



Playing Conditions

Except as varied hereunder the Laws of Cricket (2000 Code 2nd Edition - 2003) shall apply.

Note: All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'ICC Match Referee'.

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 and the nominated 12th man in writing to the ICC Match Referee before the toss. No player (including the nominated 12th man) 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.

Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

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

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

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

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

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

3 Law 3 - The Umpires

3.1 Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following:

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

- 3.1.1 ICC shall appoint umpires for on-field third and fourth umpire duties. The third umpire shall act as the emergency on-field umpire. The fourth umpire shall act as the emergency third umpire.
- 3.1.2 The on-field umpires shall not be from the same country as the participating teams.
- 3.1.3 The ICC in consultation with Cricket Ireland shall appoint fourth umpires for the tournament.
- 3.1.4 No 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 two hours before the scheduled start of play.
- 3.1.6 The ICC shall appoint the ICC Match Referee for all matches.

3.2 Third Umpires / TV Replays

The TV replay referral system shall not apply.

3.3 Law 3.2 - Change of Umpire

The following shall apply in place of Law 3.2:

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

3.4 Law 3.4 - To inform captains and scorers

In addition to Law 3.4 (i)

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

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.

3.6 Law 3.10 Exceptional Circumstances.

The following shall apply in addition to Law 3.10:

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

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

3.7 Light Meters

3.7.1 It is the responsibility of the ICC to supply light meters to the match officials to be used in accordance with these playing conditions.

3.7.2 All light meters shall be uniformly calibrated.

3.7.3 The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is unfit/fit for play.

3.7.4 Light meter readings may accordingly be used by the umpires:

a To determine whether there has been at any stage a deterioration or improvement in the light.

b As benchmarks for the remainder of a stoppage, match and/or series/event.

3.8 Use of Lights

Artificial lights shall not be used.

3.9 Day Night Matches

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

3.9.2 Sight screens will be black.

4 Law 4 - The Scorers

4.1 Law 4.2 - Correctness of scores

Attention is drawn to Clause 21.

5 Law 5 - The Ball

5.1 Law 5.2 - Approval and control of balls

Law 5.2 shall be replaced by the following:

White 'Kookaburra Turf' cricket balls shall be supplied by the ICC and will be used for all matches. Spare balls of the same standard shall be supplied for changing during a match.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided. The third umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.

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

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

Law 5.4 shall not apply.

5.3 Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

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

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

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

5.4 Law 5.6 - Specifications

Law 5.6 shall not apply.

6 Law 6 - The Bat

6.1 Law 6.1 - Width and length

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

7 Law 7 - The Pitch

7.1 Law 7.3 - Selection and preparation

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

7.1.2 The fourth umpire shall ensure that, prior to the start of play and during any intervals, only authorised ground staff, the ICC match officials, players and team coaches 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 No spiked footwear shall be permitted.
- c No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
- d Access shall not interfere with pitch preparation.

7.1.3 In the event of any dispute, the ICC 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 ICC Match Referee.

7.2.2 The on-field umpires and ICC 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 shall consider one of the options in the following sequence:

a whether the existing pitch can be repaired. Repair work will only be considered if there has been malicious damage to a non-crucial part of the pitch;

b whether the alternative pitch can be used;

c whether the match has to be abandoned.

7.2.5 When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.

7.2.6 In the event of a decision being taken in favour of clauses 7.2.4 (a) or 7.2.4 (b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.

7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures shall be the responsibility of the on-field umpires in consultation with the ICC Match Referee and the ICC Event Technical Committee.

7.2.8 In the event that the existing pitch can be made playable after suitable remedial work in clause 7.2.4 (a) above, the match shall continue from the point stopped.

7.2.9 If a new pitch is prepared as in clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see clause 7.2.7 above).

7.2.10 If the decision is to abandon the match as in clause 7.2.4 (c) above, the ICC Event Technical Committee shall decide whether the match can be replayed within the existing event schedule.

7.3 Law 7.5 - Non-turf pitches

Law 7.5 shall not apply.

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

8 Law 8 - The Wickets

8.1 Law 8.2 - Size of stumps

Law 8.2 shall apply.

9 Law 9 - The Bowling, Popping and Return Creases

9.1 Law 9.3 - The Popping Crease

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

9.2 Additional Crease Markings

The following shall apply in addition to Law 9:

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

10 Law 10 - Preparation and Maintenance of the Playing Area

10.1 Law 10.1 - Rolling

The following shall apply in addition to Law 10.1:

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

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

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

10.2 Law 10.6 - Maintenance of footholes

The following shall apply in addition to Law 10.6:

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

11 Law 11 - Covering the Pitch

11.1 Law 11.1 - Before the match

The following shall apply in addition to Law 11.1:

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

11.2 Law 11.2 - During the match

Law 11.2 shall be replaced by the following:

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

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

11.3 Law 11.3 - Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

The bowler's run-ups shall be covered to a distance of at least 5 x 5 metres.

11.4 Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

The covers shall be removed no earlier than 5.00am and no later than 7.00am on the morning of the match provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

Attention is drawn to Clause 3.5.

12 Law 12 - Innings

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

12.1 Law 12.1 - Number of innings

Law 12.1 shall be replaced by the following:

- 12.1.1 All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.
- 12.1.2 All matches shall be of one day's scheduled duration.
- 12.1.3 Every effort will be made to ensure wherever possible all games in each stage of the tournament (i.e. group, semi-final and final) are played over the maximum number of overs possible and that, in a given match, the same number of overs are available to both teams.
- 12.1.4 The tournament has been scheduled so that abandoned matches can be completed and postponed matches can be rescheduled in accordance with 12.1.6 below.
- 12.1.5 A reserve venue for the tournament has been prepared and will be utilised in accordance with 12.1.6 below.
- 12.1.6 Interrupted matches shall be completed and postponed matches shall be rescheduled to the reserve day and/or the reserve venue as follows:
 - a. The priority of matches to be completed is all group matches, third versus fourth play-off match, semi-finals, final and fifth versus sixth play-off match.
 - b. If at the close of play on the first or subsequent days the ICC Event Technical Committee concludes that there is a materially greater prospect of completing the group matches and/or semi-finals on the following day(s) by re-scheduling according to the priorities in 12.1.6 (a) they shall do so.
 - c. If at the close of play on any day the ICC Event Technical Committee concludes that there is a materially greater prospect of completing the remaining match(es) on the following day by commissioning the reserve venue they shall do so. Wherever possible all matches within a group shall be played at the same venue.
- 12.1.7 The ICC Event Technical Committee may, at their sole discretion, cancel the fifth versus sixth play-off and the final in order to maximise the likelihood that the third versus fourth play-off match is completed.
- 12.1.8 If following the completion of the Group matches, the ICC Event Technical Committee, at their sole discretion, conclude that there is no prospect of completing the two semi-finals, then the third versus fourth play-off shall be played between the two teams that finished second in their group.
- 12.1.9 The ICC Event Technical Committee may, at their sole discretion, cancel all matches beyond the group stage in order to maximise the likelihood that the group matches are completed.
- 12.1.10 The winners of both semi-finals and the winner of the third versus fourth play-off will qualify for the ICC World Twenty20 England 2009.
- 12.1.11 Should the tournament conclude without the full schedule being completed, qualification for the ICC World Twenty20 England 2009 shall be as follows:
 - i. If both semi-finals are played but the third versus fourth play-off is not completed the winner of both semi-finals will qualify. The third qualifier will be the winner of the head-to-head match in this tournament between the teams contesting the third versus fourth play-off, or if no head-to-head

- match was played, the higher ranked team on the ICC Reliance Mobile ODI and corresponding Associate 50-over tables (as at 5th August 2008), and if teams are still equal the higher seeded team for this tournament.
- ii. If only the first semi-final is completed the winner of the first semi-final and the group winner from the other semi-final will qualify. The third qualifier will be the winner of the head-to-head match in this tournament between the remaining two teams, or if no head-to-head match was played, the higher ranked team on the ICC Reliance Mobile ODI and corresponding Associate 50-over tables (as at 5th August 2008), and if teams are still equal the higher seeded team for this tournament.
- iii. If neither semi-final is played but a third versus fourth play-off between the two second placed teams is completed, then the winner of that play-off shall qualify along with the two group winners.
- iv. If the group stage is completed but there are no further results, both group winners and the higher ranked team on the ICC Reliance Mobile ODI and corresponding Associate 50-over tables (as at 5th August 2008) or if teams are still equal the higher seeded team for this tournament of the two group runners up shall qualify.
- v. If the group stage is incomplete the ICC Development Committee may use the completed results from this tournament, the ICC Reliance Mobile ODI and corresponding Associate 50-over tables (as at 5th August 2008), the seedings from this tournament and its best discretion, to recommend to the Executive Board to decide which teams shall qualify from this tournament to the ICC World Twenty20 England 2009.

12.2 Law 12.2 - Alternate innings

Law 12.2 shall not apply.

12.3 Law 12.3 - Completed innings

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

12.4 Length of Innings

12.4.1 Uninterrupted Matches.

- a) Each team shall bat for 20 overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the schedule time. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- e) Penalties shall apply for slow over rates (refer 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 15 overs per hour 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 has 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 15 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, 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 for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.
 - (iv) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
 - (v) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
 - (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 15 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
 - (ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
 - (iii) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier.
 - (iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
 - (v) A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
 - (vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
 - (vii) Penalties shall apply for slow over rates (refer ICC Code of Conduct).

12.5 Extra Time

15 minutes of extra time is allocated for each match. However, at the start of each match, the ICC Event Technical Committee may, at their sole discretion, inform the match referee, umpires and team captains that an additional amount of extra time beyond 15 minutes shall be provided for that match.

In circumstances where the start of play is delayed or play is suspended, the interval may be reduced at the discretion of the match referee subject to there being a minimum interval of 10 minutes.

12.6 Number of Overs per Bowler

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

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

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

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

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

13 Law 13 - The Follow-on

Law 13 shall not apply.

14 Law 14 - Declaration and Forfeiture

Law 14 shall not apply.

15 Law 15 - Intervals

Law 15 shall apply subject to the following:

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

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

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 shall be as follows:

Morning Match

First Session	09h30 – 10h50
Interval	10h50 – 11h10
Second Session	11h10 – 12h30

Afternoon Match

First Session	13h00 – 14h20
Interval	14h20 – 14h40
Second Session	14h40 – 16h00

Evening Match

First Session	16h30 – 17h50
Interval	17h50 – 18h10
Second Session	18h10 – 19h30

17 Law 17 - Practice on the Field

17.1 Law 17.1 - Practice on the field

The following shall apply in addition to Law 17.1:

The use of the square for practice on any day of any match will be restricted to any netted practice area on the square set aside for that purpose.

18 Law 18 - Scoring Runs

Law 18 shall apply.

19 Law 19 - Boundaries

19.1 Law 19.1 - The boundaries of the field of play

The playing area shall be a minimum of 150 yards (137.16 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 65 yards (59.43 metres). The straight boundary at both ends of the pitch shall be a minimum of 70 yards (64.00 metres). Distances shall be measured from the centre of the pitch to be used.

On large grounds the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 meters) from the centre of the pitch to be used.

Any ground which has been approved to host international cricket prior to 1st October 2007 or which is currently under construction as of this date which is unable to conform to these new minimum dimensions shall be exempt. In such cases the regulations in force immediately prior to the adoption of these regulations shall apply.

Sightscreens shall be provided at both ends of all grounds. Advertising shall be permitted on the sightsscreen behind the striker, providing it is removed for the subsequent over from that end.

Such advertising shall not contain flashing or flickering images and particular care should be taken by the operators that the advertising is not changed at a time which is distracting to the umpire.

In addition, advertising on perimeter boards placed in front of the sightsscreens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

19.2 Law 19.2 - Defining the boundary - boundary marking

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by the ICC from time to time. Where appropriate the rope should be a required

minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs.

19.3 Law 19.3 - Scoring a boundary

The following shall apply in addition to Law 19.3:

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

20 Law 20 - Lost Ball

Law 20 shall apply.

21 Law 21 - The Result

Law 21 shall apply subject to the following:

21.1 Law 21.1 - A win - two innings match

Law 21.1 shall not apply.

21.2 Law 21.2 - A win - one innings match

Law 21.2 shall apply in addition to the following:

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

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

21.3 Law 21.3 – Umpire (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 Referee refuses to play and the 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 Referee of this fact. The Referee shall together with the umpires ascertain the cause of the action. If the 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 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 clause 12.4.2 above.

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

21.4 Law 21.4 - A Tie

Law 21.4 shall apply in addition to the following:

In the event of a tied match the teams shall compete in a one-over per side eliminator to determine the winner. Refer Appendix 6.

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 comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (Refer Duckworth/Lewis Regulations. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

21.7 Correctness of result

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

21.8 Competition Format

The ICC World Twenty20 Qualifier will be contested by 6 teams which have been 'seeded' and divided into two groups:

Group A

Ireland (1)
Scotland (3)
Bermuda (6)

Group B

Kenya (2)
Netherlands (4)
Canada (5)

The first round of the competition will be the group stage.

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.

The top two teams from each group at the conclusion of the group stage will progress to the semi-finals where the team placed first in group A will play the team placed second in group B, and the team placed first in group B will play the team placed second in group A.

The winners of the semi-finals will contest the final and will qualify for the ICC World Twenty20 England 2009. The losers of the semi-finals, or second team after the group stage in accordance with 12.1.8 should it be invoked, will contest a third and fourth play-off, the winner of which will qualify for the ICC World Twenty20 England 2009. Should the tournament not run to schedule the qualifiers for the ICC World Twenty20 England 2009 will be in accordance with 12.1.11.

21.9 Points

The following points system will apply:

Win	2
No result	1
Loss	0

21.9.1 Group Matches

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

- i) The team with the most number of wins in the group stage will be placed in the higher position.
- ii) If there are teams with equal points and equal wins in the group stage then in such case the team with the higher net run rate in these matches will be placed in the higher position (refer to 21.9.4 below for the calculation of net run rate).
- iii) 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 stage in which results were achieved will be placed in the higher position.
- iv) If still equal, the team which was the winner of the head to head match played between them will be placed in the higher position.
- v) In the highly unlikely event that teams cannot be separated by the above this will be done by drawing lots.

If all matches within a group are abandoned, and the ICC Event Technical Committee deem the next matches to be played will be semi-finals, the top two seeded teams will progress to the semi-final.

Please note in a match declared as no result, run rate is not applicable.

21.9.2 Semi-Final

If a semi-final is tied the teams shall compete in a one-over per side eliminator to determine which team progresses to the final. Refer Appendix 6.

21.9.3 Final

In the event of a tied final the teams shall compete in a one-over per side eliminator to determine which team is the winner. Refer Appendix 6.

In the event of a no result the teams shall be declared joint winners.

21.9.4 Net Run Rate

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

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

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis 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.

In circumstances where a match (and the points for such match) is awarded to a team as a result of the other team's refusal to play, either by the ICC Match Referee in accordance with Law 21.3 (a)(ii) as read with playing condition 21.3 or in

accordance with the provisions of the relevant event agreements signed by the participating teams, the net run rate of the defaulting team shall be affected in that the full 20 overs of the defaulting team's innings in such forfeited match shall be taken into account in calculating the average runs per over of the defaulting team over the course of the relevant portion of the competition. For the avoidance of doubt the runs scored and overs bowled in such forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

In the event of any dispute the ICC Event Technical Committee may be called on to make a ruling and its ruling will be final.

22 Law 22 - The Over

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

22.1 Law 22.5 - Umpire miscounting

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

23 Law 23 - Dead Ball

Law 23 shall apply.

24 No Ball

Law 24 shall apply subject to the following:

24.1 Law 24.1 (b) Mode of delivery

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

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

24.2 Free Hit after a foot-fault no ball

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

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

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

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

25 Law 25 - Wide Ball

25.1 Law 25.1 - Judging a Wide

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

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

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

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

26 Law 26 - Bye and Leg Bye

Law 26 shall apply.

27 Law 27 - Appeals

Law 27 shall apply.

28 Law 28 - The Wicket is Down

Law 28 shall apply.

29 Law 29 - Batsman out of His Ground

Law 29 shall apply.

30 Law 30 - Bowled

Law 30 shall apply.

31 Law 31 - Timed Out

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

Dugouts shall be provided.

32 Law 32 - Caught

Law 32 shall apply.

33 Law 33 - Handled the Ball

Law 33 shall apply.

34 Law 34 - Hit the Ball Twice

Law 34 shall apply.

35 Law 35 - Hit Wicket

Law 35 shall apply.

36 Law 36 - Leg Before Wicket

Law 36 shall apply.

37 Law 37 - Obstructing the Field

Law 37 shall apply.

38 Law 38 - Run Out

Law 38 shall apply.

39 Law 39 - Stumped

Law 39 shall apply.

40 Law 40 - The Wicket-Keeper

Law 40 shall apply.

41 Law 41 - Fielder

Law 41 shall apply subject to the following:

41.1 Law 41.1 - Protective equipment

The following shall apply in addition to Law 41.1:

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

41.2 Restrictions on the placement of fieldmen

41.2.1 At the instant of delivery, there may not be more than 5 fieldmen 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 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 fieldmen shall be permitted outside this fielding restriction area at the instant of delivery.
- d. During the non Fielding Restriction Overs, no more than 5 fieldmen 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 overs in innings	No. of overs for which fielding restrictions in clauses 41.2.2 a 41.2.2 c above will apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

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 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:

- a. Law 42.3 (e) (ii) shall be replaced with the following:
Inform the captain of the fielding side of the reason for the action taken.
- b. The umpires shall report the incident to the ICC Match Referee.
- c. The ICC Match Referee shall take action as is appropriate against the player(s) responsible for the conduct under the ICC Code of Conduct.
- d. If the ICC 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.
- e. In the event that a ball has been interfered with and requires replacement the batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

42.2 Law 42.4 - Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

In addition, the umpires shall report the incident to the ICC 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 ICC 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 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 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.)

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 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.)

42.5 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 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).

42.7 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 ICC 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:

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

42.10 Use of Electronic Communications Equipment

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

APPENDIX 1

All penalty runs in the Laws of Cricket (2000 Code 2nd Edition - 2003) now apply in International Cricket. Some penalty runs can be referred to the ICC Match Referee for further action if necessary.

APPENDIX 2

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

Time

Net playing time available at start of the match 160 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)

Overs and Fielding Restrictions

Overs in match [G / 4] round up fraction and +1 if necessary _____ (H)
Max. overs per team [H / 2] _____ (I)
Max. overs per bowler [I / 5] _____ overs
Fielding restrictions [Refer to 41.2.6] _____ overs
Fielding restrictions innings 1 _____ overs
Fielding restrictions innings 2 _____ overs [Refer to 41.2.6]

Rescheduled Playing Hours

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

APPENDIX 3

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

Time

Original cessation time of innings _____ (A)

Time at start of interruption _____ (B)

Restart time _____ (C)

Length of interruption [C – B] _____ (D)

Extra time available _____ (E)

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

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

Overs

Maximum overs at start of innings _____ (H)

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

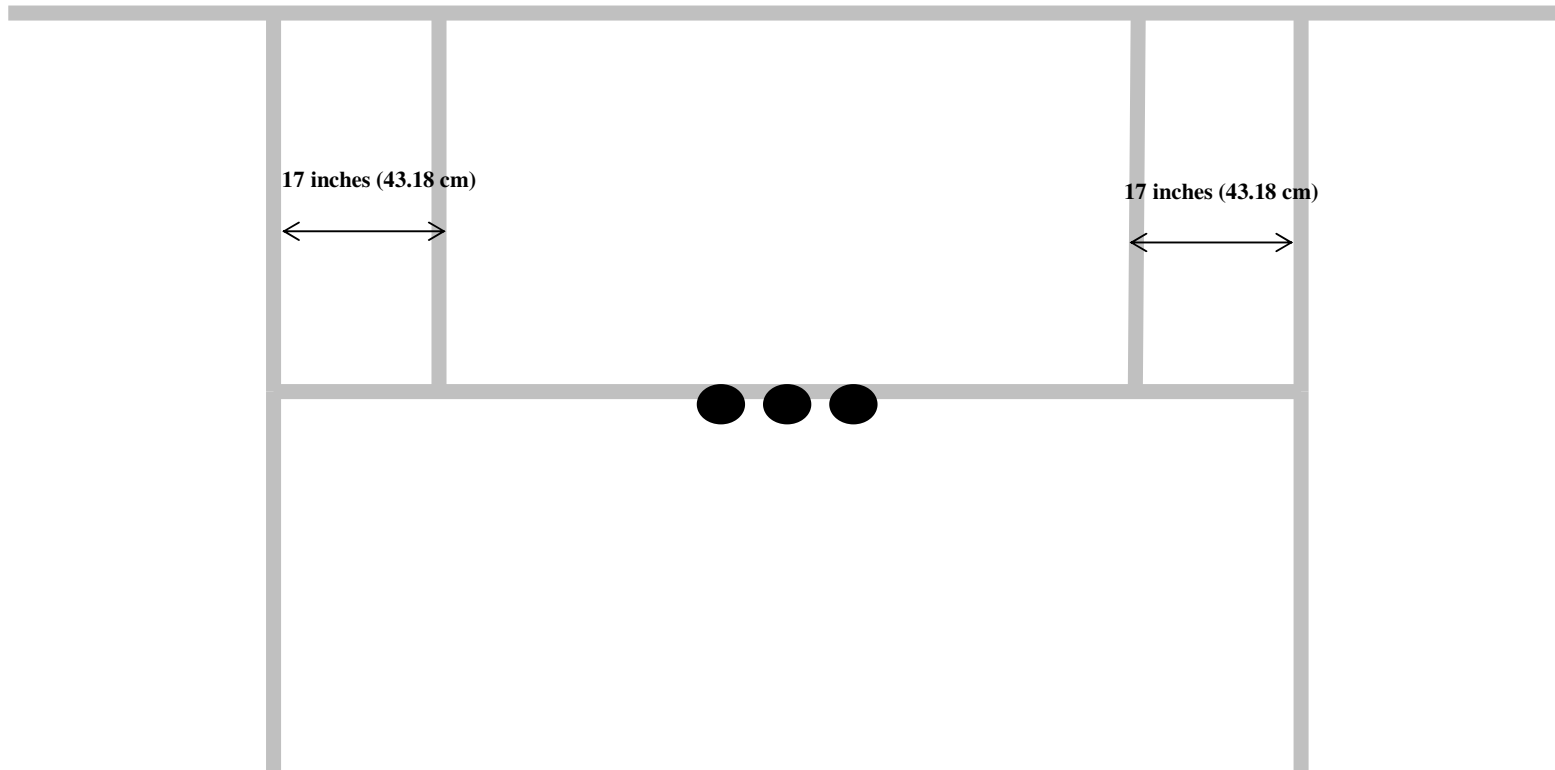
Adjusted maximum length of innings [H – I] _____ (J)

Overs per bowler and Fielding Restrictions

Max. overs per bowler [J / 5] _____ overs

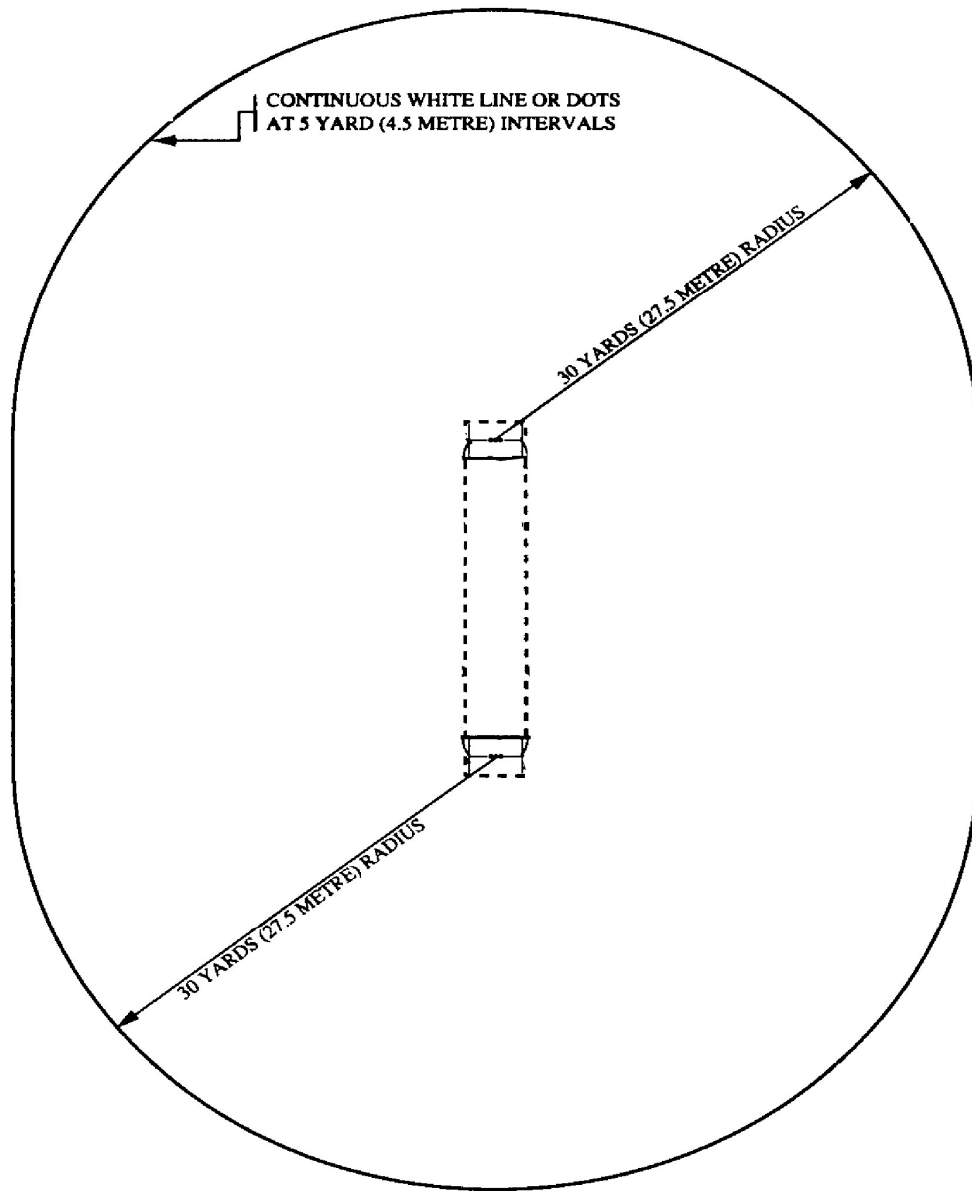
Fielding restrictions [Refer to 41.2.6] _____ overs

**APPENDIX 4
CREASE MARKINGS**



APPENDIX 5

Restriction of the placement of fieldsmen



APPENDIX 6

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 referee.

In normal circumstances it shall commence 5 minutes after the conclusion of the match.

2. 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 referee.
3. Prior to the commencement of the one-over per side eliminator each team elects three batsmen and one bowler.
4. The nominated players are given in writing to the ICC Match Referee.
5. The toss takes place under the supervision of the ICC Match Referee.
6. Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 International match.
7. The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.
8. The loss of two wickets in the over ends the team's one-over innings.
9. In the event of the team's having the same score after the one-over per side eliminator has been completed, the team that hit the most number of sixes combined from its two innings in both the main match and the one-over per side eliminator shall be the winner.
10. If the number of sixes hit by both teams is equal, the team that hit the most number of fours and sixes combined from its two innings in both the main match and the one-over per side eliminator shall be the winner.