iv) A. G. KRIPAL SINGH SHIELD for winners of 'B' Zone of IV Division.
 - (v) K. S. KANNAN SHIELD for winners of 'C' Zone of IV Division.
 - (vi) P. ANANDARAU SHIELD for winners of 'A' Zone of V Division.
 - (vii) V. P. RAGHAVAN SHIELD for winners of 'B' Zone of V Division.
 - (viii) M. V. KASTURI RANGAN SHIELD for winners of 'C' Zone of V Division.
 - (ix) S. ANNADORAI SHIELD for winners of 'D' Zone of V Division.
 - (x) T. K. N. BABU SHIELD for winners of 'A' Zone of VI Division.
 - (xi) P. C. RAMUDU SHIELD for winners of 'B' Zone of VI Division.

Note: Name of Shield for IV-D and V-E will be decided by AC in due course.

Runner-up Trophies for the Second placed team in all the Zones / Divisions shall be awarded for Second to Sixth Division.



Chapter XV

Knock-Out Matches

1 KNOCK-OUT MATCHES FOR FIRST DIVISION

Playing Conditions for First Division will be applicable except as varied here under.

1.1 Determining the result of the match

- 1.1.1 The winner of the match shall be decided on two innings. If two innings are not completed, it shall be decided on the first innings.
- 1.1.2 If at the end of the final day
 - 1.1.2.1 the first innings ends in a tie and there is no further conclusion to the match, or
 - 1.1.2.2 the first innings is not completed and the team batting second does not have an opportunity to play a minimum of 50 oversthe match shall be extended by a day.
- 1.1.3 If the match is extended as described in 1.1.2 above by one full day, the last hour will be rescheduled on the extended day and all the sections in clause 8 of Chapter VIII regarding last hour shall apply.
- 1.1.4 For avoidance of doubt, last hour should not be taken on the original scheduled last day if after 75 overs or one hour of playing time remains whichever is later, either 1.1.2.1 or 1.1.2.2 is applicable.
- 1.1.5 However the game will continue as any normal day's game till the overs for the day are bowled. If first inning lead is not achieved then the game is extended by one day. But if the first inning lead is achieved after the last hour is dispensed with, the two Captains may agree to call off the match.
- 1.1.6 In such an event where the game goes into an extra day the last hour will be as per clause 8 of Chapter VIII.
- 1.1.7 the first innings ends in a tie and there is no further conclusion to the match
 - 1.1.7.1 if still a result is not achieved on the extended day, the winner of the match will be determined by the run quotient up to the previous match. The team having higher run quotient shall be considered winner.
 - 1.1.7.2 the umpires in consultation with the captains may call off the match at or after the Lunch on the extended day provided that the umpires are satisfied that there is no possibility of any other result if the game is continued and the winner will be decided as per 1.1.3 above.
- 1.1.8 the first innings is not completed and the team batting second does not have an opportunity to play a minimum of 50 overs



- 1.1.8.1 when the game is thus extended by an extra day, if first innings lead is achieved then the game is to be stopped immediately.
- 1.1.8.2 if still a first innings lead is not achieved and the team batting second does not have an opportunity to play a minimum of 50 overs on the extended day, the winner of the match will be determined by the run quotient up to the previous match. The team having higher run quotient shall be considered winner.
- 1.1.8.3 if the team batting second has played at least 50 overs and still a first innings lead is not achieved on the extended day, the winner of the match will be determined by the run quotient and the run rate during the match. The team batting second shall be declared winner if both the quotient and run rate is greater than that of the team batting first. If otherwise, the teams batting first shall be declared winner.
 - 1.1.8.3.1 In case the team batting first declares or is all out before playing the 90 overs allocated, then for run rate calculation, total overs will be considered as 90.
- 1.1.8.4 The umpires in consultation with the captains may call off the match at or after the Lunch on the final day provided a first innings lead has been achieved and provided that in the opinion of umpires there is no possibility of any other result if the game is continued.
- 1.1.9 In case the run quotient in 1.1.7.1 and 1.1.8.2 above is not able to determine the winner, the winner will be decided by spin of the coin (except in the finals, where both teams would be the joint winners)

1.2 Penal Provision for Slow Over rate

- 1.2.1 Every fielding team shall achieve an overall average rate of at least 15 overs per hour, the rate being calculated at the end of the just concluded innings (part of an over bowled in an innings shall be reckoned as full over).
- 1.2.2 Any team not complying with the above provision, for every over bowled short it shall be penalised by adding runs to the batting side.
- 1.2.3 The penalty for slow over rate shall be runs which shall be calculated as twice the run rate of the batting side in that innings for every over short.
- 1.2.4 If the run so arrived is a fraction, then it shall be rounded off to the next whole number. These runs then will be added to the corresponding batting side to arrive at their revised total.



2 KNOCK-OUT MATCHES FOR FIRST DIVISION ONE DAY TOURNAMENT

Playing Conditions for First Division One Day Tournament will be applicable except as varied here under.

2.1 Determining the result of the match

At knock out stage if result cannot be obtained by VJD System or the match ends in a tie, the right to play in the next stage will be decided as under:

- 2.1.1 The team with highest number of points in league phase.
- 2.1.2 Should there be equality in points, most number of wins in league phase.
- 2.1.3 Should there be equality in number of wins, then the team who has won the match against each other if they have already played against each other in the league.
- 2.1.4 Should there be equality in number of wins and 2.1.3 above is not applicable then team with higher net run rate calculated in the league phase.
- 2.1.5 In case of winner cannot be determined after applying above clauses then winner will be decided by spin of coin, in presence of the Umpires.
- 2.1.6 If no result is achieved in a Final, both the teams will be joint winners.

3 KNOCK-OUT MATCHES FOR THIRD TO FIFTH DIVISIONS

Playing Conditions for Third to Fifth Divisions will be applicable except as varied here under.

3.1 Length of Innings

3.1.1 Uninterrupted Matches.

- 3.1.1.1 Each team shall bat for 50 overs unless all out earlier.
- 3.1.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 30 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- 3.1.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- 3.1.1.4 If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- 3.1.1.5 Penalties shall apply for slow over rates as per clause 3.2.

3.1.2 Delayed or Interrupted Matches

- 3.1.2.1 Delay or Interruption to the Innings of the Team Batting First



- 3.1.2.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4.2 minutes per over, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.
- 3.1.2.1.2 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 25 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
- 3.1.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.2, then the first innings is terminated and the provisions of 3.1.2.2 below take effect.
- 3.1.2.1.4 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 4.2 minutes per over. 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.
- 3.1.2.1.5 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.
- 3.1.2.1.6 Penalties shall apply for slow over rates as per clause 3.2.
- 3.1.2.2 Delay or Interruption to the innings of the Team Batting Second
- 3.1.2.2.1 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 4.2 minutes per over, 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.
- 3.1.2.2.2 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.



- 3.1.2.2.3 To constitute a match, a minimum of 25 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- 3.1.2.2.4 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.
- 3.1.2.2.5 A fixed time will be specified for the close of play by applying a rate of 4.2 minutes per over. 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.
- 3.1.2.2.6 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.
- 3.1.2.2.7 Penalties shall apply for slow over rates as per clause 3.2.

3.2 Penal Provision for Slow Over rate

- 3.2.1 The penalty for slow over rate shall be runs which shall be calculated as twice the run rate of the batting side for every over short. The actual run rate shall be calculated after the completion of 50 overs of a side.
- 3.2.2 If the runs so arrived is a fraction, then it shall be rounded off to the next whole number. These runs then will be added to the corresponding batting side to arrive at their revised total.
- 3.2.3 At the conclusion of the First session, the Norm Method calculation (if necessary) shall be done only after arriving at the revised target.
- 3.2.4 The penalty clauses 3.2.1 and 3.2.2 shall apply for both the teams.
- 3.2.5 ILLUSTRATION

- (a) Scheduled hours of play 9.30 A.M. to 1.00 P.M. (1st Session)
- (b) For the team bowling first, **the last over commences at 1.15 P.M.**
- (c) Additional time taken = **15 minutes**
- (d) Allowances Allowed = **10 minutes**
- (e) Excess Time applicable for Penal provision = (15-10) = **5 minutes**
- (f) Score of the team batting first = **190 (50 overs)**
- (g) Run rate = $190/50 = 3.80$
- (h) No. of Overs short = $[\text{minutes in (e)}]/4.2 = 1.19 \sim 1$ (**Rounded down**)
- (i) Penalty Runs = Twice the run rate (g) x No of overs short (h) = $2 \times 3.80 \times 1 = 7.6$
- (j) Rounded up to next whole Number = $7.6 \sim 8$
- (k) Revised total of the team batting first after adding penalty runs (j) = $190 + 8 = 198$
- (l) Target for team batting second = 199



- 3.2.6 The same calculation as illustrated above will be done after the completion of the second innings and if necessary, the revised total for team batting second will be calculated. The result of the match will then be determined based on that.

3.3 Limitation of on side fielders

- 3.3.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.
- 3.3.2 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

3.4 Delayed / Interrupted Matches - Calculation of the Target Score

- 3.4.1 If the innings of the team batting second is delayed or interrupted and it is not able to receive its full quota of overs, the target score shall be calculated as follows:

Over Bowled in the Innings	Norm
25	150
26	154
27	158
28	163
29	167
30	171
31	175
32	178
33	182
34	185
35	189
36	192
37	195
38	198
39	201
40	204
41	207
42	209
43	212
44	214
45	216
46	218
47	220
48	222
49	224
50	225



The formula of the target score for the team batting second is as follows:

$$\text{Target Score (for team batting second)} = \frac{\text{Norm for team batting second}}{\text{Norm for team batting first}} \times \text{Runs Scored by team batting first}$$

3.4.2 Innings of team batting second is delayed/interrupted

If the Innings of the side batting second is delayed and it is not able to receive its full quota of overs, the revised target is to be calculated as explained in 3.4.1 above. The 'Target Score' will always be a whole number and one run less will be called the 'Par Score'. If the score is equal to the 'Par Score', the match is a Tie.

Illustration:

Team batting first has scored 250 runs in 50 overs. As a result of delay or interruption, if the second Innings is reduced to 29 overs, then the 'Target Score' for team batting second will be calculated as follows:

Norm for team batting first = 225 (from the table above corresponding to 50 overs)

Norm for team batting second = 167 (from the table above corresponding to 29 overs)

Target Score = $(167/225) \times 250 = 185.55 \approx 185$

Par Score = $185 - 1 = 184$

3.4.3 Prematurely Terminated Matches

If the Innings of the side batting second is suspended (with at least 25 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the 'Par Score' determined at the instant of the suspension, to be calculated as explained in 3.4.2 above. The number of overs completed for the team batting second will be taken to determine the Norm score for team batting second. 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'.

Illustration:

Team batting first has scored 250 runs in 50 overs. Team batting second has scored 186 runs in 30.2 overs. As a result of rain, the second Innings is interrupted and the match is not able to recommence. The 'Par Score' for team batting second will be calculated as follows:

Norm for team batting first = 225 (from the table above corresponding to 50 overs)

Norm for team batting second = 171 (from the table above corresponding to 30 overs)

Target Score = $(171/225) \times 250 = 190$

Par Score = $190 - 1 = 189$



The team batting second has lost the match by 189 (Par Score) – $186 = 3$ runs.

- 3.4.4 In the event of a team batting first is all out or declares in less than its full quota of overs, the calculation shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed / declared.

3.5 Determining the result of the match

- 3.5.1 In matches, where both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner.
- 3.5.2 If the match ends in a tie
- 3.5.2.1 the team which has scored the total runs is lesser number of overs shall be the winner.
 - 3.5.2.2 If the overs and the runs are equal then the team that has lost the lesser number of wickets shall be the winner.
 - 3.5.2.3 If the number of overs bowled, the wickets lost and the runs scored are equal, the team with highest number of points at the league stage will be the winner.
 - 3.5.2.4 Should there be equality in points, the team with highest number of wins at the league stage will be the winner.
 - 3.5.2.5 Should there be equality in number of wins, the team with higher run quotient calculated in the league phase will be the winner.
- 3.5.3 At knock out stage if result cannot be obtained, the match shall be replayed.

4 KNOCK-OUT MATCHES FOR SIXTH DIVISION

Playing Conditions for Sixth Division will be applicable except as varied here under.

4.1 Penal Provision for Slow Over rate

- 4.1.1 The penalty for slow over rate shall be runs which shall be calculated as twice the run rate of the batting side for every over short. The actual run rate shall be calculated after the completion of 30 overs of a side.
- 4.1.2 If the runs so arrived is a fraction, then it shall be rounded off to the next whole number. These runs then will be added to the corresponding batting side to arrive at their revised total.
- 4.1.3 At the conclusion of the First session, the Par Score calculation (if necessary) shall be done only after arriving at the revised target.
- 4.1.4 The penalty clauses 4.1.1 and 4.1.2 shall apply for both the teams.
- 4.1.5 ILLUSTRATION
- (a) Scheduled hours of play 7.30 A.M. to 9.40 A.M. (1st Session)
 - (b) For the team bowling first, **the last over commences at 9.55 A.M.**
 - (c) Additional time taken = **15 minutes**
 - (d) Allowances Allowed = **10 minutes**



- (e) Excess Time applicable for Penal provision = $(15-10) = 5$ minutes
- (f) Score of the team batting first = **160 (30 overs)**
- (g) Run rate = $160/30 = 5.33$
- (h) No. of Overs short = $[\text{minutes in (e)}]/4 = 1.25 \sim 1$ (**Rounded down**)
- (i) Penalty Runs = Twice the run rate (g) x No of overs short (h) = $2 \times 5.33 \times 1 = 10.66$
- (j) Rounded up to next whole Number = $10.66 \sim 11$
- (k) Revised total of the team batting first after adding penalty runs (j) = $160 + 11 = 171$
- (l) Target for team batting second = 172

4.1.6 The same calculation as illustrated above will be done after the completion of the second innings and if necessary, the revised total for team batting second will be calculated. The result of the match will then be determined based on that.

4.2 Determining the result of the match

4.2.1 In matches, where both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner.

4.2.2 If the match ends in a tie

4.2.2.1 the team which has scored the total runs is lesser number of overs shall be the winner.

4.2.2.2 If the overs and the runs are equal then the team that has lost the lesser number of wickets shall be the winner.

4.2.2.3 If the number of overs bowled, the wickets lost and the runs scored are equal, the team with highest number of points at the league stage will be the winner.

4.2.2.4 Should there be equality in points, the team with highest number of wins at the league stage will be the winner.

4.2.2.5 Should there be equality in number of wins, the team with higher run quotient calculated in the league phase will be the winner.

4.2.3 At knock out stage if result cannot be obtained, the match shall be replayed.

5 GENERAL POINTS

5.1 Balls

The match balls for the knock-out matches shall be specifically provided by TNCA (including library of old balls) and shall be brought by any of the TNCA Representative to the Ground.

5.2 Run Quotient

It will be calculated thus:

- (i) Divide the total number of runs scored by the team by the total number of wickets lost by it.
- (ii) Divide the total numbers of runs scored against the team by the total number of wickets taken by it.
- (iii) Divide the former (i) by latter (ii). The team having the higher percentage shall be considered to have better run quotient.



Chapter XVI

Penal Provisions

1. Any team that concedes to the opponent team with a view to help or prevent as the case may be any Team to win Championship or promotion or to avoid relegation, shall be debarred from taking part in the league tournament for a period of one year in addition to the season in which such infringement has taken place. This penalty is also applicable to the team which is benefitted by such unfair play.
2. Any team that gives a walk over to the opponent team with a view to help or prevent as the case may be any Team to win Championship or promotion or avoid relegation, shall be debarred from taking part in the league tournament for a period of one year in addition to the season in which the said incident had taken place.
3. In the event of a club being debarred from taking part in the league championship tournament in the midst of a season, points accrued to the teams that have already played matches earlier against the debarred team shall be deleted in its entirety so as to maintain parity among other teams in the Zone / Division
4. For any said violation not listed in this chapter, the LSC may inform the AC for appropriate action.



Chapter XVII

The Protests

1. Protest can be lodged by a Club with TNCA on any match played on the interpretation of any rule framed herein.
2. All protests shall be lodged in writing with TNCA within seventy-two hours of the termination of the match in question.
3. The protest giving the grounds of protest in detail should be duly signed by the Secretary or the authorized representative of the club.
4. (a) Each protest shall be accompanied by a fee of Rs. 50/- by cash.
(b) In the event of the protest being dismissed, the fee will be forfeited. If the protest is upheld the fee will be refunded.
(c) Protest unaccompanied by protest fee will not be considered.
5. (a) The LSC shall hear such protests and give its findings.
(b) In the absence of the Chairman, LSC shall nominate one among its members as Chairman.
(c) No member of the LSC shall either take part or vote at the hearing of the protest in which he is a registered player / office-bearer / Apex Council Member, if his club is concerned as a party.
6. (a) On receipt of the protest the TNCA shall forward a copy of the protest to the club/clubs under registered post with acknowledgement due / or by courier against whom the protest is made.
(b) The club to whom a copy of the protest has been served shall submit a written statement to the TNCA within seven days with reference to the protest.
(c) In the event of non-receipt of a written statement as required under sub clause (b) of this clause it will be presumed that the club/ clubs has nothing to say against the protest.
(d) The TNCA shall arrange to convene a meeting of the LSC as early as practicable and the parties to the protest will be required to be present.
(e) The TNCA shall also send copies of protest to the Umpires wherever required and Members of the LSC.
(f) The LSC shall have the powers to summon such person or persons as it may deem fit to record their evidences for proper disposal of the Protest.
(g) The LSC may call for such reports as it may require from the concerned persons as it may deem necessary for the purpose of disposal of the protest.
(h) If there is a protest regarding the residential status or employment status of any player: the player / club shall prove to the satisfaction of the LSC the bonafide of such a status.
7. The LSC shall give its findings normally within three weeks from the date of conclusion of the hearing of the protest.
8. (a) The appeal against the decision of LSC shall lie with an Appellate Body constituted under these rules.
(b) The Appellate Body shall consist of three members who shall have officiated at least as an umpire in Ranji Trophy matches and / or played 25 First-Class matches.
(c) The Appellate Body will be constituted by AC at the beginning of each season.



- (d) The Hon. Secretary or in his absence, the Hon. Jt. Secretary as ex-officio member shall be the Convenor of the Appellate Body Meetings. However, he will not participate in the proceedings of the Appellate Body and shall have no voting right.
9. Any Club aggrieved by the decision of LSC on a protest may appeal to the Appellate Body within three days on receipt of the decision of LSC.
10. (a) Any appeal shall be accompanied by a fee of Rs.100/- by cash or draft, which shall not be refundable under any circumstances.
(b) An appeal without payment of the fee will not be entertained.
11. The Appellate Body may call at their discretion any concerned parties for the hearing.
12. The Appellate Body shall have power to call for any record, document, and register as it may deem fit for the purposes of hearing the appeal.
13. After an appeal has been received and proper notification given to the concerned parties the TNCA shall arrange hearing as soon as possible and practicable. However, a hearing once fixed may be held as scheduled, even if one of the persons who is the subject of the appeal fails to report for the hearing and a decision rendered ex parte.
14. The Appellate Body shall pass the orders within three weeks from the date of conclusion of the hearing and communicate the same to the AC.
15. The decision of the AC on the order passed by the Appellate Body, in terms of clause 14 above shall be final.
16. The AC shall convey the decision within four weeks from the date of receipt of the order of the Appellate Body.



Chapter XVIII

Application, Interpretation and Enforcement of Players Code of Conduct

1. Code of Conduct

- (i) The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the laws.
- (ii) Players and Team Officials shall not at any time engage in conduct which could bring them or the game into disrepute.
- (iii) Players and Team Officials must at all times accept the Umpires decision. Players must not show dissent at the Umpire's decision.
- (iv) Players and Team Officials and Spectators shall not to intimidate, assault or attempt to intimidate or assault an Umpire or another player.
- (v) Players and Team Officials shall not use crude or abusive language nor make offensive gestures.
- (vi) Players and Team Officials shall not use or in any way be concerned in the use or distribution of illegal drugs.
- (vii) Players and Team Officials shall not use or in any be concerned in the use or distribution or be under the influence of alcoholic drinks.
- (viii) Players and Team Officials shall not make any public pronouncement or media comment which is detrimental to the spirit of the game in general and to the game that is taking place.
- (ix) Players and Team Officials shall not disclose or comment upon any alleged breach of the Code or upon any hearings, report or decision arising from such breach.

2. Eligibility to lodge a Report for any breach of the Code of other offence, can be by:-

- (i) The Umpires,
- (ii) The Team Manager / Secretary / Authorized Representative.
- (iii) Any of the LSC or Umpires Committee members or any of the Office bearers or any member of the AC of the TNCA.

3. Submission of Report

- (i) On-Field Report: Should an umpire (or Umpires), Team Manager / Secretary / Authorized Representative or anyone eligible to lodge a report decide to report a player for an alleged breach of the code or other offence on the field, he must report the matter to the Hon. Secretary, TNCA in writing superscribing on the cover "Confidential" not later than 72 hours after the close of the day's play. Alternately, the report can also be submitted by any other written form of communication.
- (ii) Off-field Report: Should an umpire, Team Manager / Secretary / Authorized Representative or any other person eligible to lodge a report decide to report a person for an alleged breach of code or other offence which occurs off the field but within the precincts of the Ground, he must report the matter to the Hon. Secretary, the TNCA in writing superscribing on the cover "Confidential" as soon as possible but not later than 72 hours after the close of day's play. Alternately, the report can also be submitted by any other written form of communication.



(iii) Any eligible member mentioned in the sub clause (iii) of clause 2 of this Chapter may file a report within 5 days of the conclusion of the match.

4. In the event of a bowler being found guilty of gross misbehaviour or of using offensive comments or abusive language on the field such as:
- (i) Swearing at the umpires, a batsman or any other player or a spectator.
 - (ii) Showing public dissent at the Umpires decision.
 - (iii) Manhandling an umpire, a batsman or a spectator.
 - (iv) Kicking the stumps and indulging in any ungentlemanly and unsporting conduct which might bring the game into disrepute.

Then the umpire concerned shall call and signal "Dead ball" and not allow the bowler to bowl further in that innings. The Umpire concerned will allow another bowler to complete the over from the same end, provided this bowler shall not bowl two overs or part thereof consecutively in that innings.

5. In the event of a fielder other than the bowler indulging in such acts as stated in sub clauses (i), (ii), (iii) and (iv) of clause 4 of this Chapter, then the umpire concerned shall direct the Captain of the fielding team to send the fielder concerned out of the field for that session and no substitute shall be allowed for his absence.
6. In the event of a batsman being found guilty of gross misbehaviour or of using offensive comments or abusive language on the field such as:
- (i) Swearing at the Umpires, bowler or any other player or a spectator.
 - (ii) Showing public dissent at the Umpire's decision.
 - (iii) Manhandling an umpire, the bowler, a fielder or a spectator.
 - (iv) Kicking the stumps or hitting the stumps with the bat when given out or indulging in any ungentlemanly and unsporting conduct which might bring the game into disrepute.

The umpire concerned shall not allow the batsman to take further part in the match.

7. In addition to taking action as stated in clauses 4, 5 and 6 of above, the umpires together shall report the occurrence to the Captain of the batting side as soon as the players leave the field for an interval. The umpires together shall also report to the Executive authority of the fielding side and to any governing body responsible for the conduct of the match / TNCA to take any action against the concerned bowler or player.
8. Penalties:
- (i) The penalty to be imposed may be by way of reprimand and / or suspension of the player for one or more league matches.
 - (ii) For a serious breach of conduct, the player may be suspended from taking part in any representative match of TNCA including league matches for the rest of the season.
 - (iii) In the event of the serious breach occurring In the later part of the season, the player may be suspended for the immediate next season in addition to the rest of the current season.
 - (iv) Should the breach of conduct be of a serious nature, the match may be awarded to the opponent team if the team, whose player or players are the subject of Report, has won the match in which the alleged breach has occurred.
 - (v) In the event of sub clause (iv) of this clause, the team, where the alleged breach of conduct has occurred, may be suspended from taking part in one or more league matches following the match in which the alleged breach has occurred or the entire season as deemed fit and necessary.



9. In the event of a breach of conduct occurring in a team playing on their home ground, LSC may not post one or more matches on the home ground of the team whose player or players are the subject of the Report.
10. Procedure for dealing with Disciplinary Matters
- (i) Breaches of code of conduct and other offenses listed in this chapter shall be dealt with by the LSC.
 - (ii) After a report has been received and proper notification given, the Hon. Secretary / Hon. Jt. Secretary shall arrange a hearing as soon as possible and practicable but not later than 72 hours after the receipt of the report.
 - (iii) The League Sub-Committee presided over by the Chairman shall conduct the hearing.
 - (iv) The Hearing shall be attended by the person who is the subject of the Report, his Captain and Team Manager / Secretary and the initiator of the Report, none of whom can be denied the right to appear at the Hearing. However, a Hearing may go ahead if the person who is the subject of the Report fails to attend, and decision rendered ex parte.
 - (v) Such ex parte decision shall be final and not be reopened.
 - (vi) The initiator of the Report can, at his discretion, call such witnesses as he may deem necessary.
 - (vii) The League Sub-Committee must hear details of the alleged breach of Code or other offence and give the decision within 24 hours of the hearing in accordance with the guidelines provided herein.
 - (viii) No request for postponement or adjournment of the Hearing shall be entertained.
11. (a) The appeal against the decision of LSC shall lie with the Appellate Body constituted under these rules by the E.C. at the beginning of the season.
- (b) The appeal to the Appellate Body shall be made within 24 hours or the first working day thereafter on receipt of the decision of LSC.
- (c) The decision of the Appellate Body on all matters referred to it is final. The entire process shall normally be completed within 3 weeks.
12. Records
- (i) The Appellate Body is responsible for keeping a record of all Reports lodged and action taken.
 - (ii) The Appellate Body must forward all copies of Reports together with details of action taken to the Hon. Secretary, TNCA, who in turn will file these reports confidentially for future guidance.



Chapter XIX

Alterations and Amendments

1. All rules and regulations on playing conditions may be altered, amended, repealed, substituted and approved by Apex Council before the commencement of the season.
2. Playing conditions for First Division, almost on par with Ranji Trophy Rules with some modifications, and General Playing Conditions applicable to all Divisions are enclosed separately.
3. The format of the Second Division League (viz) preliminary round matches followed by Elite and Plate matches has been changed to earlier format of 11 matches on league basis amongst 12 Teams.
4. All the rules related to the player eligibility qualifications have been changed as per the current BCCI player qualification regulations with some minor modifications.
5. Numbers of Teams promoted/relegated in Third to Sixth Divisions have been modified for this season in order to bring back the earlier format of 12 teams per Zone to play 11 games per season effective from the next League Season of 2022-23.

By Order of the Apex Council

K A Shankar

Hon. Jt. Secretary



Appendices to TNCA Playing Conditions

(incorporating the 2017 Code of the MCC Laws of Cricket, 2nd Edition 2019)

- A. Definitions
- B. Equipment
 - 1. The bat
 - 2. The wickets
 - 3. Wicket-keeping gloves
- C. The venue
 - 1. The pitch and the creases
 - 2. Restriction on the placement of fielders
- D. Last Hour Calculations
- E. Second Division / First Division One Day Tournament Calculations
- F. Guidelines for applying Playing Conditions in case of bad light
- G. Rules governing Home Ground for First Division matches



Appendix A - Definitions

1 The match

- 1.1 **The game** is used in these Playing Conditions as a general term meaning the Game of Cricket.
- 1.2 **A match** is a single encounter (or contest) between two sides (or teams), played under these Playing Conditions.
- 1.3 **The toss** is the toss for choice of innings.
- 1.4 **Before the toss** is at any time before the toss on the day the match is expected to start or, in the case of a one-day match, on the day the match is due to take place.
- 1.5 **Before the match** is at any time before the toss, not restricted to the day on which the toss is to take place.
- 1.6 **During the match** is at any time after the toss until the conclusion of the match, whether play is in progress or not.
- 1.7 **Playing time** is any time between the call of Play and the call of Time. See clauses 12.1 (Call of Play) and 12.2 (Call of Time) under Chapter VII.
- 1.8 **Conduct of the match** includes any action relevant to the match at any time on any day of the match.
- 1.9 **Ground Authority** is the entity responsible for the selection and preparation of the pitch and other functions relating to the hosting and management of the match, including any agents acting on their behalf (including but not limited to the curator or other ground staff).
- 1.10 **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 Playing Conditions.
- 1.11 **The TNCA Code of Conduct** is the TNCA Code of Conduct for Players and Player Support Personnel, as amended from time to time.

2 Implements and equipment

- 2.1 **Implements used in the match** are the bat, the ball, the stumps and balls.
- 2.2 **External protective equipment** is any visible item of apparel worn for protection against external blows.

For a batsman, items permitted are a protective helmet, external leg guards (batting pads), batting gloves and, if visible, forearm guards.

For a fielder, only a protective helmet is permitted, except in the case of a wicket-keeper, for whom wicket-keeping pads and gloves are also permitted.



- 2.3 **A protective helmet** is headwear made of hard material and designed to protect the head or the face or both, which shall be in line with the Clothing and Equipment Regulations. For the purposes of interpreting these Playing Conditions, such a description will include faceguards.
- 2.4 **Equipment** – a batsman’s equipment is his bat as defined above, together with any external protective equipment he is wearing.
A fielder’s equipment is any external protective equipment that he is wearing.
- 2.5 **The bat** – the following are to be considered as part of the bat:
- the whole of the bat itself.
 - the whole of a glove (or gloves) worn on the hand (or hands) holding the bat.
 - the hand (or hands) holding the bat, if the batsman is not wearing a glove on that hand or on those hands.
- 2.6 **Held in batsman’s hand.** Contact between a batsman’s hand, or glove worn on his hand, and any part of the bat shall constitute the bat being held in that hand.

3 The playing area

- 3.1 **The field of play** is the area contained within the boundary.
- 3.2 **The square** is a specially prepared area of the field of play within which the match pitch is situated.
- 3.3 **The outfield** is that part of the field of play between the square and the boundary.

4 Positioning

- 4.1 **Behind the popping crease** at one end of the pitch is that area of the field of play, including any other marking, 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. **Behind**, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph 13.
- 4.2 **In front of the popping crease** at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that includes the creases at the opposite end of the pitch. **In front of**, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph 13.
- 4.3 **The striker’s end** is the place where the striker stands to receive a delivery from the bowler only insofar as it identifies, independently of where the striker may subsequently move, one end of the pitch.
- 4.4 **The bowler’s end** is the end from which the bowler delivers the ball. It is the other end of the pitch from the striker’s end and identifies that end of the pitch that is not the striker’s end as described in paragraph 4.3.



- 4.5 **The wicket-keeper's end** is the same as the striker's end as described in paragraph 4.3.
- 4.6 **In front of the line of the striker's wicket** is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker's end; this line to be considered extended in both directions to the boundary. See paragraph 4.2.
- 4.7 **Behind the wicket** is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary. See paragraph 4.1.
- 4.8 **Behind the wicket-keeper** is behind the wicket at the striker's end, as defined above, but in line with both sets of stumps and further from the stumps than the wicket-keeper.
- 4.9 **Off side/on (leg) side** – see diagram in paragraph 13.
- 4.10 **Inside edge** is the edge on the same side as the nearer wicket.

5 Umpires and decision-making

- 5.1 **Umpire** – where the description **the umpire** is used on its own, it always means 'the bowler's end umpire' though this full description is sometimes used for emphasis or clarity. Similarly **the umpires** always means both umpires and the third umpire. **An umpire** and **umpires** are generalised terms. Otherwise, a fuller description indicates which one of the umpires is specifically intended. Each umpire will be bowler's end umpire and striker's end umpire in alternate overs.
- 5.2 **Bowler's end umpire** is the umpire who is standing at the bowler's end (see paragraph 4.4) for the current delivery.
- 5.3 **Striker's end umpire** is the umpire who is standing at the striker's end (see paragraph 4.3), to one side of the pitch or the other, depending on his/her choice, for the current delivery.
- 5.4 **On-field umpires** shall mean, collectively, the bowler's end umpire and the striker's end umpire.
- 5.5 **Umpires together agree** applies to decisions which the umpires are to make jointly, independently of the players.
- 5.6 A **Fair Catch** is a catch that has been taken cleanly by the fielder in accordance with clause 31 under Chapter VII.
- 5.7 A **Bump Ball** is where the ball has made contact with the ground shortly after making contact with the striker's bat.

6 Batsmen

- 6.1 **Batting side** is the side currently batting, whether or not play is in progress.
- 6.2 **Member of the batting side** is one of the players nominated by the captain of the batting side, or any authorised replacement for such nominated player.



- 6.3 **A batsman's ground** – at each end of the pitch, the whole area of the field of play behind the popping crease is the ground at that end for a batsman.
- 6.4 **Original end** is the end where a batsman was when the ball came into play for that delivery.
- 6.5 **Wicket he has left** is the wicket at the end where a batsman was at the start of the run in progress.
- 6.6 **Guard position** is the position and posture adopted by the striker to receive a ball delivered by the bowler
- 6.7 For the purposes of these Playing Conditions, **waist height** is defined as the point at which the top of the batsman's trousers would conventionally be when he is standing upright at the popping crease.

7 Fielders

- 7.1 **Fielding side** is the side currently fielding, whether or not play is in progress.
- 7.2 **Member of the fielding side** is one of the players nominated by the captain of the fielding side, or any authorised replacement or substitute for such nominated player.
- 7.3 **Fielder** is one of the 11 or fewer players who together represent the fielding side on the field of play. This definition includes not only both the bowler and the wicket-keeper but also nominated players who are legitimately on the field of play, together with players legitimately acting as substitutes for absent nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the field of play and who has not yet obtained the umpire's permission to return.

A player going briefly outside the boundary in the course of discharging his duties as a fielder is not absent from the field of play nor, for the purposes of clause 22.2 (Fielder absent or leaving the field of play), is he to be regarded as having left the field of play.

8 Substitutes, Replacements and Runners

- 8.1 A **Substitute** is a player who takes the place of a fielder on the field of play, but does not replace the player for whom he substitutes on that side's list of nominated players. A substitute's activities are limited to fielding.
- 8.2 A **Concussion Replacement** is a player who take the place of a player who has been replaced in accordance with the process set out in clause 1.2.11 of Chapter VII, and who for the remainder of the match replaces that player on that side's list of nominated players, being able to take a full part in the match (subject to such restrictions as may be imposed by umpires in accordance with clause 1.2.11.4 of Chapter VII).
- 8.3 A **Concussion Replacement Request** is the notification made to the umpires in accordance with the process set out in clause 1.2.11.3 of Chapter VII.



- 8.4 A **COVID-19 Replacement** is a player who take the place of a player who has been replaced in accordance with the process set out in clause 2.1 of Chapter VIII, and who for the remainder of the match replaces that player on that side's list of nominated players, being able to take a full part in the match (subject to such restrictions as may be imposed by umpires in accordance with clause 2.1.3 of Chapter VIII).
- 8.5 A **COVID-19 Replacement Request** is the notification made to the umpires in accordance with the process set out in clause 2.1.2 of Chapter VIII.
- 8.6 A **Replacement** is a player who takes the place of a nominated player and who, thereby, becomes a nominated player. A replacement's activities on the field of play are no more limited than those of any other nominated player.
- 8.7 A **Runner** is a nominated player who runs for another nominated player of his own side who is batting and is unable to run.

9 Bowlers

- 9.1 **Over the wicket / round the wicket** – If, as the bowler runs up between the wicket and the return crease, the wicket is on the same side as his bowling arm, he is bowling over the wicket. If the return crease is on the same side as his bowling arm, he is bowling round the wicket.
- 9.2 **Delivery swing** is the motion of the bowler's arm during which he normally releases the ball for a delivery.
- 9.3 **Delivery stride** is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.

10 The ball

- 10.1 **The ball is struck/strikes the ball** unless specifically defined otherwise, mean 'the ball is struck by the bat'/'strikes the ball with the bat'.
- 10.2 **Rebounds directly/strikes directly** and similar phrases mean 'without contact with any fielder' but do not exclude contact with the ground.
- 10.3 **Full-pitch** describes a ball delivered by the bowler that reaches or passes the striker without having touched the ground. Sometimes described as non-pitching.

11 Runs

- 11.1 **A run to be disallowed** is one that in these Playing Conditions should not have been taken. It is not only to be cancelled but the batsmen are to be returned to their original ends.



- 11.2 A run not to be scored** is one that is not illegal, but is not recognised as a properly executed run. It is not a run that has been made, so the question of cancellation does not arise. The loss of the run so attempted is not a disallowance and the batsmen will not be returned to their original ends on that account.

12 The person

- 12.1 Person;** A player's person is his physical person (flesh and blood) together with any clothing or legitimate external protective equipment that he is wearing except, in the case of a batsman, his bat.

A hand, whether gloved or not, that is not holding the bat is part of the batsman's person.

No item of clothing or equipment is part of the player's person unless it is attached to him.

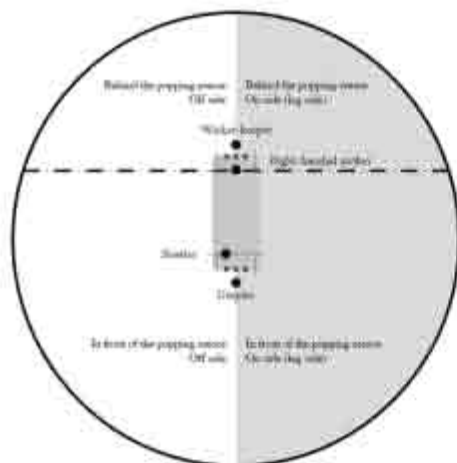
For a batsman, a glove being held but not worn is part of his person.

For a fielder, an item of clothing or equipment he is holding in his hand or hands is not part of his person.

- 12.2 Clothing** – anything that a player is wearing, including such items as spectacles or jewellery, that is not classed as external protective equipment is classed as clothing, even though he may be wearing some items of apparel, which are not visible, for protection. A bat being carried by a batsman does not come within this definition of clothing.
- 12.3 Hand** for batsman or wicket-keeper shall include both the hand itself and the whole of a glove worn on the hand.



13 Off side / on side; In front of / behind the popping crease.



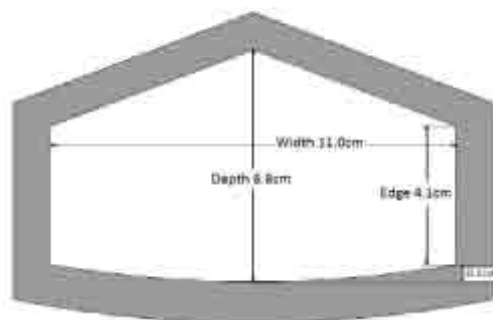


Appendix B - Equipment

1 The Bat

1.1 Bat Gauge

All bats must meet the specifications defined in clause 5.7 under Chapter VII. They must also, with or without protective coverings permitted in clause 5.4 under Chapter VII, be able to pass through a bat gauge, the dimensions and shape of which are shown in the following diagram:

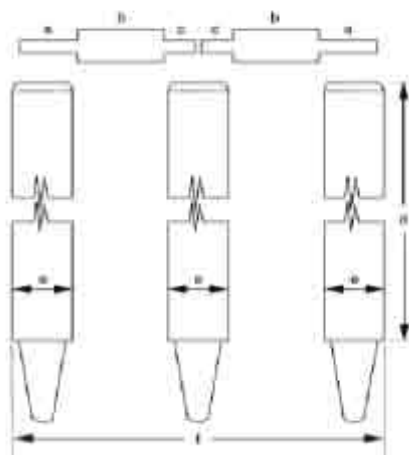


Dimensions of aperture

Total depth:	2.68 in/6.8 cm
Width:	4.33 in/11.0 cm
Edge:	1.61 in/4.1 cm
Curve:	0.20 in/0.5 cm

Note: The curve of the lower edge of the aperture is an arc of a circle of radius 12.0 in/30.5 cm, whose centre is on the vertical centre line of the aperture.

2 The wickets





2.1 Balls

Overall 4.31 in / 10.95 cm

a = 1.38 in / 3.50 cm

b = 2.13 in / 5.40 cm

c = 0.81 in / 2.06 cm

2.2 Stumps

Height (d) = 28 in / 71.1 cm

Diameter (e) - maximum = 1.5 in / 3.81 cm; minimum = 1.38 in / 3.50 cm

2.3 Overall

Width (f) of wicket 9 in / 22.86 cm

3 Wicket-keeping gloves

3.1 The Images below illustrate the requirements of clause 25.2 under Chapter VII in relation to:

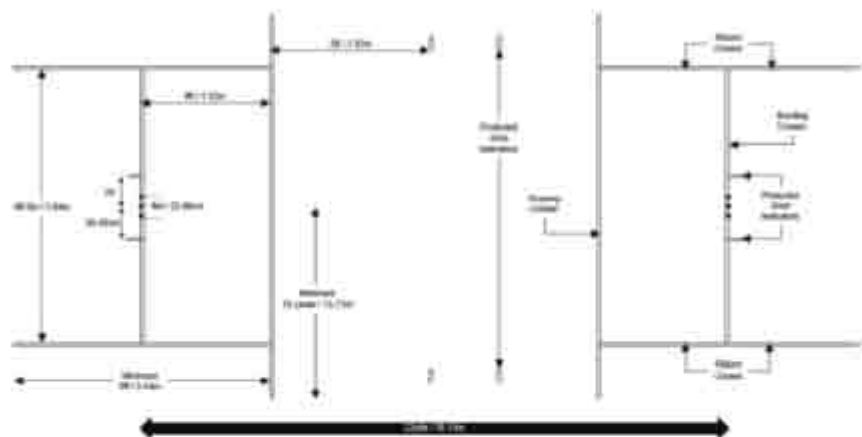
- no webbing between the fingers;
- a single piece of non-stretch material between finger and thumb as a means of support; and
- when a hand wearing the glove has the thumb fully extended, the top edge being taut and not protruding beyond the straight line joining the top of the index finger to the top of the thumb.





Appendix C - The venue

1. The pitch and the creases





Appendix D – Last Hour Calculations

Calculation Template for Last Day of Multi Day Match

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

Where play resumes prior to tea, then the calculation of overs remaining in the day is performed as per Days 1-2, with the scheduled time for the last hour affected only by the adding of any extra time. Lines A, B, C, D and E should be completed at the start of an interruption on the final day.

If play resumes without any lost playing time, or prior to the tea interval, then this sheet can be discarded.

Once the length of interruption exceeds D and actual playing time is lost, then line F can be completed. Lines G and H can be completed immediately if the interruption starts after tea, otherwise as soon as the interruption includes the tea interval.

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

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

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



Appendix E

Second Division / First Division One Day Tournament Calculations

Table 1: Calculation sheet for use when a delay or interruptions occur in the First Innings

A	Net playing time available at the start of match		420 mins [A]
B	Time Innings in progress		mins [B]
C	Playing Time lost		mins [C]
D	Extra Time Available		0 mins [D]
E	Time made up from reduced interval		mins [E]
F	Effective playing time lost	[C – (D + E)]	mins [F]
G	Remaining playing time available	[A – F]	mins [G]
H	G divided by 4.2 (to 2 decimal places)	[G / 4.2]	mins [H]
I	Max overs per team (rounded up fractions)	[H / 2]	overs [I]
	Max overs per bowler	[I / 5]	overs/bowler
	Number of Powerplay overs		overs
Rescheduled Playing Hours			
J	First session to commence or recommence		[J]
K	Length of innings (rounded up fractions)	[I x 4.2]	mins [K]
L	Rescheduled first innings cessation time	J + (K – B)	[L]
M	Length of interval		mins [M]
N	Second session commencement time	[L + M]	[N]
O	Rescheduled second innings cessation time	[N + K]	*[O]

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying clause 9.4.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.



Table 2: Calculation sheet to check whether an interruption during the First Innings should terminate the innings

P	Proposed re-start time		[P]
Q	Rescheduled cut-off time allowing for full use of any extra time provision		[Q]
R	Minutes between P and Q		mins [R]
S	Potential overs to be bowled (rounded up fractions)	$[R / 4.2]$	[S]
T	Number of complete overs faced to date in first innings		[T]
If S is greater than T, then revert to Table 1. If S is less than or equal to T, then the first innings is terminated and go to Table 3.			

Table 3: Calculation sheet for the start of the Second Innings

A	Maximum overs to be bowled (if first innings was terminated, S from Table 2)		[A]
B	Scheduled length of innings (rounded up fractions)	$[A \times 4.2]$	mins [B]
C	Start time		[C]
D	Scheduled cessation time	$[C + B]$	[D]
Overs per bowler and Fielding Restrictions			
E	Maximum overs per bowler	$[A / 5]$	[E]
F	Number of Powerplay overs		[F]

**Table 4: Calculation sheet for use when interruption occurs after the start of the Second Innings**

Time			
A	Time at start of innings		[A]
B	Time at start of interruption		[B]
C	Time Innings in progress	[B – A]	mins [C]
D	Restart time		[D]
E	Length of interruption	[D – B]	mins [E]
F	Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)		mins [F]
G	Total playing time lost	[E – F]	mins [G]
Overs			
H	Maximum overs at start of innings		[H]
I	Overs lost, ignore fractions	[G / 4.2]	(I)
J	Adjusted maximum length of innings (overs)	[H – I]	[J]
K	Rescheduled length of innings	[J x 4.2]	mins [K]
L	Amended cessation time of innings	[D + (K – C)]	[L]
Overs per bowler, Fielding Restrictions & Time-outs			
	Max. overs per bowler	[J / 5]	overs
	Number of Powerplay overs		overs



Appendix F

Guidelines for applying Playing Conditions in case of bad light

The terms 'unsuitable' or 'unfair' are not valid reasons for suspending play. Conditions need to be 'safe' to continue playing and 'unsafe' to suspend play. Umpires should only suspend play when conditions are 'dangerous'.

In practice the processes will work as follows:

- (a) On the first occasion when bad light is approaching in a match, the umpires shall consult. Unless the conditions have suddenly become unsafe with light deteriorating quickly (in which case the umpires shall stop play immediately), this first consultation will normally result in the umpires agreeing to re-evaluate again at a later stage - should the light conditions deteriorate.
- (b) This initial consultation should also alert the fielding captain to reassess his bowling options, if necessary. Unless conditions are unsafe, the umpires will issue a clear instruction that play is to continue.
- (c) After this first consultation, if either of the umpires then considers that the light has deteriorated further, and it is now unsuitable for play, the umpires shall consult again.
- (d) The umpires shall again determine whether the conditions are unsafe for play, taking into account the bowler who is bowling at the time.

NB: In an ideal situation this might be the best time to suspend play.

- (e) However other issues may arise:
If a fast/fast medium bowler is bowling and the umpires are of the view that the light is unfit for this type of bowling but would be satisfactory for a medium/slow bowler they shall inform the fielding captain.
- (f) If the fielding captain chooses not to change the bowler then the umpires shall suspend play.
- (g) If the fielding captain changes the bowler to a medium/slow bowler, the umpires have another decision to make and shall probably allow play to continue again.
- (h) If either of the umpires decides that the light has deteriorated further, to the extent that it is now unsafe for medium/slow bowlers, then the umpires shall again consult. If the umpires agree that the light is unfit for play, then play will be suspended.

Approaches to consider when deciding whether to come off for bad light.

- (i) There should be visible proof of light affecting the fielder's ability to see the ball – not just one occurrence and it should be genuine and not game tactic related.
- (ii) Each ground is different.

Umpiring Technique – judgment

Factors to consider when judging the light (for batsmen)

- i) Type of bowling (fast or slow)



- ii) Are the batsmen hitting boundaries and scoring freely?
- iii) Factors to consider when judging the light (for all players - unsafe to continue)
- iv) Standing at square leg - do you lose the ball in the "V" as it is delivered to the batsman
- v) Are the fielders losing the ball in the background?
- vi) Are lights in and around the ground really bright?

Teamwork

- i) Use signals to know when to consult and to communicate dropping or improving light
- ii) Keep consultations brief (30 seconds maximum)
- iii) A mid over suspension of play may deny the fielding captain from changing his bowlers from fast to slow to extend the possibility of playing. If the light drops sharply during an over - you do not have to wait until the end of the over.

Maximize play where possible by keeping the fielding captain in the loop with your thoughts. "We're not too far away from considering the light".

When the on field umpires are finding it difficult to pick up the ball, this is considered the correct time for the umpires to confer and consider the light and discuss the options. Both on field umpires must agree to suspend play. If only one on field umpire believes that play should be suspended, then play should continue.

Once the umpires have made the decision to suspend play there should be no further debate with the fielding captain. When umpires have made decisions - clear information is to be given to : both captains and the ground authorities.

The umpires should still endeavour to ensure that:

1. Playing time is maximized within the parameters set out in the playing conditions.
2. Umpires should not suspend play as soon as conditions become less than perfect, but only when the conditions are unsafe for play to continue.



Appendix G

Rules governing Home Ground for First Division matches

1. The 2 Umpires posted for a first division match where a home team is involved, will report at the home ground, at 8.00 a.m. on the first scheduled day of the match.
2. The home team will have to identify 2 pitches for the match (pitch 1/pitch 2).
3. At 8.15 a.m. on the first scheduled day of the match, the match pitch (from pitch 1/pitch 2) will have to be told / identified / handed over to the Umpires, except in case of rain and the wicket being covered.
4. The umpires will use their discretion and if in their opinion, the pitch is under prepared and if they feel it is dangerous, uneven and not conducive for good Cricket, then they may decide to change the pitch / abandon the match. The loss of time so resulted will have to be made up as per clause 8.1.3 of Chapter VIII.
5. If the pitch is found to be an under prepared wicket after the start of the match and within the first session of the match or within 150 minutes from the start of play, the Umpires have the right to change the pitch and start the match fresh. In this event, the toss will be fresh and the nomination of Players will also be allowed to change.
6. In the event of the second pitch also being bad for play within 150 minutes from the start of play, the Umpires can abandon the match and the match will be awarded in favour of the opponent. This incident should be reported to TNCA by the umpires.
7. The TNCA will view that any club, having home ground, prepares an underprepared pitch, and because of which, the match being abandoned by the Umpires, that act will also attract further penalty as laid under "Chapter XVI – Penal Provisions" (i.e.) losing the match by the home team with full points being awarded to the opponent construed as helping the opponent or any other team to win championship / promotion / or to avoid relegation.
8. The opponent team has no say in this regard and should not influence the Umpires (will be treated as a serious offence).
9. However, TNCA does not stop the home team from preparing genuine sporting wickets.

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