



ASIAN CRICKET COUNCIL



ACC Elite League **SINGAPORE 2014**

7th – 13th JUNE 2014
SINGAPORE

PLAYING CONDITIONS

Hosted by





TOURNAMENT PLAYING CONDITIONS

Except as varied hereunder, the **Laws of Cricket (2000 Code, 5th Edition - 2010)** shall apply.

Clause 24.3 and Appendix 6, dealing with Suspect Bowling Action, has been included as ACC initiative. This Clause and relevant Appendix is typed in **purple** fonts.

Note:

All references to ‘Governing Body’ within the Laws of Cricket shall be replaced by ‘ACC Match Referee’.

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 the captain.

1.2 Law 1.2 - Nomination of Players

Law 1.2 shall be replaced by the following:

1.2.1 Each captain shall provide a list of the names of the 11 players plus 3 substitute fielders in writing to the ACC Match Referee before the toss. No player (member of the playing eleven) may be changed after the toss without the consent of the opposing captain.

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

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

1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by ICC Regulations pertaining to international cricket and in particular the Clothing & Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as ICC Code of Conduct), the Anti-Racism Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti-Corruption Code.

1.3 Law 1.3 – Captain

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

The deputy must be one of the nominated members of the playing eleven.

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 2.1 Substitute and Runners

Law 2.1(a)(ii), 2.7 and 2.8 shall not apply. A runner for the batsman, when batting is **not** permitted.

Law 2.1(b) shall be amended as follows:

The umpires shall have the discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player at the start of the match, or at any subsequent time.

2.2 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:

2.2.1 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.

2.2.2 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 2.2.1 and 2.2.2 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 fielder 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.

Similarly, if at the commencement of interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall be automatically be allowed to count any such stoppage time as playing time.

- 2.2.3 Substitute fielder shall only be permitted in case 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”.
- 2.2.4 Squad members of the fielding 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).

LAW 3 - THE UMPIRES

3.1 Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following:

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

- 3.1.1 The umpires shall control the game as required by the Laws of Cricket (as read with these playing conditions), with absolute impartiality..
- 3.1.2 ACC shall appoint on-field and reserve (third) umpires.
- 3.1.3 The reserve (third) umpire will act as an emergency umpire and carry out the tasks prescribed.
- 3.1.4 Neither team will have a right of objection to an umpire’s appointment.
- 3.1.5 The umpires shall be present at the ground at least 60 minutes before the scheduled start of play.

3.2 Law 3.2 - Change of Umpire

Law 3.2 shall be replaced by the following:

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

3.3 Law 3.4 - To inform captains and scorers

The following shall apply in addition to Law 3.4 (i)

The host country may provide for the ringing of a bell, which shall be rung 5 minutes before the start of the first innings and termination of an interval, when the umpires shall go to the wickets.

3.4 Law 3.8 - Fitness for play and Law 3.9 - Suspension of play in dangerous or unreasonable conditions

3.4.1 The safety of all persons within the ground is of paramount importance to the ACC and host Singapore Cricket Association. In the event that any threatening circumstances, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasion, act of God etc. See also clauses (3.4.4 and 3.4.5 below), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, ACC Match Referee, the Venue Manager and / or the police as the circumstances may require.

Laws 3.8 and 3.9 shall be replaced by:

3.4.2 The umpires will be the final judges of the fitness of the ground, weather and light for play. See clauses 3.4.3 below and Law 7.2 (Fitness of the pitch for play).

3.4.3 Suspension of play for adverse conditions of ground, weather or light:

- (a) All references to ground include the pitch. See Law 7.1 (Area of pitch).
- (b) If at any times the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

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

- (c) The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- (d) When there is suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as

appropriate. Immediately the umpires together agree that the conditions are suitable for play they shall call upon the players to resume the game.

- (e) If play is in progress up to 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 an obvious and foreseeable risk to the safety of the player or umpire, so that it would be unreasonable or dangerous for play to take place.

3.4.4 Play may be suspended due to safety or security concerns by the umpires on the advice of ACC Match Referee, the Venue Manager or the police.

3.4.5 Where the play is suspended under clause 3.4.4 above the decision to abandon or resume the play shall be responsibility of ACC Match Referee who shall act after consultation with Venue Manager and the police.

3.5 Use of Light Meters, Artificial lights, TV Umpire, TV Replay:

Light meters, artificial lights, TV Umpire and TV Replay will not be used in any match of the tournament.

3.6 Colors

3.6.1 Pads and players' and umpires' clothing shall be colored. Umpires hats should be of black color.

3.6.2 Sight screens, at both ends of the ground, shall be black

LAW 4 - THE SCORERS

Law 4 shall apply

LAW 5 - THE BALL

5.1 Law 5.2 - Approval and control of balls

Law 5.2 shall be replaced by the following:

- (a) ACC shall provide pre-approved White cricket balls to be used for all the matches. Spare used ball of the same brand will be supplied for changing during a match.
- (b) The fielding captain or his nominee may select the balls with which he wishes to bowl from the supply provided by ACC. The third umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.
- (c) The umpires shall retain possession of the match balls 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, a drinks interval, or any other disruption in play. White balls shall be used in all matches.

- (d) Each fielding team shall have two new balls for its innings, to be used in alternate overs, i.e. one from each end.
- (e) In a match reduced to 25 overs or less per side before the first innings commences, each time shall have only one new ball for its innings.

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

Law 5.4 shall not apply.

5.3 Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

- 5.3.1 In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
- 5.3.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.
- 5.3.3 If the ball is to be replaced, the umpire shall inform the batsman and the fielding captain. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5.4 Law 5.6 - Specifications

Law 5.6 shall not apply.

LAW 6 - THE BAT

The following shall apply in addition to Law 6:
Only Type A bats shall be used in One Day International matches.

LAW 7 - THE PITCH

7.1 Law 7.3 - Selection and preparation

The following shall apply in addition to Law 7.3:

- 7.1.1 The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorized access. (The pitch area shall include an area at least 2 meters beyond the rectangle made by the crease markings at both ends of the pitch).
- 7.1.2 The third umpire shall ensure that, prior to the start of play and during any intervals, only authorized ground staff, the ACC match officials, players, team coaches and authorized television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:
- (a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
 - (b) Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).
 - (c) No spiked footwear shall be permitted during this access.
 - (d) 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.
 - (e) Access shall not interfere with pitch preparation.
- 7.1.3 In the event of any dispute, the ACC Match Referee will rule and his ruling will be final.

7.2 Law 7.4 - Changing the pitch

Law 7.4 shall be replaced by the following:

- 7.2.1 In the event of a pitch being considered too dangerous for play to continue in the estimation of the on-field umpires, they shall stop play and immediately advise the ACC Match Referee.
- 7.2.2 The on-field umpires and ACC Match Referee shall consult with both captains.
- 7.2.3 If the captains agree to continue, play shall resume.
- 7.2.4 If the decision is not to resume play, the on-field umpires together with the ACC Match Referee shall consider 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 ACC Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
- 7.2.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:

a) In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 21.7.2.

b) In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.

7.2.6 If the match is abandoned as a no result, the ACC Match Referee shall consult with the ACC with the objective of finding a way for a new match to be commenced and completed on the same date (including any reserve day) and venue.

7.2.7. Such a match may be played either on the repaired pitch or on another pitch, subject to the ACC Match Referee and the relevant ground authority both being satisfied that the new pitch will be of the required ODI standard. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of clauses 12 and 16 below.

7.2.8 If it is not possible to play a new match on the scheduled day of the match the relevant officials from ACC shall decide on it.

7.2.9 Throughout the above decision making processes, the ACC Match Referee shall keep informed both captains and the head of the ground authority. The head of the ground authority shall ensure that suitable and prompt public announcements are made.

7.3 Law 7.5 - Non-turf pitches

Law 7.5 shall not apply.

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

LAW 8 - THE WICKETS

Law 8 shall apply.

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 meters)'.

9.2 Additional Crease Markings

The following shall apply in addition to Law 9:

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

LAW 10 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA

10.1 Law 10.1 - Rolling

The following shall apply in addition to Law 10.1:

10.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the ground curator. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground curator, 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, if they are of the opinion that it is unfit for play.

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

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

10.2 Law 10.6 - Maintenance of foot holes

The following shall apply in addition to Law 10.6:

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

LAW 11 - COVERING THE PITCH

11.1 Law 11.1 - Before the match

The following shall apply in addition to Law 11.1:

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

11.2 Law 11.2 - During the match

Law 11.2 shall be replaced by the following:

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

The covers must totally protect the pitch and also the pitch surroundings.

11.3 Law 11.3 - Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

The bowlers' run – ups shall be covered in inclement weather in order to keep them dry.

11.4 Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

The covers (including “hessian” or “scrim” covers used to protect the pitch against the sun) shall be removed not later than 6:30 am on the morning of the match provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

Attention is drawn to Clause 3.4.

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 50 overs. All matches shall be scheduled to be completed on one and the same day.

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) (ii) shall not apply.

12.4 Length of Innings

12.4.1 Uninterrupted Matches.

(a) Each team shall bat for 50 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 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.

- (c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- (d) 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.
- (e) Penalties shall apply for slow over rates (refer to ICC Code of Conduct).

12.4.2 Delayed or Interrupted Matches

- (a) **Delay or Interruption to the Innings of the Team Batting First (See Appendix 2)**
 - i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, which is inclusive of the provision of the drinks intervals, 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 20 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
 - iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.2, then the first innings is terminated and the provisions of 12.4.2.(b) below take effect.
 - iv) A fixed time will be specified for the commencement of the interval and also the close of the play for the match by applying a rate of 14.28 overs per hour. When calculating the length of the playing time available for the match or the length of the either innings the timings and the duration of all relative delays, extension in playing hours, interruption in play and the intervals, excluding those for drinks, will be taken in to consideration. This calculation must not cause the match to finish earlier than original or rescheduled time of cessation of play. If required the original time shall be extended to allow for one extra over for each team.
 - v) 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 has been bowled or the innings is completed.
 - vi) Penalties shall apply for slow over rates (refer to ICC Code of Conduct).

- (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 14.28 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
 - ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
 - iii) To constitute a match, a minimum of 20 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 14.28overs 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.
 - 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.
 - vii) Penalties shall apply for slow over rates (refer to ICC Code of Conduct).

12.5 Extra Time

Where the start is delayed or play is suspended, the scheduled hours of play shall be extended up to a maximum of **30** minutes for all the matches.

12.6 Number of Overs per Bowler

12.6.1 No bowler shall bowl more than **10** overs in an innings.

12.6.2 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 (**20%**) of the total overs allowed.

12.6.3 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.

12.6.4 In the event of a bowler breaking down and being unable to complete an over or bowler being taken-off by the umpires during an over, the remaining balls will be bowled 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.

12.6.5 The scoreboard shall show the total number of overs bowled.

12.7 Law 12.4 – The Toss

Law 12.4 shall be replaced by the following:

12.7.1 The captains shall toss for the choice of innings on the field of play and in the presence of ACC Match Referee, who shall supervise the toss.

12.7.2 The toss shall take place not earlier than 30 minutes, or not later than 15 minutes before scheduled or any re-scheduled time for the match to start.

Note: Refer to the provisions of Law 1.3 (Captain).

12.7.3 Law 12.5 shall apply, which requires:

The Captain of the team winning the toss to notify the opposing Captain and ACC Match Referee, as soon as the toss is completed of his decision to bat or to field first. Once notified, this decision cannot be altered in any case.

LAW 13 - THE FOLLOW-ON

Law 13 shall not apply.

LAW 14 - DECLARATION AND FORFEITURE

Law 14 shall not apply.

LAW 15 - INTERVALS

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

15.1 i) There is a provision of an extra time of 30 minutes being allowed in this tournament. As such there shall be no reduction of the lunch interval unless more than 30 minutes of playing time is lost.

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

ii) 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 20 minutes (subject to iii below).

iii) Note: The prescribed interval timings above may be reduced further by the ICC Match Referee 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 min

Law 15 shall apply subject to the following:

15.2 Law 15.3(b) – Duration of intervals

The length of the interval between innings shall be based on the scheduled duration of the match at the time play commences as per the table below:

OVERS PER SIDE	INTERVAL DURATION
Between 46 and 50	45 Minutes
Between 36 and 45	30 Minutes
Between 26 and 35	25 Minutes
Between 20 and 25	20 Minutes

15.3 Law 15.5 - Changing agreed times for intervals - Interval between Innings

15.3.1 If the innings of the team batting first is completed 30 minutes or less, 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.

15.3.2 If the innings of team batting first is completed more than 30 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.

15.3.4 For matches of between 46 and 50 overs per side, Clause 12.4.1(b) shall apply, i.e. the interval of 45 minutes may be reduced if the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings.

If the innings of the team batting first is interrupted, ACC Match Referee may, at his sole discretion, reduce the length of the interval between the innings to a lower figure than shown in the table in Clause 15.1 above. In determining the length of the interval the ACC Match Referee shall have regard to the recommended durations as shown in **Appendix 7**.

15.4 Law 15.9 - Intervals for drinks

15.4.1 Two drinks intervals shall be permitted, each 70 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra interval for drinks.

15.4.2 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 wearing of bibs – refer to the note in clause 2.2.4).

LAW 16 - START OF PLAY & CESSATION OF PLAY

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

On the behalf of ACC to be determined by Tournament Director, subject to there being 2 sessions of 210 minutes each, separated by a 45 minute interval between innings.

16.1 Start and Cessation Times

The scheduled hours of play will be as follows:

First Session.....	09:30 - 13:00
Interval.....	13:00 - 13:45
Second Session.....	13:45 - 17:15

16.2 Laws 16.6, 16.7 and 16.8 shall not apply.

16.3 Laws 16.9, 16.10 and 16.11 shall apply in so far as they are relevant to a one innings limited overs type match.

16.4 Minimum Over Rate

16.4.1 The minimum over rate to be achieved during the tournament will be 14.28 overs per hour.

16.4.2 The actual over rate for the match will be calculated at the end of the match by umpires.

16.4.3 In calculating the actual over rate for the match, allowances will be given for actual time lost as a result of any of the following:

- (a) Treatment given to a player by authorized medical personnel on the field of play.
- (b) A player being required to leave the field as a result of serious injury.

- (c) Time wasting by batting side; and
- (d) All other circumstances that are beyond the control of the fielding side.

Note: In the event of any time allowances being granted to the fielding team under Clause 16.4.3 (c) above (time wasting by batting side), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

If a side 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.

LAW 17 - PRACTICE ON THE FIELD

Law 17.1 shall apply subject to the following:

17.1 Law 17.2 – Practice on the rest of the square

Law 17.2 shall apply subject to the following:

- (a) The use of the square for practice on day of match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.
- (b) Bowling practice on the bowling strips referred to in (a) above shall also be permitted during change of the innings, unless the umpires consider that, in the prevailing conditions of the ground and weather, it will be detrimental to the surface of the square.

17.2 Law 17.3 – Practice on the outfield

Law 17.3 shall apply save that Law 17.3(b)(ii) shall be replaced with the following:

- ii) There shall be no bowling or batting practice on the outfield. 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 (b)(iii) and (c) below.

LAW 18 - SCORING RUNS

Law 18 shall apply.

LAW 19 - BOUNDARIES

19.1 Law 19.1 - The boundaries of the field of play

The following apply in addition to Law 19.1:

The playing area shall be a minimum of 150 yards (137.16 meters) from boundary to boundary square of the pitch, with the shorter of the two square

boundaries being a minimum 65 yards (59.43 meters). The straight boundary at both ends of the pitch shall be minimum of 70 yards (64.00 meters). Distances shall be measured from the center of the pitch to be used.

Note: No boundary is to exceed 90 yards.

Note: Host country may use ground/s with shorter boundary due to logistics reason.

19.2 Law 19.2 - Defining the boundary –boundary marking

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or any other material to be decided by the host country. There should be minimum 3 yards (2.74 meters) distance between boundary and perimeter fencing or advertising signs.

19.3 Law 19.3 - Scoring a boundary

The following shall apply in addition to Law 19.3:

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

Note: Refer the introduction of new Law 19.4 – Ball beyond the boundary dealing with the catching of the ball after it has crossed the boundary.

LAW 20 - LOST BALL

Law 20 shall apply.

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 **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.

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of **20** overs, shall be declared "No Result".

21.3 Law 21.3 – (Umpire) ACC Match Referee awarding a match

Law 21.3 shall be replaced by the following:

- (a) A match shall be lost by a side which either
 - (i) Concedes defeat or
 - (ii) In the opinion of the ACC Match Referee refuses to play and the ACC Match Referee shall award the match to the other side.
- (b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the ACC Match Referee of this fact. The ACC Match Referee shall together with the umpires ascertain the cause of the action. If the ACC Match Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side; he shall so inform the captain of that side. If the captain persists in the action the ACC Match Referee shall award the match in accordance with (a)(ii) above.*
- (c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 12.4.2 and 15.1 above.

***N/B:** In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the Code of Conduct.

21.4 Law 21.4 – Matches in which there is an agreement under Law 12.1(b)

Law 21.4 shall not apply.

21.5 Law 21.5(a) – A Tie

The following shall apply in addition to Law 21.5 (a):

If the scores are equal, the result shall be a "Tie" and no account shall be taken of wickets which have fallen.

21.6 Law 21.5 (b)– A Draw

Law 21.5(b) shall not apply.

21.7 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score

21.7.1 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 **CODA 4.0 version** of Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer ICC Duckworth Lewis Method Regulations.)

21.7.2 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 D/L ‘Par Score’ determined at the instant of the suspension by the Duckworth/Lewis Method (Refer ICC Duckworth Lewis Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

21.8 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.5, 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.

21.9 Tournament Format and Schedule

The Tournament will be played on single league with every team playing against every other team. The Team securing highest points will be the winner. Ranking will be determined according to position after completion of the tournament. ICC standard playing conditions for ODIs will apply.

Teams : Bahrain
Bhutan
Kuwait
Maldives
Oman
Singapore

21.10 Points, Group Standings, and Tied &/or No Result Matches

21.10.1

RESULT	POINTS
Win	2
Tie or No Result	1 point for each team
Loss	0

Note for clarity: No bonus point will be awarded in any match of the event.

21.10.2 Final Group Placement (Standings)

The Final Group Standings will be decided in the following order of priority:

- ✓ Points earned by the teams.
- ✓ If points are equal the team with most number of wins
- ✓ If still equal, the team with the most number of wins over the other team(s) which are on equal points and have same number of wins. (Head to head).
- ✓ If still equal, the team with the higher net run rate, to be calculated up to 3 decimal points. (Refer to Clause 21.10.4 below).
- ✓ If still equal, the team with the higher number of wickets taken per balls bowled in all its completed matches.

Note for clarity: In a match declared as “No Result” net run rate is not applicable.

21.10.3 Net Run Rate

- (a) 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. The calculations to be done up to 3 decimal points.
- (b) 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.
- (c) 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 Duckworth/Lewis Method, 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.

- (d) Where a match is concluded but with Duckworth/Lewis Method 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.

LAW 22 - THE OVER

Law 22 shall apply subject to the following:

22.1 Law 22.5 - Umpire miscounting

The following shall apply in addition to Law 22.5:

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

LAW 23 - DEAD BALL

Law 23 shall apply.

LAW 24 - NO BALL

Law 24 shall apply subject to the following:

24.1 Law 24.1 (b) Mode of delivery

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

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

24.2 Free Hit after a foot-fault No Ball

- (a) 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.
- (b) 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.
- (c) Field changes are not permitted for free hit deliveries unless there is a change of striker. (The provision of Clause 41.2 shall apply).
- (d) The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

24.3 Law 24.2 Fair delivery – the arm & Law 24.3 Definition of fair delivery – the arm

The procedure set out in attached [Appendix 6](#) will be followed in addition to the provisions of Law 24.2 and Law 24.3.

24.4 Law 24.6 Bowler breaking wicket in delivering ball

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under Clause 42.11, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride.

For the purpose of this clause, the amended definition of delivery stride from Appendix D - Laws of Cricket shall apply. (See Appendix D. Laws 23.4(b)(viii), 23.4(b)(ix) and 10 below will apply.

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.

LAW 25 - WIDE BALL

25.1 Law 25.1 - Judging a Wide

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

- (a) 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.
- (b) Any offside or leg side delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a "Wide".
- (c) 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 as wide balls.

LAW 26 TO LAW 40

Following laws shall apply

Law 26 (Bye and Leg Bye), Law 27 (Appeals), Law 28 (The Wicket is down), Law 29 (Batsman out of his ground), Law 30 (Bowled), Law 31 (Timed Out), Law 32 (Caught), Law 33 (Handled the ball), Law 34 (Hit the ball twice), Law 35 (Hit wicket), Law 36 (Leg Before Wicket), Law 37 (Obstructing the field), Law 38 (Run Out), Law 39 (Stumped) and Law 40 (The Wicket Keeper).

LAW 41

Law 41 shall apply subject to the following:

41.1 Law 41.1 - Protective equipment

The following shall apply in addition to Law 41.1:

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

41.2 Restrictions on the placement of fielder

41.2.1 At the instant of delivery, there may not be more than 5 fielders 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 (hereinafter referred to as Power Play Overs) are set out in the following paragraphs.

41.2.3 The following field restrictions shall apply:

(a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). 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 yards (4.57 meters) interval. Each disc is to be of plastic or rubber (but not of the metallic material) and measure 7 inches (18 cm) in diameter.

- During the first block of Power Play Overs (as set out below), only **2** fieldsmen shall be permitted outside the field restriction area at the instant of the delivery.
- During second block of Power Play overs only **3** fieldsmen shall be permitted outside the field restriction area at the instant of the delivery.

(b) Two inner circles shall be drawn on the field of play. The circles shall have as their centers the centre point of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 meters). These fielding restriction areas should be marked by 'dot'. The segment of circles reserved for slip positions shall not be demarcated. (**Refer attached Appendix 5**).

During the first block of Power Play Overs (in an uninterrupted innings, the first 10), there must be a minimum of 2 stationary fieldsmen within the applicable fielding restriction area measured from the striker's end at the instant of delivery.

When a fast bowler is bowling the 2 stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72), in the undemarcated area, provided only that they are standing in slip, leg slip or gully positions.

- 41.2.4 During the non-Power Play Overs, no more than 4 fielders shall be permitted outside the fielding restriction area referred to in clause 41.2.3 (a) above.
- 41.2.5 Subject to the provisions of 41.2.6 below, the Power Play Overs shall apply for 15 overs per innings to be taken as follow:
- (a) The first block of Power Play Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
 - (b) The second block of Power Play Overs (block of 5 overs for an uninterrupted match), shall be taken at the discretion of either of the batsmen at the wicket. In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40th over. For innings of shorter scheduled duration of between 20 and 39 overs, no such restriction applies.
 - (c) A batsman must nominate his team's Power Play no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of next over.
 - (d) Once a batsman has nominated a Power Play, the decision cannot be reversed.
 - (e) Should the batting teams choose not to exercise their discretion, their Power Play Overs will automatically commence at the latest available point in the innings (e.g. in 50 over innings with one unclaimed Power Play, this will begin at the start of 36th over).

41.2.6 In circumstances when the number of overs of the batting team is reduced, the number of Power Play Overs shall be reduced in accordance with the table below.

Note 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	FIRST POWER PLAY	BATTING POWER PLAY	TOTAL POWER PLAY OVERS
20 – 21	4	2	6
22 – 24	5	2	7
25 – 28	5	3	8
29 – 31	6	3	9
32 – 34	7	3	10
35 – 38	7	4	11
39 – 41	8	4	12
42 – 44	9	4	13
45 – 48	9	5	14
49	10	5	15

41.2.7 Each block of Power Play Overs must commence at the start of an over.

41.2.8 If play is interrupted not during the Power Play Overs, then on resumption, it is necessary to determine how any remaining Power Play Overs should be allocated. The total number of Power Play Overs for the innings is derived from the table in 41.2.6. Any Power Play Overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting side's allocation. The decision of the batting side when to take any remaining Power Play Overs, is made in usual way. *For illustration of this Clause see [Appendix 8](#)*

41.2.9 If play is interrupted during the first Power Play and on resumption the overs required to be bowled in that Power Play have already been exceeded, then the second Power Play will assumed to have been taken immediately and will continue until it is completed.
For illustration of this Clause see [Appendix 8](#).

41.2.10 If following an interruption, on resumption the total number of Power Play Overs for the innings has already been exceeded, then there will be no further Power Play deliveries bowled in the innings.
Note: This is the only circumstance under which the Power Play status can be changed during an over. *For illustration of this clause see [Appendix 8](#).*

41.2.11 If following an interruption while a Power Play is not in progress, it is found on resumption that the recalculated number of Power Play Overs remaining exceeds the number of overs to be bowled in the innings, then the Power Play will commence at the start of the next over, with fewer than the scheduled number of Power Play Overs being bowled in the innings.

For illustration of this Clause see Appendix 8.

- 41.2.12 At the commencement of second block of Power Play Overs, the umpire shall signal such commencement to the scorers by rotating his arm in large circle.
- 41.2.13 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Power Play.
- 41.2.14 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal “No Ball”.

LAW 42 - FAIR AND UNFAIR PLAY

42.1 Law 42.3 - The Match Ball - changing its condition

Law 42.3 shall apply, subject to the following:

Law 42.3 (d) and (e) shall be replaced with the following:

If the umpires together agree that the deterioration in the condition of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this Law.

They shall:

- (a) Change the ball forthwith. The batter at the wicket shall choose the replacement ball from the selection of 6 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.
- (b) Additionally the bowler’s end umpire shall:
- (i) Award 5 penalty runs to the batting side.
 - (ii) Inform the captain of the fielding side of the reason for the action taken.
 - (iii) Inform the captain of the batting side as soon as practicable of what has occurred.
 - (iv) Together with other umpire report the incident to the ACC Match Referee. The ACC Match Referee shall take action as is appropriate against the player(s) responsible for the conduct under the ICC Code of Conduct. If the ACC Match Referee is unable to identify the player(s) responsible for such conduct, the captain shall take responsibility and will be subject to such action as is appropriate under the ICC Code of Conduct.

42.2 Law 42.4 - Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

In addition, the umpires shall report the incident to the ACC Match Referee under the ICC Code of Conduct.

42.3 Law 42.5 - Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following:

In addition, the umpire shall report the incident to the ACC Match Referee under the ICC Code of Conduct.

42.4 Law 42.6 - Dangerous and Unfair Bowling

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

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

- (a) A bowler shall be limited to **2** 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 popping crease.
- (c) 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.
- (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 one of the allowable short pitched deliveries in that over.
- (f) In the event of a bowler bowling more than **2** fast short-pitched deliveries in an over as defined in Clause 42.4.1 (b) 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.
- (g) 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 batsman 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 **2** fast short pitched deliveries 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 batsman 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 ACC 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.)

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

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

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

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

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

- (c) Should there be any further instance (where high full pitched ball is bowled and considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall, in addition to calling and signaling No Ball, when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- (f) The umpires will then report the matter to the ACC 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.)

42.5 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 batsman 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 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 ACC 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 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 ACC 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).

42.7 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 batsman at the wicket and as soon as possible the captain of the batting side of what has occurred.
- (d) Report the occurrence to the ACC Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the ICC Code of Conduct.

42.9 Law 42.10 - Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

If the incoming batsman is not in position to take guard or his partner not ready to receive the ball within 2 minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

In addition, the umpires will report the incident to the ACC Match Referee under the ICC Code of Conduct.



42.10 Law 42.14 Batsman damaging the pitch

Law 42.14 shall apply.

42.11 Law 42.15 Bowler attempting to Run Out the non-striker before delivery

Law 42.15 shall be replaced by the following:

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to Run Out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of over. If the bowler fails in his attempt to run out the non-striker, the umpire shall call and signal Dead Ball as soon as possible.

42.12 Use of Electronic Communications Equipment

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

APPENDIX 1

All penalty runs in the Laws of Cricket (2000 Code – 4th Edition – 2010) shall apply in all the matches of the event. Some penalty runs can be referred to the ACC Match Referee for further action, if necessary.

LAW	NO WARNING	ACTION
2.6	Player returning without permission and coming into contact with the ball in play.	Ball becomes dead +5 penalty runs + ball not to count as one of the over + report*.
41.2	Fielding the ball illegally.	Ball becomes dead + 5 penalty runs + ball not to count as one of the over + report*.
41.3	Ball in play hitting helmet not being worn.	Ball becomes dead + 5 penalty runs (no report).
42.3	Match ball – changing its condition unfairly.	Umpires consult + change ball + 5 penalty runs + report*.
	Any repetition during that innings.	Consult + change ball + 5 penalty runs + suspend the bowler who bowled the previous ball + report*.
42.5	Deliberate distraction or obstruction of a batsman after striker received delivery.	No dismissal + 5 penalty runs + run in progress to count + batsman at wicket shall decide which of them is to face next delivery + ball not to count as one of the over + report*.
42.16	Batsman stealing a run.	5 penalty runs + report*.
LAW	ONE WARNING**	ACTION
18.5	Deliberate short run – either batsman.	No runs to count – warn both batsmen
	Any repetition during that innings	No runs to count + 5 penalty runs + report*.
42.4	Deliberate attempt to distract striker preparing to receive or receiving a delivery.	Warn captain** + no dismissal + ball not to count as one of the over.
	Any repetition during that innings .	no dismissal + 5 penalty runs + ball not to count as one of the over + report.
42.9	Time wasting by fielding side.	Warn captain**.
	Any repetition during that innings.	a. if not during an over – 5 penalty runs + report* b. if during an over – suspend bowler + report*.
42.10	Batsman wasting time.	Warn batsman †
	Repetition by any batsman in that innings.	5 penalty runs + report*.
42.13	Fielder causing avoidable damage to pitch	Warn captain**.
	Any repetition during that innings.	5 penalty runs + report*.
42.14	Batsman causing avoidable damage to pitch.	Warn the batsman † (first and final warning)
	Repetition by any batsman in that innings.	No runs to count + 5 penalty runs + report*.

ective and any Governing Body responsible for the match. **Warning applies to whole innings † Applies to the whole side for the rest of that innings. † Inform each incoming batsman

APPENDIX 2

APPENDIX 2A

Calculation sheet for use when a delay or interruptions occur in the First Innings Time

Net playing time available at start of the match 420 minutes (A)

Time innings in progress _____ (B)

Playing time lost _____ (C)

Extra time available _____ (D)

Time made up from reduced interval _____ (E)

Effective playing time lost [C – (D + E)] _____ (F)

Remaining playing time available (A - F) _____ (G)

G divided by 4.2 (to 2 decimal places) _____ (H)

Max overs per team [H/2] (round up fractions) _____ (I)

Maximum overs per bowler [I / 5] _____

Duration of Powerplay Overs (initial, batting side) _____ + _____

Rescheduled Playing Hours

First session to commence or recommence _____ (J)

Length of innings [I x 4.2] (round up fractions) _____ (K)

Rescheduled first innings cessation time [J + (K - B)] _____ (L)

Length of interval _____ (M)

Second innings commencement time [L + M] _____ (N)

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 12.4.2 a) iv). If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

APPENDIX 2B

Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time _____ (P)

Rescheduled cut-off time allowing for full use of any extra time provision _____ (Q)

Minutes between P and Q _____ (R)

Potential overs to be bowled [R / 4.2] (round up fractions) _____ (S)

Number of complete overs faced to date in first innings _____ (T)

If S is greater than T then revert to Appendix 2A

If S is less than or equal to T then the first innings is terminated and go to Appendix 3A

APPENDIX 3

APPENDIX 3A

Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix 2B) _____ (A)

Scheduled length of innings: [$A \times 4.2$] (round up fractions) _____ (B)

Start time _____ (C)

Scheduled cessation time [$C + B$] _____ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [$A / 5$] _____ overs

Duration of Powerplay overs (initial, batting side) _____ + _____

APPENDIX 3B

Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

Time at start of innings _____ (A)

Time at start of interruption _____ (B)

Time innings in progress _____ (C)

Restart time _____ (D)

Length of interruption [$D - B$] _____ (E)

Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings) _____ (F)

Total playing time lost [$E - F$] _____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost [$G / 4.2$] (rounded down) _____ (I)

Adjusted maximum length of innings [$H - I$] _____ (J)

Rescheduled length of innings [$J \times 4.2$ rounded up] _____ (K)

Amended cessation time of innings [$D + (K - C)$] _____ (L)

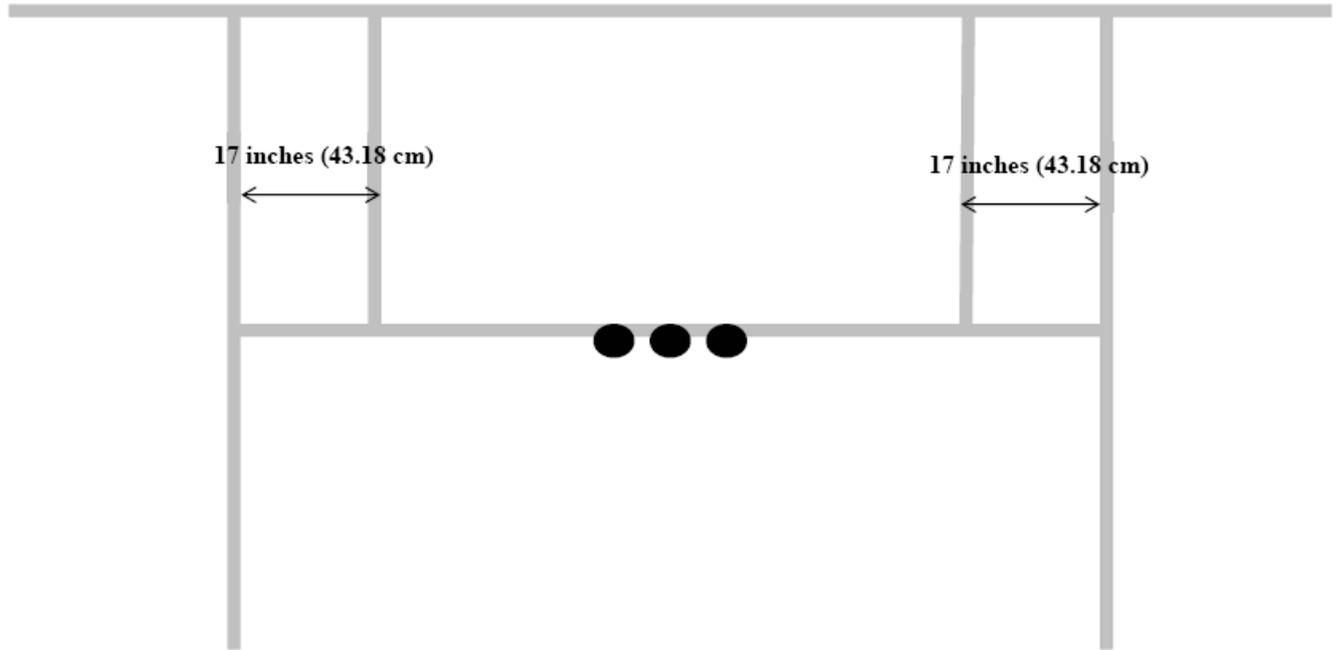
Overs per bowler and Fielding Restrictions

Maximum overs per bowler [$J / 5$] _____ overs

Duration of Powerplay overs (initial, batting side) _____ + _____

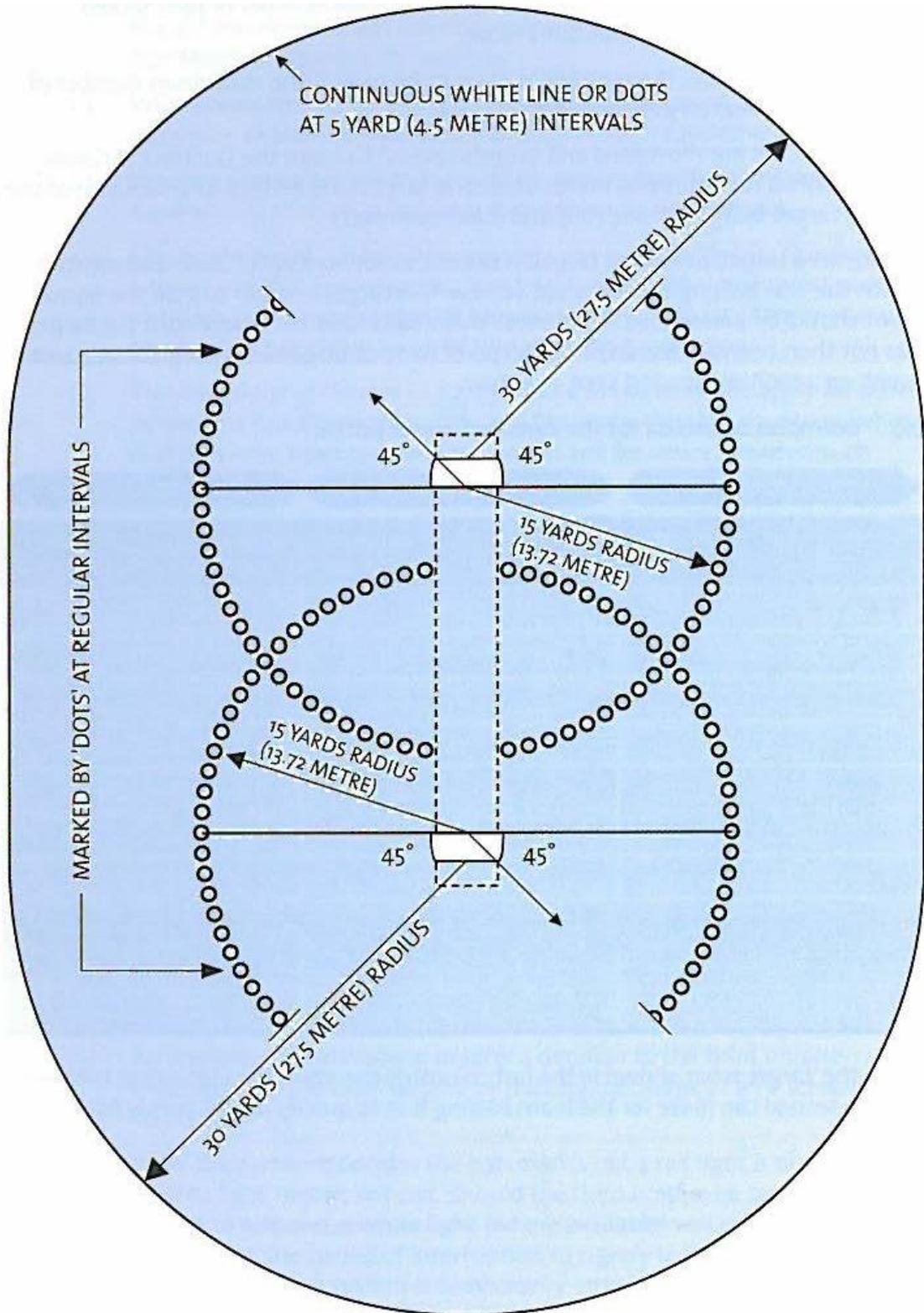
APPENDIX 4

CREASE MARKINGS



APPENDIX 5

RESTRICTION ON THE PLACEMENT OF FIELDERS



APPENDIX 6

BOWLERS WITH SUSPECT BOWLING ACTION

Following administrative action will be taken against the bowlers with suspect bowling action i.e. the violation of Law 24.2 (Fair delivery – the arm) and Law 24.3 (Definition of fair delivery – the arm).

Clause 1:

If a bowler is reported or called by umpires in two matches, in accordance to Law 24.2 (Fair delivery – the arm) and Law 24.3 (Definition of fair delivery – the arm) then his case will be referred to Tournament Technical Committee provided:

- Both the matches were officiated by two different sets of umpires (at least one umpire should be different in both matches. i.e. at least 3 umpires officiated these 2 matches.
- If reported, it has to be reported by both the umpires jointly on both occasions.
- If called in both matches then it should be by different umpire on each occasion.

Clause 2:

Tournament Technical Committee will consist of 3 members and its composition will be as following:

- Tournament Director or his nominee,
- ACC Official
- A senior match referee or an experienced umpire

Note: For the purpose of justice and unbiased proceedings an umpire or Match Referee who officiated in any of those 2 matches, where the bowler was called or reported will not be the member of this committee, though they could be called by the committee to clarify the happenings.

Clause 3:

Tournament Technical Committee will be empowered to stop such bowlers from bowling in the remaining matches of the tournament.

Clause 4:

The decision of Tournament Technical Committee will be final and binding on all. Furthermore this decision could not be challenge or contested at any forum.

Clause 5:

Tournament Director will report the entire matter to ACC Development Manager in writing within a week of the conclusion of the tournament.



Clause 6:

Even if any bowler is stopped from bowling but his performances in earlier matches shall remain effective and not cancelled in any manner.

Clause 7:

The ban imposed by Tournament Technical Committee will be limited up to this tournament only.

APPENDIX 7

ILLUSTRATIONS OF POWER PLAY FIELD RESTRICTIONS

Illustrations of Clause 41.2.8:

A match starts as 50 overs, is interrupted after 12 overs and reduced to 43 overs. (The first 10 overs have been Power Play (PP); the next two were not). The new PP allocation is 9+4 (total 13), so there are 3 overs left for the batting side. These must start no later than 38over in order to be completed by the 40th over.

Illustrations of Clause 41.2.9:

A 50 Overs match is interrupted after 9.3 overs and on resumption has been reduced to 43 overs. Power Play overs are 9 + 4 (total 13). Second Power Play is in progress with 0.3 overs out of 4 overs completed i.e. it covers overs 10 – 13. The fielding restrictions relating to second Power Play take immediate effect on resumption.

Illustrations of Clause 41.2.10:

A 45 overs innings is interrupted after 8.3 overs and on resumption has been reduced to 28 overs. Power Play overs are 5 + 3 (total 8). Thus all Power Play overs have been completed. Non – Power Play field restrictions take effect immediately and do not need to wait until the end of the over.

Illustrations of Clause 41.2.11:

A 41 over innings in which only the first Power Play has been taken is interrupted after 35.1 overs and on resumption reduced to 39 overs. Power Play overs will be 8 + 4 (total 12). Power Play will automatically resume at the start of next over but only 11 of 12 scheduled Power Play overs can be bowled in the innings.