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## 1. INTRODUCTION TO THE TOURNAMENT

The Singapore Cricket Club PayPal International Cricket Twenty20 Tournament (the "Tournament") is the first of its kind for the Singapore Cricket Club (SCC). We aim to make it one of the world's premier cricket club tournaments in the Asian region and beyond in the years ahead.

Our primary objective for the Tournament is to bring together reciprocal Clubs to generate a weekend in which players, officials and spectators alike can come together and enjoy a competitive sporting occasion, and where friendships can both made and/or renewed with teams and supporters from India to Australia and points in between.

The other people at this weekend, who are so important, are all the sponsors and advertisers who generously support the Tournament and to whom our most sincere thanks also go.

The SCC would like to thank all participating Clubs for coming together to help get this tournament off the ground. We shall look forward to seeing old, and meeting new, friends alike, and we sincerely hope that you all will enjoy this new cricket Tournament, the Singapore Cricket Club and its grounds, and have a great time whilst in Singapore.



## 2. AT A GLANCE - THE WEEKEND

### Thursday, 18th August

*18.30 hrs Team Registration at in the Gilmour Room*

*19.00 hrs Team Managers and Captains briefing*

*(Light snacks and refreshments will be served)*

### Friday, 19th August

*0745 hrs Pool Matches*

*At both SCA Kallang and SCC (Padang) grounds*

*20.00 hrs Buffet dinner for players and team officials only in the Dining Marquee on Multi-Purpose*

### Saturday, 20th August

*07.45 hrs Pool Matches*

*At both SCA Kallang and SCC (Padang) grounds*

*20.00 hrs Tournament Barbeque Dinner at the Dining Marquee for all teams, officials and members of the SCC*

### Sunday, 21st August

**FINALS (SCC Padang only)**

**08.00 hrs Bowls Competition**

**11.00 hrs Plate Competition (Live TV Coverage)**

**14.00 hrs Main Cup (Live TV Coverage)**

**17.15 hrs Presentations**

**18.00 hrs Tournament Closure**



### 3. SCC OFFICIALS

The tournament is organized and run under the auspices of the Cricket Section of the Singapore Cricket Club.

#### *Organising Committee*

Brian Hammond	Chairman/Tournament Director
Ash Raivadera	Convenor, SCC Cricket
Tracy Jones	Catering, Officials
Tom Oakden	Functions, Accommodation
Chris Rogers	Media, PR.
	Volunteers/Transport/Team
Jack Whiskin	Liaison
Grant Stanley	Grounds
Steve Blaxhall	Magazine
Paviter Singh	Website
Wendy Foo	SCC - Admin
Roseanne Toh	SCC - Marcom
Kristen Mansfield	SCC - Infrastructure
Michael Lie	SCC - F&B

### 3. Technical Sub-Committee

Chairman	Brian Hammond Sarika Prasad Grant Stanley
Tournament Referee	Sarika Prasad



#### **4. Pre-Tournament Information**

The Organising Committee would like to ensure that all team travel and bus arrangements, hotel reservations and temporary memberships are made in advance of the Tournament.

##### **1. Number of Players and Officials in the Visiting Team or Party**

This information is required to arrange transport to and from the airport. It also allows the Club to arrange temporary membership cards and to estimate catering requirements over the weekend.

##### **2. Number of Supporters traveling with the Visiting Team or Party**

The Club normally arranges transport on arrival for the overseas teams and officials. If a team is planning to travel with a sizeable party of supporters, they are asked to notify the Club well in advance of the approximate number (to arrange an adequate coach size). Transport is arranged for the main tour/playing parties only. Other team, personnel who may be arriving separately, for whatever reason, will need to take public transport from the airport (taxi, MRT, bus)

##### **3. Accommodation**

The hotels we have previously suggested/recommended are not mandatory and the Club has no financial relationship with the hotels. Visiting teams' travel agents or airlines are free to arrange accommodation at these or any other hotel in Singapore. The Club makes hotel recommendations normally on the basis of close proximity to the Padang/Club.

The Hotels for 2011 are:

##### **Ibis Bencoolen**

S\$140 ++ for twin room/two sharing (excluding breakfast)

S\$160++ for twin room/two sharing (inclusive of breakfast)

Contact Sharon Seong: Sharon.seong@accor.com

Tel +65 6593 2819



**YWCA Fort Canning Lodge**

S135 ++ for twin room/two sharing (inclusive of breakfast)

Contact Billy Yeo: [billy\\_yeo@ywcafcclodge.org.sg](mailto:billy_yeo@ywcafcclodge.org.sg)

Tel +65 6335 8090

The Other hotels to be recommended and which are either walking distance or about a five-minute taxi ride of the SCC/Padang include the following, include:

**The Excelsior Hotel** (+65-63372200)

**The Peninsula Hotel** (+65-63372200)

**Swissotel - The Stamford** (+65-63388585)

**Swissotel - Merchant Court Hotel** (+65-6337 2288)

**Grand Plaza Park Royal City Hall** (+65-63363456)

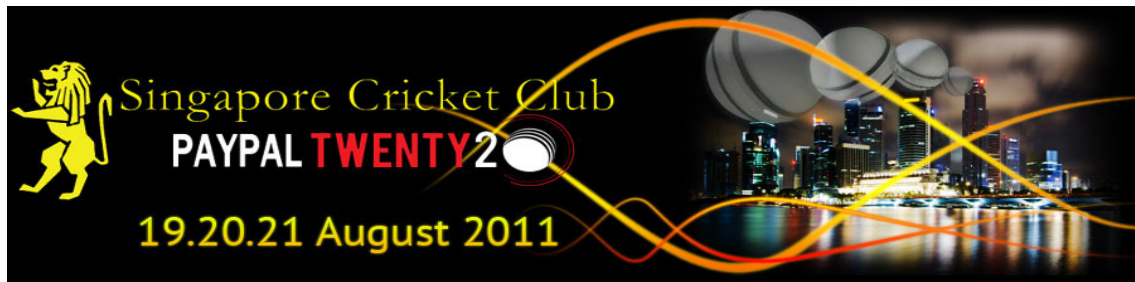
*The Club does ask that visiting teams advise where they are staying in case contact at short notice is needed, for any reason.*

**4. Flight details**

The Singapore Cricket Club will arrange for all visiting teams to be met upon arrival and taken to their hotels by coach, if required. To assist in arranging transport, visitors should advise flight details on the enclosed questionnaire to Ms. Cordelia Tok at the SCC ([cordelia.tok@scc.org.sg](mailto:cordelia.tok@scc.org.sg)). Team members arriving individually or in small groups are requested to transfer to their hotel by taxi/own means.

**5. Participating team officials who can be contacted in case of emergency**

Please advise the name, fax or email address and mobile phone number of the visiting team official who can be contacted by the SCC **before departure**, in case further information is required or there are any last minute changes.



## 6. Prize Money

The 2011 Prize Money follows:

Cup Winners	SGD\$5,000.00
Cup Runners-Up	SGD\$2,000.00
Plate Winners	SGD\$1,000.00
Bowl Winners	SGD\$500.00

Man-of-the-Tournament SGD\$1,500.00

## 7. Travel and Hotel

To help avoid any last minute hitches, please read the following notes carefully and complete and return by Thursday, 18<sup>th</sup> August 2011 at the latest, the Participants' Questionnaire (copy in the appendices) the Team Registration form on pages 18 and 19.

**The Club does ask that visiting teams advise where they are staying in case contact at short notice is needed, for any reason.**

Kristen Mansfield, of the SCC Sports Department, assists the above committee and can be contacted for any matters relating to the Tournament, which are not covered by the above committee members. Contact the Singapore Cricket Club on tel. no (+65) 6338 9271 or fax (+65) 6337 0119 email: [kristen.mansfield@scc.org.sg](mailto:kristen.mansfield@scc.org.sg)



## 5. GUIDELINES AND USE OF THE CLUB

The Singapore Cricket Club (SCC) was founded (1852) 159 years ago and is one of the Premier Sports Clubs in the Asia Pacific region.

Situated between St. Andrew's Road and Connaught Drive, in the heart of Singapore, the SCC has sports sections that play Rugby, Soccer, Cricket, Hockey, Tennis, Netball, Lawn Bowls, Snooker, Golf, Darts, Squash and Balut.

The SCC's playing area is known as the Padang, and with its backdrop of St. Andrew's Cathedral, City Hall, the Supreme Court Building, the Raffles City Complex and the Central Business District, it is certainly one of the world's more picturesque sports grounds. It was also a central feature of the inaugural Formula 1 Grand Prix night race held in Singapore in September 2008.

Most bars and restaurants, of which there are several, operate from 10.00 hours until midnight Monday to Thursday. "Stumps", the upstairs sports bar and the Main Lounge are open until 02.00 hours on Friday and Saturday.

Payment for using the bar and restaurant facilities for visitors is by temporary visitor card available from the SCC Reception for a (refundable) deposit of S\$10. This card can then be credited with any amount depending on how much visitors may choose to spend, either by cash or the Singapore NETS system, but not via credit card. Unused fund balance in the visitor card is refundable at the Reception at the end of your visit.

All registered players & management and Sponsors of teams participating in the Twenty20 Tournament will be welcomed as Invited Members to the Singapore Cricket Club (SCC) for the duration of the Tournament.



To enhance your enjoyment of the Club's facilities, we list below a few guidelines and would appreciate it if you would adhere to these.

1. **Registration**

On arrival at the Club, the Tour manager or Captain should provide a list of members in the tour party, signed by either of them as per form attached. Guides to the facilities of the Club are available at reception.

2. **Access to the Padang and tournament facilities**

Teams will be accredited and provided with entry passes for players and officials either at the team briefing or through the team liaison officers.

3. **Use of Club**

Members and guests shall at all times use the Club and facilities in such manner so as not to interfere with the reasonable comfort of, or be a nuisance to, other members of the Club and so as not to damage the Club property. They shall duly observe all reasonable requests made by the Management in that respect.

4. **Dress Code**

Members and guests must be appropriately attired when visiting the Club and using its facilities. The accepted attire is shirts which must have collars and sleeves and trousers; or national costumes. Neck-tie is not essential. Flip-flops are not permitted to be worn anywhere within the Clubhouse.

- a) Outdoor headgear shall not be worn within the Clubhouse other than for medical or religious reasons.
- b) Persons still wearing the attire in which they have played games shall not enter any of the air-conditioned areas of the Clubhouse, except the Changing Rooms.
- c) Main Lounge: Singlets, shorts and tee-shirts are not permitted.



- d) Padang Restaurant: Singlets, shorts and tee-shirts are not permitted at any time. Denim trousers are not permitted except Saturday and Sunday between 10.00 and 17.00 hours.
- e) Oval and Veranda: Tee-shirts (but not singlets) are permitted outside on the veranda (but not inside in the Oval restaurant).
- f) Men's Bar and Billiards Room: Shorts & collared tee-shirts are permitted (but no singlets).
- g) Stumps Bar: Tee-shirts and shorts are permitted (but no singlets) and no open shoes
- h) Jackpot Room: Singlets, shorts and tee-shirts are not permitted.
- i) Gilmour Room: Singlets, shorts and tee-shirts are not permitted. Denim trousers are not permitted except Saturday and Sunday between 10.00 hours and 17.00 hours.

## 5. Food and Drinks

- a) Only food and drinks purchased from the Club may be consumed in the clubhouse.
- b) For payment of food and drinks, temporary SCC visitor cards can be purchased at reception. When buying cards, please state which team you are with. Please note that the S\$10 deposit for the card is refundable; this card can then be credited with any amount depending on how much visitors may choose to spend, any unspent amount are refundable at the end of your visit. **Please also note that the club does not accept credit cards.**



**6. Persons Under 18 years old**

- a) No person under the age of 18 may stand at or order drinks from any bar or play the jackpot machines.
- b) No person under the age of 18 is allowed in the Main Lounge after 7:00pm and in Stumps and the Bar and Billiards Room at all times.

**7. No Smoking Areas**

By Law, smoking is not permitted anywhere in the Club, except in clearly demarcated areas.

If you have any further questions or require any assistance you may contact any of the Managers listed below:

- a. Head, F&B & Events - Mr Michael Lie
- b. Head, Sports & Recreation - Ms Geraldine Yan

Parking facilities at the SCC are restricted to SCC Members only. All others are requested to park at public car parks. Parliament House and the Adelphi Building public car parks are the nearest and most convenient.

***Liaison Officers***

Liaison officers will be assigned for each team; these officers will be able to assist in all local administration, guidance and similar activities. Names and contacts will be provided prior to arrival.

***Nets***

These are available at both the SCC and Kallang grounds for players who wish to warm up/practice before taking the field of play.

***First Aid***

On the tournament days, the Club provides First Aid Personnel, Physiotherapists and Doctors for the duration of the Tournament, who are able to handle minor



injuries. The Club ensures that medical transportation is either immediately or quickly available for more serious injuries, which may require hospitalisation.

*Team Managers should ensure that a team official accompanies an injured player to hospital to assist with registration requirements. In Singapore, upfront payment is usually required (credit card imprint or cash) before the hospital will treat a patient. The Club will most likely arrange for the injured player to be taken to Singapore General Hospital.*

### ***Tropical Diseases***

*Whilst infection rates are low, dengue fever and other insect born diseases do, unfortunately, exist in Singapore. We advise visitors to take precautions, particularly if visiting less urbanised areas of Singapore. Viruses are usually spread by mosquitoes. As a result, people are advised to take precautions to minimise their exposure to mosquitoes, such as applying effective insect repellent that contains 20-30% DEET (the common name for N-diethyl-m-toluamide, a chemical that helps prevent insect bites).*

### ***Copyright***

*Photographs and video will be taken by the Singapore Cricket Club staff or appointed agents during the tournament. The copyright to such photographs and video will be the property of the Singapore Cricket Club.*

### ***Shirts***

#### ***UFL personalised tournament apparel - ACTION REQUIRED***

*UFL [www.unitingfuturelegends.com](http://www.unitingfuturelegends.com) will be providing personalised high performance playing and support staff kit. Each of your players (and up to 3 support staff) need to log onto <http://www.unitingfuturelegends.com> before 29th June and order their own personal kit order. This will be provided at no charge and will be made to order.*



*Each team will be provided with 2 sets x 15 playing kit (shirt and trousers) and up to 3 x Support staff shirts (x 2 sets).*



## 6. THE TOURNAMENT

1. The Club will hold its second International Cricket Twenty/20 Tournament on Friday 19<sup>th</sup>, Saturday 20<sup>th</sup> and Sunday 21<sup>st</sup> of August 2011, with the first games commencing at 07.45 hrs on days 1 and 2, and at 08.00 hrs on day 3 (Finals day).
2. The finals of the "Bowl", "Plate" and "Main Cup" will be played on Sunday, 21<sup>st</sup> of August 2011 at 08.00 hrs, 11.00 hrs, and 14.30 hrs respectively.
3. Go to Section 9 on Page 20 for the Tournament Fixtures.
4. The Tournament will be run in accordance with the rules of the SCC Twenty20 Tournament, and games will be played under current Laws of the game of Cricket, as guided by the International Cricket Council and the MCC.
5. Team registration will commence at 18.30 hrs on Thursday August 18<sup>th</sup> in the Gilmour Room, prior to the Tournament Briefing Meeting at 19.00 hrs in the same room, at which attendance is **advisable for all Team Managers and Captains**. This is an important meeting at which team lists must be presented and amongst other matters, tournament rules for the two days will be fully explained. The tournament referee will be represented at the meeting, in case there are any questions.
6. At this meeting, all Team Managers will be required to return the **DISCLAIMER AND INDEMNITY BY A CLUB**, a copy of which is included in the Appendices attached. The **Authorised Signatory** of the visiting club **must sign this**.
7. A Tournament barbeque will be held at the Dining Marquee on the Multi-Purpose Court, on the evening of Saturday 20<sup>th</sup> at 20.00 hrs. This is for the registered team players that have participated in the Tournament, Team Managers and invited guests. Admission to the dinner is complimentary for 16 people per team (15 players and 3 team support staff). Additional dinner tickets can be purchased at the Control Room. Cash is accepted for drinks in the Marquee area during this evening.
8. Lunch will be provided to all teams during the tournament on each day of the tournament at both SCA Kallang and the SCC Padang. Refreshments, lunch and mid-afternoon tea will be available on Friday and Saturday.



## 7. TOURNAMENT DETAILS

The Tournament will be a Twenty20 event played under the framework of *ICC Standard Playing Conditions for such matches*. There may be *some* minor "local" modifications to these rules, which, if any, will be notified to participating teams in an advance of the tournament itself.

***Days 1 and 2: Friday/Saturday, 19th/20th August 2011***

- A. Friday and Saturday of the tournament will consist of round robin group matches with 4 teams in each of two Groups and each team in a group playing the other teams once. Teams will be awarded points as follows:
- 2 league points for a win
  - 0 league point for a loss, or a "no show" or forfeit

If, at the end of the group games, two teams have an equal number of league points, then the order in the group will be decided, in priority order, by:

- i) The result of the match between them two teams; the winning team of that match will be placed higher.
- ii) If the match between them was tie, then the team scoring the most runs in all 3 round-robin league games over both days will be placed higher.
- iii) In the unlikely event that both teams have scored exactly the same number of runs, then the team taking the most wickets will be placed higher.

If, after considering the above, the teams are still even, placing will be decided by the toss of a coin, with the winner being placed higher. This method of calculation (above) will apply to all placings.

- B The first placed teams in each group will play in the Cup final, the second placed teams in the Plate final, and the third placed teams in the Bowl final, all to be played at SCC on Sunday, August 21<sup>st</sup> 2011.



- C. Inclement weather notwithstanding, 6 teams will play 4 and two teams 3 full 20/20 games during the three days of competition. Some teams will play two games on Friday and one game on Saturday, or vice-versa, and all team will play one game on the last day. All teams will play at both the SCC and Kallang over the course of the first two days, but will only play at one or the other on either day. There will be no transferring between grounds at any time during the play on either day.
- D Should a walkover be a result anytime during the competition then the walkover result will be equal to the average number of runs that have been scored in the other two games that the team receiving the walkover has played in.

### ***Day 3: Sunday 21st August 2011 - Finals Day***

1. All teams on Sunday are guaranteed a "final" match! All the action will be at the SCC Padang.
2. The programme will be:
  - 08.00 hrs to 10.45 hrs - Bowl Final (3rd placed teams)
  - 11.00 hrs to 13.45 hrs - Plate Final (2nd<sup>rd</sup> placed teams)
  - 14.00 hrs to 16.45 hrs - Tournament Cup Final
  - 16.45 hrs - Prize and trophy presentations on the SCC Padang
  - 18.00 hrs - Tournament closure
3. The Sunday programme will be tight and will require teams to both get through their overs "smartly" and to be ready to take to the field promptly to commence matches at the appropriate time due to TV commitments.
4. Rain contingency. In the event of inclement weather games may be reduced in length to try to ensure completion of the programme. The minimum number of overs to constitute a game will be 5 overs per side. In the event of one side batting the full 20 overs, and the second innings team curtailed through rain, but still batting the minimum of 5 overs, then the dreaded D/L formula will be applied



5. In the event of a complete wash-out of any game, then a "bowl-out" will take place either on the Padang (if possible) or in the nets. The details of the bowl-out will be provided to teams at the briefing meeting (see below). The purpose is to try to settle games in a cricketing way should it be necessary to do so.
6. The runners-up and winners of the Bowl, Plate and Cup finals will be presented with commemorative awards immediately after the end of the tournament Cup game on Sunday, including individual tournament awards.

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**8. DISCLAIMER AND INDEMNITY BY PARTICIPATING CLUB**

We, \*\*>..... (Hereafter referred to as "The Participating Team"), in consideration of The Singapore Cricket Club agreeing at our request to allow us to participate in The Singapore Cricket Club 2011 International Cricket Twenty20Tournament Competition on Friday 19<sup>th</sup>, Saturday 20<sup>th</sup> & Sunday 21<sup>st</sup> August 2011 (hereafter referred to as "the Tournament"), hereby confirm and agree that individuals taking part in the Tournament do so at their own risk and that we will not make, and none of our Team players or officials will make, any claims against the Singapore Cricket Club or any of its officials, employees or agents (including tournament match officials) for any expenses or compensation for, or for any damages or losses whatsoever, whether directly or indirectly caused by or arising out of or in connection with, any injury sustained or death occurring as a result of participation in the Tournament.

We hereby confirm that all The Participating Team players have been so duly informed and are all fully aware of, and have agreed to, the above, and in consideration of the premises set out above, we hereby irrevocably undertake to indemnify and keep indemnified the Singapore Cricket Club and its officials, employees and agents (including tournament match officials) against all claims, actions, proceedings, liabilities, damages, costs and expenses whatsoever made against or suffered or incurred by any of them caused by or arising out of or in connection with any such claims by any of The Participating Team players, including without limitation all legal costs in relation thereto.

This disclaimer and indemnity shall be governed by and construed in accordance with the laws of Singapore. We hereby irrevocably submit to the non-exclusive jurisdiction of the courts of Singapore.

**Authorised Signatory**\_\_\_\_\_

**Name in Full**\_\_\_\_\_

**Official Designation In Team**\_\_\_\_\_

**Participating Team's Full Name**\_\_\_\_\_

**Date**            /            / 2011



Please complete and return to us on Thursday, 18 August at the Team Registration

**Kristen Mansfield**

**kristen.mansfield@scc.org.sg**

**Fax: (65) 6337-0119**

**Jack Whiskin**

**jack.whiskin@lantro.com**

Name of Team: \_\_\_\_\_

Address: \_\_\_\_\_

Period of Visit: \_\_\_\_\_

Place of stay in Singapore: \_\_\_\_\_

Telephone / Contact No.: \_\_\_\_\_

**List of Tour Party**

Name	Name
1. _____	11. _____
2. _____	12. _____
3. _____	13. _____
4. _____	14. _____
5. _____	15. _____
6. _____	16. _____
7. _____	17. _____
8. _____	18. _____
9. _____	19. _____
10. _____	20. _____



\_\_\_\_\_

Flight No:

Flight No:

ETA:

ETD:

\_\_\_\_\_  
Signature of Tour Manager / Date  
Captain

\_\_\_\_\_  
Name in Full

**For Official Use**

Date

By (Full Name):

Received: \_\_\_\_\_

Results /

Remarks:

\_\_\_\_\_



## 9. TOURNAMENT FIXTURES

Group A	Group B
Melbourne CC	Rowlin NCA
SCC	SCA
Kowloon CC	RSC
Madras CC	Sinhalese SC

Group	Time	SCC	Group	KALLANG
<b>Friday</b>				
A	07.45 hrs	Melbourne vs SCC	B	Rowlin vs SCA
B	10.20 hrs	RSC vs Sinhalese SC	A	Kowloon vs Madras CC
B	13.15 hrs	RSC vs SCA	A	SCC vs Kowloon
A	16.00 hrs	Melbourne vs Madras	B	Rowlin vs. Sinhalese SC
<b>Saturday</b>				
B	07.45 hrs	Rowlin vs RSC	A	SCC vs Madras CC
A	10.20 hrs	Melbourne vs Kowloon	B	SCA vs Sinhalese SC
SF 1	13.15 hrs	Win Group 'A' vs Run Group 'B'		Shield Final(optional)
SF 1	16.00 hrs	Win Group 'B' vs Run Group 'A'		
<b>Sunday</b>				
Bowl Final	08.00 hrs	A3 vs B3		
Plate Final	11.00 hrs	Loser SF1 vs Loser SF2		
Cup Final	14.00 hrs	Win SF 1 vs Win SF 2		

*The Tournament technical committee reserves the right to make changes to the timings and venues of the fixtures to facilitate the smooth functioning of the tournament.*



## 10. THE LAWS OF TWENTY20 CRICKET

Except as varied here under the Laws of Cricket (2000 Code 4th Edition - 2010) shall apply.

### 1. LAW 1 THE PLAYERS

#### 1.1 Law 1.1 - Number of Players

Law 1.1 shall be replaced by the following:

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

#### 1.2 Law 1.2 - Nomination of Players

Law 1.2 shall be replaced by the following:

Each captain shall provide a list of the names of the 11 players in writing to the Umpires before the toss. No player may be changed after the toss without the consent of the opposing captain.

Note: The toss shall take place 15 minutes prior to the scheduled (or re scheduled) start of play.

#### 1.3 Law 1.3 - Captain

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

The deputy must be one of the 11 nominated players.

### 2. LAW 2 SUBSTITUTES AND RUNNERS, BATSMAN OR FIELDER LEAVING THE FIELD, BATSMAN RETIRING, BATSMAN COMMENCING INNINGS

Law 2 shall apply subject to the following:

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



Law 2.5 shall be replaced by the following:

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

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

2.1.1 The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

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

The restriction in Clauses 2.1.1 and 2.1.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

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

### **3 LAW 3 - THE UMPIRES**

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

**SCC shall appoint Umpires for all the matches. These umpires will be chosen from the SCA Elite Panel.**

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



Laws 3.8 and 3.9 shall apply subject to the following:

3.5.1 If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. In these circumstances the provisions of Laws 3.9 (b) (i) and 3.9 (c) (i) shall not apply.

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

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

### **Colours**

3.9.1 Pads - Colored, Players' t-shirts - Colored, Player's trousers - Colored and umpires' clothing - colored.

3.9.2 Sight screens will be black.

## **5 LAW 5 - THE BALL**

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

Law 5.2 shall be replaced by the following:

White cricket balls supplied by the organizing committee will be used for all matches. Spare used balls of the same brand will be supplied for changing during a match.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket or any other disruption in play. Each fielding team shall have one new ball for its innings.



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

Law 5.4 shall not apply.

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

Law 5.5 shall be replaced by the following:

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

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

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

## **9 LAW 9 - THE BOWLING, POPPING AND RETURN CREASES**

### **9.1 Law 9.3 - The Popping Crease**

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

### **9.2 Additional Crease Markings**

The following shall apply in addition to Law 9:

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

## **12 LAW 12 - INNINGS**

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



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

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

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

Law 12.2 shall not apply.

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

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

### **12.4 Length of Innings**

#### **12.4.1 Interrupted or Uninterrupted Matches.**

- a. Each team shall bat for 20 overs unless all out earlier.
- b. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time provided the minimum time for the interval shall be ten minutes. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- c. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- d. If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

#### **12.4.2 Delayed, Interrupted or uninterrupted Matches & Penalties for slow over rates**

- a. Delay or Interruption to the Innings of the Team Batting First (see Appendix 2)



i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 3.5 minutes per over in the total remaining time available for play.

ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.

iii) 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 3.5 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 the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original time. If required the original time shall be extended to allow for one extra over for each team.

**Penalty for slow over rates (Interrupted or Uninterrupted Matches.) shall apply as follows.**

iv) **If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. However when they bat they will receive the same number of overs which had been bowled by them in the allocated time. The umpires may reduce or waive this penalty if in their opinion the events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled cessation time of the first session. The interval shall not be extended and the second session shall commence at the scheduled time. The over in progress at the scheduled cessation time shall count as a completed over. The penalty for slow over rate shall apply even if the side bowling first bowls out the opponents before the required number of overs have been bowled.**



v) If the team fielding second fails to bowl the required number of over as provided in 12.4.1 & 12.4.2 above by the scheduled cessation time, the target of the team batting second shall be reduced by the average of the 5 best overs of the batting first multiplied by the number of overs short bowled by them at the scheduled cessation time. Fractions are to be ignored in all calculations re the number of overs. The over in progress shall count as a completed over. The hours of play shall be extended until the required number of overs has been bowled or a result achieved or bad light stops play. The umpires may reduce or waive the penalty if in their opinion the events beyond the control of the bowling team prevented that team from bowling the required number of overs by the cessation time.

v) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.

b. Delay or Interruption to the innings of the Team Batting Second (see Appendix 3)

i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 3.5 minutes per over in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

iii) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier.

iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

v) A fixed time will be specified for the close of play by applying a rate of 3.5 minutes per over. The timing and duration of all relative delays, extensions in



playing hours and interruptions in play, will be taken into consideration in specifying this time.

vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

### **12.5 Extra Time (Shall apply only for the Cup Final)**

Where the start is delayed or play is suspended, the scheduled hours of play shall be extended as follows:

30 Minutes of extra time for the final. Any calculations in regards to the number of overs will be applied only after taking the extra time into account.

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

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

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

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

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

### **13 LAW 13 - THE FOLLOW-ON**

Law 13 shall not apply.

### **14 LAW 14 - DECLARATION AND FORFEITURE**

Law 14 shall not apply.

### **15 LAW 15 - INTERVALS**

Law 15 shall apply subject to the following:



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

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

**15.2 Law 15.9 - Intervals for drinks**

**No drinks intervals shall be permitted.**

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

**16 LAW 16 - START OF PLAY; CESSATION OF PLAY**

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

**16.1 Law 16.1 - Start and Cessation Times**

The scheduled hours of play will be as follows:

**Early Morning match**

First Session.....0745 - 0855  
 Interval..... 0855 - 0910  
 Second Session.....0910 - 1020

**Late Morning match**

First Session.....1030 - 1140  
 Interval..... 1140 - 1155  
 Second Session..... 1155 - 1305

**Afternoon Match**

First Session.....1315 - 1425  
 Interval.....1425 - 1440



Second Session.....1440 - 1550

**Evening Match**

First Session.....1600 - 1710

Interval.....1710 - 1725

Second Session.....1725 - 1835

Please note that on Friday and Saturday there will be 4 matches at each ground. This is to enable that the teams get a fair number of matches in the tournament. Hence the teams are requested to be present at the ground at least an hour before their scheduled match. This would enable the teams to start their match early in case the earlier match has been completed before time.

**20 LAW 20 - LOST BALL**

Law 20 shall apply.

**21 LAW 21 - THE RESULT**

Law 21 shall apply subject to the following:

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

Law 21.1 shall not apply.

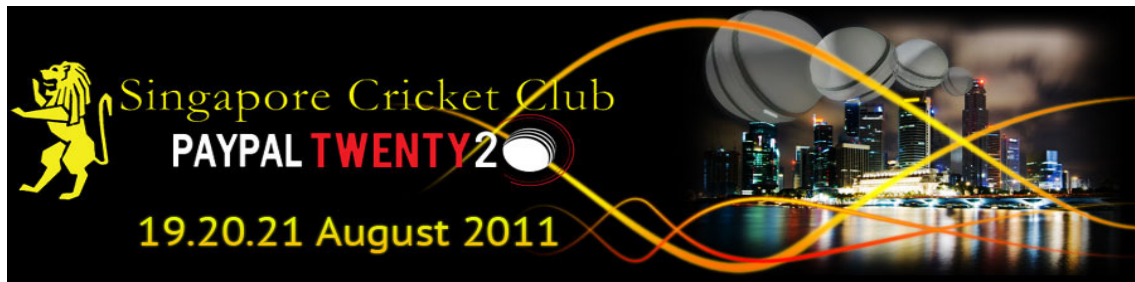
**21.2 Law 21.2 - A win - one innings match**

Law 21.2 shall apply in addition to the following:

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

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

**21.4 Law 21.4 - A Tie**



Law 21.4 shall apply in addition to the following:

In the event of a tied match the teams shall compete in a ONE OVER PER SIDE ELIMINATOR to determine the winner. Refer attached Appendix .

Refer also to clauses 21.9.3 and 21.9.4.

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

Law 21.5 shall not apply.

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

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

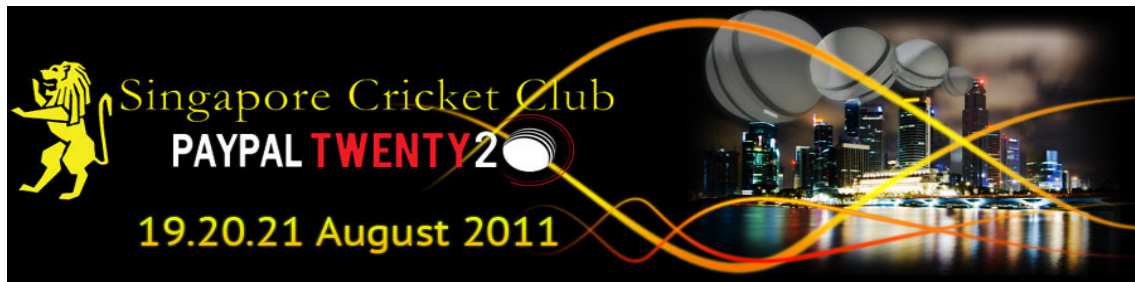
If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis Regulations).

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

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by Duckworth Lewis method.

Abandoned matches: Any match where the team batting second does not get an opportunity to bat for a minimum of 5 overs will be classified as an abandoned game. Winner of an abandoned match will be decided by 1 OVER PER SIDE ELIMINATOR. If the ground and weather conditions do not permit for this than the winner will be decided by a BOWL OUT(Refer to appendix). If the Bowl out cannot be conducted for a match/matches on the particular match day it can be conducted on any of the subsequent days.

If still the Bowl out is not possible then the winner will be decided by drawing of lots.



### **21.7 Correctness of result**

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

### **21.8 Competition Format**

The participating teams will be drawn into 2 groups of 4 teams. Each team will play every other team in its group. Points will be allocated for each match in accordance with the system described in clause 21.9 of these playing conditions, which will apply throughout the competition. Following the league stage the top two teams will compete in the final.

### **21.9 Points**

The following points system will apply:

Win 2  
Loss 0

#### **21.9.1 League stage**

In the event of teams finishing on equal points, the right to play in the finals will be decided in the following order of priority:

- The team with the most wins at the group stage will be placed in the higher position.
- If there are teams with equal points and equal wins in the Group matches then in such case the team with the higher net run rate in the league stage will be placed in the higher position (refer to clause 21.9.5 below for the calculation of net run rate).
- If following the net run rate calculation above there are teams which are still equal, then the team which was the winner of the head to head match played between them will be placed in the higher position.
- If following the net run rate calculation above there are teams which are still equal, then the team with the higher number of wickets taken per balls bowled in the Group matches in which results were achieved will be placed in the higher position.



• In the highly unlikely event that teams cannot be separated by the above this will be done by drawing lots.

#### **21.9.4 Final**

In the event of a tied/no result SF/Final, the teams shall compete in a ONE OVER PER SIDE ELIMINATOR to determine which team is the winner.

In case the weather conditions do not permit, for a ONE OVER PER SIDE ELIMINATOR, BOWL OUT will be used to determine the winner.

In case the weather conditions do not permit, for a BOWL OUT the team which had hit the maximum sixes at the group stage will be the winner. If still same than the team which had hit the most number of boundaries will be declared the winner.

#### **21.9.5 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 relevant portion of the competition, the average runs per over scored against that team throughout the relevant portion of 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.

### **22 LAW 22 - THE OVER**

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

Do please note that to facilitate the teams bowling their allotted 20 overs in 70 minutes , 5 overs will be bowled consecutively from one end before the change over occurs. This will be applied only for matches on Friday and Saturday



## **23 LAW 23 - DEAD BALL**

Law 23 shall apply.

## **24 NO BALL**

Law 24 shall apply subject to the following:

### **24.1 Law 24.1 (b) Mode of delivery**

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

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

### **24.2 Free Hit after a foot-fault no ball**

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

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

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

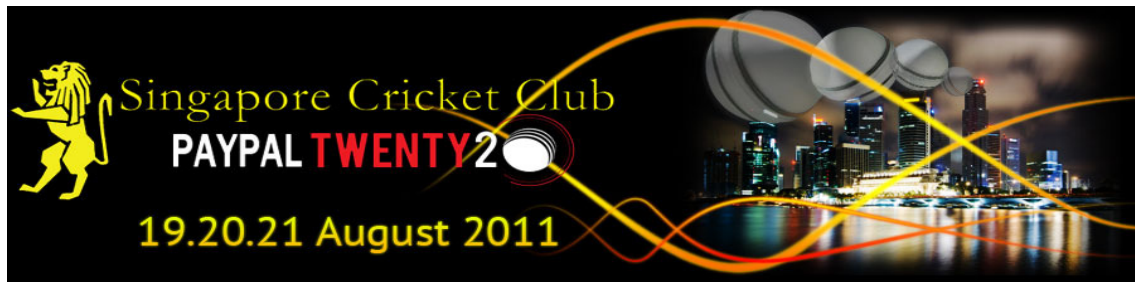
The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## **25 LAW 25 - WIDE BALL**

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

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

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



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

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

### **31 LAW 31 - TIMED OUT**

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

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

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

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

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

b. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 5). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

c. During the Fielding Restriction Overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

d. During the non Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2 b above.



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

Total No. of overs for which fielding restrictions shall apply is as follows:

5-6 :	1 Over
7-9 :	2 Overs
10-13 :	3 Overs
14-16 :	4 Overs
17-19 :	5 Overs
20	6 Overs

41.2.4 Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number

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

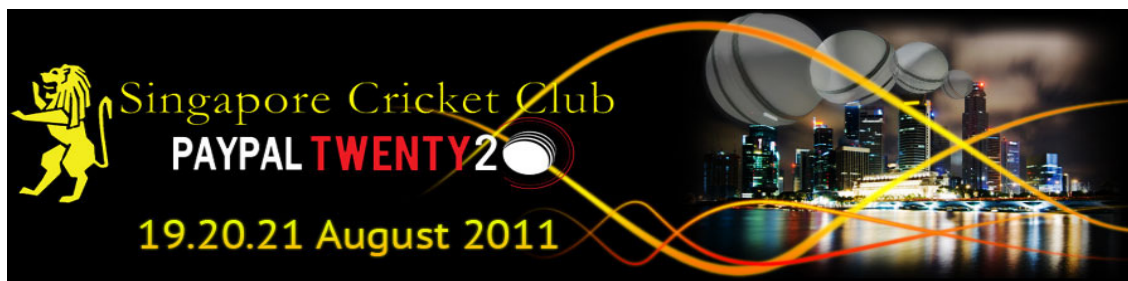
41.2.6 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

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

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

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

- a. A bowler shall be limited to one fast short-pitched delivery per over.
- b. A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c. The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.



d. In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.

e. For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over

f. In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.

g. If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

h. If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.

i. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

j. The bowler thus taken off shall not be allowed to bowl again in that innings.

k. The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

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



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

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

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

- a. Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- b. A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- c. In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2 (a) and 42.4.2 (b) above (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- d. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- e. The bowler thus taken off shall not be allowed to bowl again in that innings.
- f. The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- g. The umpires will then report the matter to the SCA who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

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

Law 42.7 shall be replaced by the following:

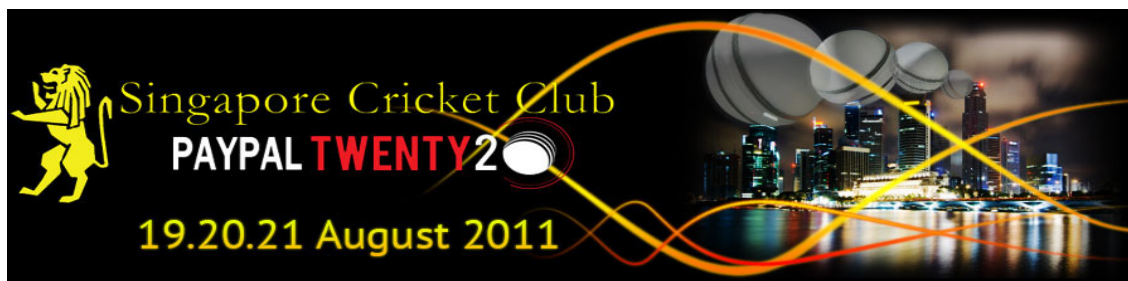


Regardless of any action taken by the umpire as a result of a breach of Clauses 42.4.1, 42.4.2 and 42.6 the following shall apply at any time during the match:

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

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

- a. In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- b. If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- c. Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- d. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
- e. The bowler thus taken off shall not be able to bowl again in that innings.
- f. The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- g. The umpires will then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)



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

Law 42.8 shall be replaced by the following:

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

The umpire at the bowler's end shall:

42.6.1 Call and signal no ball.

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

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

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

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

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

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

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

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

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

a. Call and signal dead ball if necessary, and;

b. Award 5 penalty runs to the batting side (see Law 42.17).



- c. Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d. Report the occurrence to the organizing committee.

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

Law 42.10 shall apply, subject to the following:

In addition, the umpires will report the incident to the organizing committee.

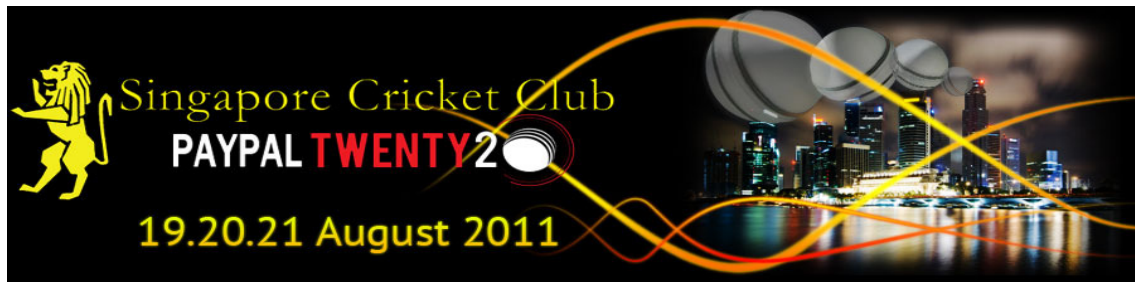
#### **Delayed or Interrupted MATCHES - Calculation of Target Score**

In the event 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 using the current Duckworth/Lewis method

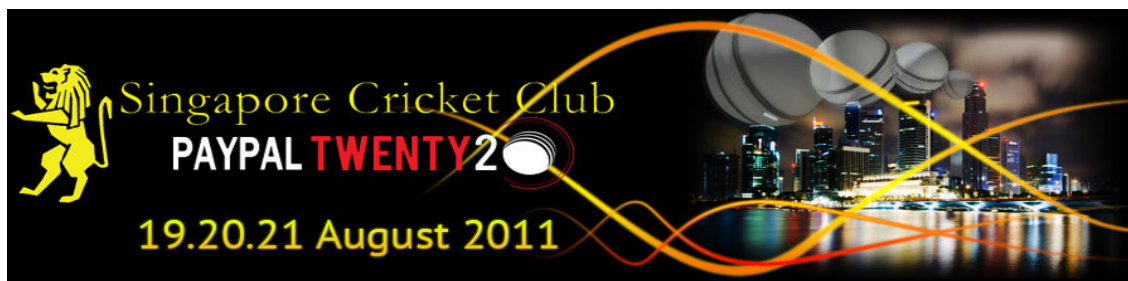
#### **Procedure for the One Over Per Side Eliminator**

The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

1. Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the Match Referee. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
2. The one over per side eliminator shall be started at any time as long as the ground, weather and light conditions permit on the scheduled day of the match.
3. The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in Consultation with the ground authority and the Tournament Referee.
4. Prior to the commencement of the one over per side eliminator each team selects three batsmen and one bowler.
5. The nominated players are given in writing to the Referee.
6. The umpires shall stand at the same end as that in which they finished the match.



7. The umpires shall choose which end to bowl and both teams will bowl from the same end.
  8. Each team's over is played with the same fielding restrictions as apply for a non-Powerplay over in a normal T20 International match.
  9. The team batting second in the match will bat first in the one over eliminator.
  10. The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used for the "extra" over.
  11. The loss of two wickets in the over ends the team's one over innings.
  12. In the event of the teams having the same score after the one over per side eliminator has been completed, the team that hit the most number of boundary sixes combined from its two innings in both the main match and the one over per side eliminator shall be the winner.
  13. If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the one over per side eliminator shall be the winner.
  14. If the number of boundaries from the two innings in both the main match and the one over per side eliminator are equal, the team which took the most number of wickets combined in both the main match and the one over per side eliminator shall be the winner.
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15. If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.



Example:

RUNS SCORED FROM	TEAM 1	TEAM 2
BALL 6	1	1
BALL 5	4	4
BALL 4	2	1
BALL 3	6	2
BALL 2	0	1
BALL 1	2	6

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

#### Procedure for the Bowl Out

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

1. Subject to weather conditions the bowl out will take place on the scheduled day of the match. In normal circumstances the bowl out shall commence 15 minutes after the conclusion of the match.
2. The bowl out will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires.
3. A full set of stumps, including bails, will be pitched at both ends of the designated pitch.
4. The bowlers will all bowl from the same end.
5. The same ball used at the end of the innings will be used for the bowl out. In other cases the umpire will chose the ball and the teams will have to comply with his selection.
6. 5 minutes prior to the start of the bowl out, the captains shall toss a coin for the right to decide which team bowls first or second in the bowl out.



7. The captains shall nominate their five bowlers in writing to the Umpires prior to the toss. Such bowlers must be from the 11 nominated players for that match. The wicket keeper may be one of the nominated bowlers in which case one of the players not nominated as a bowler in the bowl out shall perform the wicket keeping responsibilities during the bowl out.

8. Following the toss the nominated bowlers (and, if the captain is not one of the bowlers, the captain), and the wicket keepers from each side will take up a position on the field at mid wicket/extra cover outside the 30 m circle. The remainder of the players and team officials shall be required to remain beyond the boundary.

9. The on-field umpires shall take up their normal positions at the bowler's end and at square leg respectively.

10. The nominated bowlers shall each bowl a delivery making a total of 10 deliveries (5 from each team). The deliveries are taken alternatively by the teams. The bowlers must bowl in the same sequence as the list of players nominated and communicated by the team captains to the umpires prior to the toss for the bowl out. The team with the most number of hits after five deliveries each shall be declared the winner.

11. If, after both teams have bowled 5 deliveries, both have scored the same number of hits on the wicket, or have not scored any hits, a second series of deliveries must be started with the same players, subject to injury and shall continue until one team has scored a hit.

Disputes & Protests.

In case of any disputes or protests the event technical committee will decide which shall be binding on all the teams.

**THANK YOU – GOOD LUCK**