



**ICC European World Cricket League Division 5
Playing Conditions
50 Overs Non-DL**

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 Tournament Referee'.
- All references to 'ICC Code of Conduct' shall be replaced with 'ICC Code of Conduct for ICC Development Program Events and Women's International Matches'.

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 umpires before the toss. No player (including the nominated 12th man) may be changed after the toss without the consent of the opposing captain.

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



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thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

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

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

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

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

- 2.1.3 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'.

3 LAW 3 - THE UMPIRES

3.1 Law 3.1 - Appointment and Attendance

Law 3.1 shall be replaced by the following:

- 3.1.1 ICC will appoint the on-field umpires.
- 3.1.2 Neither team will have a right of objection to an umpire's appointment.



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3.1.3 The umpires shall be present at the ground at least one hour before the scheduled start of play.

3.1.4 ICC shall appoint a Tournament Referee.

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)

The event organisers 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.



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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:

ICC will provide all match balls and spares.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the umpires. The third umpire or an on-field umpire shall take a selection of 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, a drinks interval, or any other disruption in play. Each fielding team shall have one new ball for its innings.

5.2 Law 5.4 - New Ball in Match of More than One Day's Duration

Law 5.4 shall not apply.

5.3 Law 5.5 - Ball Lost or Becoming Unfit for Play

Law 5.5 shall be replaced by the following:

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

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

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



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5.3 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:

Bats with carbon fibre handles may be used until the end of their natural lives. However, re-handling of these bats with a replacement carbon fibre handle will not be allowed.

7 LAW 7 - THE PITCH

7.3 Law 7.5 - Non-Turf Pitches

The following shall apply in addition to Law 7.5:

Where possible, and grounds are of standard, as first preference all matches shall be played on natural turf pitches. Where necessary though matches can be scheduled on non-turf pitches for the duration of the tournament, or on the reserve days, subject to compliance of Law 7.5.

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 (13.71m)'.

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 2 shall be marked in white at each end of the pitch.



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10 LAW 10 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA

11.2 Law 11.3 - Covering Bowlers' Run Ups

Law 11.3 shall be replaced by the following:

Wherever possible and available the bowler's run-ups shall be covered to a distance of at least 5 x 5 metres.

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 50 overs.

12.1.2 All matches shall be of one day's scheduled duration.

12.1.3 Every effort will be made to complete matches on the scheduled day with any necessary reduction in overs taking place. Only if the minimum number of overs necessary to constitute a match cannot be bowled on the scheduled day will the match be deemed as abandoned.

12.1.4 Reserve days shall only be utilised for rescheduling of abandoned matches as deemed in 12.1.3.

12.1.5 Abandoned matches, as deemed in 12.1.3, shall be rescheduled to the reserve days as follows:

a. Individual abandoned matches (i.e. one or two matches from any incomplete round) will be given priority for rescheduling over any full round of abandoned matches (i.e. three matches).

b. Individual abandoned matches will be rescheduled in order of either:

(i) The scheduled round in which the most matches have been abandoned (i.e. a round with two abandoned matches will be prioritised over a round with one abandoned match),



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then

- (ii) In order of the earliest scheduled round in the event of two or more rounds having an equal number of abandoned matches
- c. Any full rounds of abandoned matches will be rescheduled (subject to 12.1.6 (a) above) in order of the earliest scheduled round

12.1.6 Subject to any of the previous points, if an abandoned match cannot be rescheduled on any reserve day, the match shall be declared as a no result and points will be awarded as provided for in 21.8.

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

12.1.8 If less than three rounds are completed at tournament end the European Cricket Committee may use the completed results from this tournament, and its best discretion, to recommend to the ICC Development Committee to decide any promotion and/or relegation issues—(i.e. it may not be the top ranked teams from the tournament).

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 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 20 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.



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- 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 ICC Code of Conduct for ICC Development Program Events and Women's International Matches).

12.4.2 Delayed or Interrupted Matches

- a. Delay or Interruption to the Innings of the Team Batting First
 - 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 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 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 14.28 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original 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.



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- 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. The interval shall be reduced to enable the second innings to commence at the rescheduled time, subject to there being a minimum interval of 20 minutes (or where the interval has been reduced to a period of less than 20 minutes – such reduced period less than 20 minutes under 15.1 (iii)).
 - 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 ICC Code of Conduct for ICC Development Program Events and Women's International Matches).
- b. Delay or Interruption to the innings of the Team Batting Second
- 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, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
 - 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 14.28 overs per hour. With the exception of drinks intervals, the timing and duration of



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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 for ICC Development Program Events and Women's International Matches).

12.5 Extra Time

In all matches where the start of play is delayed or play is suspended, the scheduled hours of play shall be extended up to a maximum of 60 minutes.

This means that no deduction/re-calculation of overs will take place until 60 minutes of playing time, in aggregate, has been lost.

12.6 Number of Overs per Bowler

No bowler shall bowl more than 10 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.

Where possible 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.



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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

The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, in which case a ten minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where play is delayed or interrupted the umpires will reduce the length of the interval as follows:

- i) If up to 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced by the amount of actual playing time lost.
- 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 30 minutes (subject to (iii) below).
- iii) If more than 60 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval of 30 minutes prescribed under (ii) above may be reduced further by mutual agreement between the Umpires and both Captains. In the event of disagreement, the length of the interval shall be determined by the ICC Tournament Referee. The minimum interval shall be ten minutes.

15.2 Law 15.9 - Intervals for Drinks

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

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.



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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

There shall be 2 sessions of 3.5 hours each, separated by a 45 minute interval between innings.

First Session	10:30-14:00
Interval	14:00-14:45
Second Session	14:45-1815

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.

17 LAW 17 - PRACTICE ON THE FIELD

Law 17 shall apply

18 LAW 18 - SCORING RUNS

Law 18 shall apply.

19 LAW 19 - BOUNDARIES

19.1 Law 19.1 - The Boundaries of the Field of Play

19.1.1 The playing area shall be a minimum of 140 yards (128.01 metres) from boundary to boundary square of the pitch. The pitch shall be a minimum 60 yards (54.86 metres) from one boundary square of the pitch. When this minimum distance is used, the pitch has to be a minimum 80 yards (73.15 metres) from the opposite square boundary. The straight boundary at both ends of the pitch shall be a minimum of 60 yards (54.86 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.



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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, painted line with flags 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. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 metres) between the boundary and the fence.

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 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 teams refusal to play (Law 21.3),



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all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

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 ICC Tournament 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 ICC Tournament Referee of this fact. The ICC Tournament Referee shall together with the umpires ascertain the cause of the action. If the ICC Tournament 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 ICC Tournament 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 for ICC Development Program Events and Women's International Matches.

21.4 Law 21.4 - A Tie

Law 21.4 shall apply in addition to the following:

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



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21.5 Law 21.5 - A Draw

Law 21.5 shall not apply.

21.6 Prematurely Terminated Matches - Calculation of the Target Score

All Matches

- (a) When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- (b) If, due to suspension of play during the 2nd innings, the number of overs in that innings has to be revised to a lesser number than that originally allotted, then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This will be calculated on the basis of over run rate (ORR).

Over Run Rate - in general, this is the average number of runs scored per over during a side's innings.

Team batting first. ORR is calculated by dividing the runs scored by the number of overs made available to them. If the side batting first is dismissed in less than the overs made available to them the ORR will be calculated based on the fact that they batted for their full allocation of overs.

The target score for the side batting second will be calculated by multiplying the ORR achieved by the side batting first by the number of overs made available to the side batting second. To obtain the target score this resulting number is either:

- i) rounded up to the next whole figure or
- ii) where this figure is already a whole number, 1 run will be added.

Team batting second. If a side is prevented from batting for their allotted number of overs because of prevailing conditions their ORR will be calculated using the actual number of overs they were able to bat. Any part over will be rounded up to the next whole number.

- (c) If a match is abandoned before it has been played to a conclusion, and the team batting second has received its minimum number of allotted overs the result shall be decided by



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over run rate. The side with the higher ORR will be the winner. If the ORR is the same the result will be a tie.

- (d) All matches, in which both teams have not had the opportunity of batting for the minimum number of overs shall be decided by 13.1(e).
- (e) In the event of it not being possible to achieve a result with the above, the match will be recorded as - No Result

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 Event Format

The tournament will be contested by 6 teams.

Each team will play every other team once in a round-robin format.

Points will be allocated for each match in accordance with the system described in clause 21.9 of these playing conditions.

21.9 Standings

The following points system shall apply:

Win	2
Tie or No Result	1
Loss	0

21.9.2 Round-Robin Matches

In the event of teams finishing on equal points at the end of the round-robin matches, the league positions will be decided in the following order of priority:

- i) The team with the most number of wins in the round-robin matches will be placed in the higher position.
- ii) If there are teams with equal points and equal wins in the round-robin matches 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 which was the



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- winner of the head to head match played between them will be placed in the higher position.
- iv) If still equal, the team with the higher number of wickets taken per balls bowled in the round-robin matches in which results were achieved 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.

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

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 its 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 ORR, net run rate (throughout the tournament) will be calculated using the final scores in the match concerned.

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 Tournament 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 50 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.



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21.9.5 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.

21 LAW 22 - THE OVER

Law 22 shall apply.

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).

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.



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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 shall apply.

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.



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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 Fieldsmen

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

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



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41.2.3 The following fielding restrictions shall apply:

- a) 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 3). 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.

During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

- b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer attached Appendix 3). During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within this fielding restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

41.2.4 During the non Powerplay Overs, no more than 5 fieldsmen 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 Powerplay Overs shall apply for 20 overs per innings to be taken as follows:

- a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.



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- b) For the remaining second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.
- c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.
- d) Once a side has nominated a Powerplay the decision can not be reversed.
- e) Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 46th over).

41.2.6 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay 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.

Innings duration	First Powerplay	Fielding Powerplay	Batting Powerplay	Powerplay Total
20 – 22	4	2	2	8
23 - 24	5	2	2	9
25 – 27	5	3	2	10
28 - 29	6	3	2	11
30 – 32	6	3	3	12
33 – 34	7	3	3	13
35 – 37	7	4	3	14
38 – 39	8	4	3	15
40 – 42	8	4	4	16
43 – 44	9	4	4	17
45 – 47	9	5	4	18
48 – 49	10	5	4	19

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



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- 41.2.8 If play is interrupted not during the Powerplay overs, then on resumption, for the purposes of allocating any remaining Powerplay overs, those taken to date will be deemed to have been in sequence the initial allocation, the fielding side's allocation then the batting side's allocation. The nomination of any Powerplay overs remaining for the batting side, and if applicable for the fielding side, may be made in the usual way.
- 41.2.9 If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.
- 41.2.10 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.
- 41.2.11 If following an interruption, on resumption the total number of Powerplay overs for an innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings.
- Note that this is the only circumstance under which the Powerplay status can be changed during an over.
- 41.2.12 If following any interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.
- NB: Refer to Appendix 4 for illustrations of each of the above situations.
- 41.2.13 At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.
- 41.2.14 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
- 41.2.15 Wherever possible a light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled, along with the number of overs remaining in the current block of Powerplay Overs.



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41.2.16 The public address system shall be used to keep the spectators informed.

41.2.17 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 Tournament Referee
- c) The ICC Tournament Referee shall take action as is appropriate against the player(s) responsible for the conduct under the ICC Code of Conduct for ICC Development Program Events and Women's International Matches.
- d) If the ICC Tournament 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 for ICC Development Program Events and Women's International Matches.
- 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 three 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 Tournament Referee under the ICC Code of Conduct for ICC Development Program Events and Women's International Matches.



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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 Tournament Referee under the ICC Code of Conduct for ICC Development Program Events and Women's International Matches.

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



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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 Tournament 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 is it 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



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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 Tournament 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:



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- 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 Tournament 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.



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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 Tournament 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 Tournament Referee who shall take such action as is considered appropriate against the captain and the team concerned under the ICC Code of Conduct for ICC Development Program Events and Women's International Matches.

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 Tournament Referee under the ICC Code of Conduct for ICC Development Program Events and Women's International Matches.



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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.



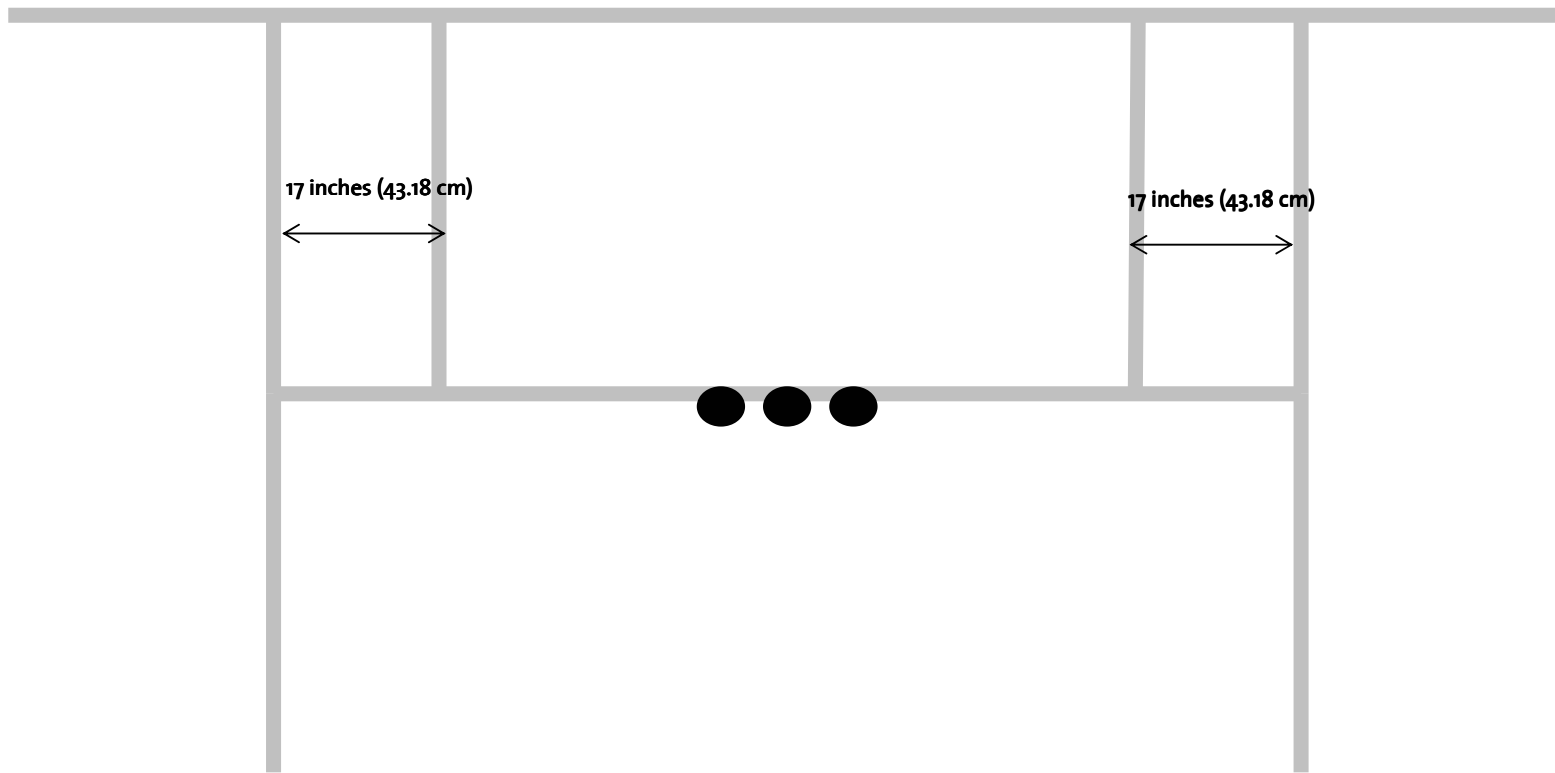
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APPENDIX 1

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 Tournament Referee for further action if necessary.

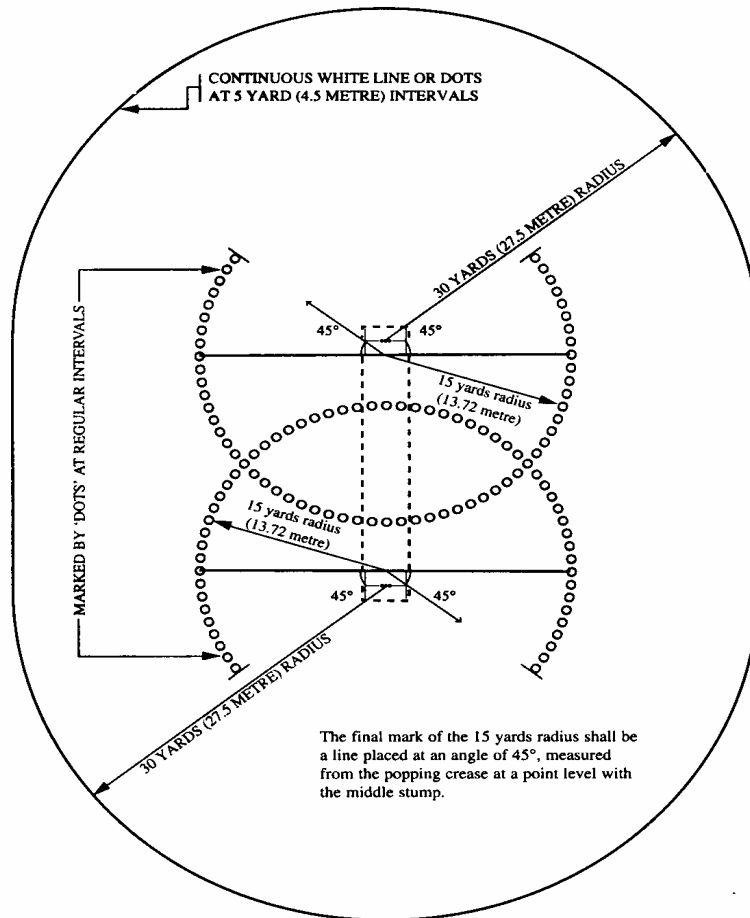
INTERNATIONAL CRICKET COUNCIL (ICC)

APPENDIX 2 – Crease Markings



APPENDIX 3

Restriction of the Placement of Fieldmen



APPENDIX 4

Numerical examples of adjustments to Powerplay overs following an interruption

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (a) 38 overs, (b) 28 overs, (c) 20 overs.

(a) Powerplay overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of the fielding team's 4 overs completed. The batting side's 3 over Powerplay can start any time after the 12th over.

(b) Powerplay overs are 6+3+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.

(c) Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 34.2 overs and reduced to 40 overs. Powerplay overs are 8+4+4. Powerplays automatically resume for the start of the next over (36th) and remain in force for the remainder of the innings.