



INDIAN TWENTY20 CRICKET FEDERATION ITCF-INDIA  
Standard Twenty 20 Match Playing Conditions 2001-02

This version of the playing conditions is effective in all Twenty 20 cricket matches of ITCF-INDIA from 1<sup>st</sup> March 2001.

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 "ITCF-INDIA' 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 12<sup>th</sup> man in writing to the ITCF match referee before the toss. No player (including the nominated 12<sup>th</sup> 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 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:

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. 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 Law - 2.6 - Substitute Players Movement

1. Substitute players are advised to wear a track suit top if they are venturing on the boundary lines. Alternatively when the game is on they should be in a sitting position so that are not mistaken as the fielders.
2. Substitute players should not enter the ground without the permission of the umpires. Batsmen are advised to seek umpires permission before calling for drinks etc.

## 3 Law 3 - The Umpires

### 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:

1. ITCF-INDIA shall establish an 'Panel' of umpires who shall be contracted to the ITCF.
2. The ITCF-INDIA shall appoint a third umpire for each Twenty20 match who shall act as the emergency umpire and officiate in regard to TV replays.
3. Neither team will have a right of objection to an umpire's appointment.
4. The umpires shall be present at the ground at least two hours before the scheduled start of play.

### 3.2 Third Umpires / TV Replays

The following shall apply in addition to Clause 3.1:

### 3.2.1 General

- a. Save with the express written consent of the Chief Executive Officer of the ITCF-INDIA and subject to Clause 3.2.1 (e) hereunder, the ITCF shall ensure the live television broadcast of all Twenty20 matches played in its country.
- b. Where matches are broadcast the camera specifications set out in Appendix 6 shall be mandatory as a minimum requirement.
- c. Where matches are not broadcast the camera specifications set out in Appendix 7 shall be mandatory as a minimum requirement.
- d. The ITCF-INDIA will ensure a separate room is provided for the third umpire and that he has access to a television monitor and direct sound link with the television control unit director to facilitate as many replays as is necessary to assist him in making a decision.

In the circumstances detailed in Clauses 3.2.2, 3.2.3, 3.2.4 and 3.2.5 below, the on-field umpire has the discretion whether or not to refer the appeal to the third umpire for a decision and should take a common sense approach. Players may not appeal to the umpire to use the replay system - breach of this provision would constitute dissent and the player could be liable for discipline under the ITCF Code of Conduct.

- e. The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the third umpire shall have discretion to take more time in order to finalize a decision.

### 3.2.2 LBW, Run Out, Stumping and Hit Wicket Decisions

- a. In cases of LBW decisions related to

- 1] Bat & pad or
- 2] Ball pitching outside the line of leg stump or
- 3] Point of impact is outside the off stump and the striker is making a genuine attempt to play at the ball or
- 4] Ball passing above the wicket height ...

the field Umpire may consult with the 3<sup>rd</sup> Umpire over two way "Walky Talky" [Radio] to ascertain whether the ball made contact with the bat first or the ball pitched outside the leg stump or whether the point of impact is outside the off stump or if the ball is passing above the wicket as the case may be. The 3<sup>rd</sup> Umpire will only advise his opinion to the concerned field Umpire. The final decision regarding this will be given by the Field Umpire.

Question AWG...what about when the ball hits the pad before the bat ? Should this also be part of the above?

b. The on-field umpire shall be entitled to refer an appeal for a run-out, stumping or hit-wicket to the third umpire. An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his hands.

c. If the third umpire decides the batsman is out a red light is displayed; a green light means not-out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to signify to the on-field umpires that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (Where available and as an alternative to the red/green light system, the big replay screen may be used for the purpose of conveying the third umpire's decision).

d. When reviewing the TV replay(s), if the third umpire finds the batsman has been bowled rather than hit wicket or stumped, he shall indicate that the batsman was dismissed.

### 3.2.3 Caught Decisions

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

#### 3.2.3.1 Clean catches

a Should the bowler's end umpire be unable to decide whether or not a catch was taken cleanly, he shall first consult with the square leg umpire.

b Should both umpires be unable to make a decision, a not out decision shall be given by the bowler's end umpire. Only if the line of vision of both umpires is obscured shall the bowler's end umpire be entitled to refer the decision to the third umpire as in Clause 3.2.2 (b).

c The third umpire has to determine whether the batsman has been caught. However, when reviewing the television replay(s), if it is clear to the third umpire that the batsman did not hit the ball, he shall indicate that the batsman is not out.

d The third umpire shall communicate his decision by the system as in Clause 3.2.2 (c).

#### 3.2.3.2 Bump Ball

a Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire.

b Should both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke as in Clause 3.2.2 (b).

c The third umpire has to determine whether the ball was a bump ball or not. However, when reviewing the television replays(s), if it is clear to the third umpire that the batsman did not hit the ball he shall indicate that the batsman is not out.

d The third umpire shall communicate his decision by the system as in Clause 3.2.2 (c).

### 3.2.4 Boundary Decisions

a The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched or crossed the boundary line or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.

b An on-field umpire wishing the assistance of the third umpire in these circumstances shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.

c The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident as envisaged under this clause.

d. An on-field umpire shall refer the third umpire for a decision about whether the ball hit by the striker directly beyond the boundary is to be considered as sixer or niner [9 ER]. The third umpire will contact, over audio, the TV director who shall advise the third umpire, [after measuring the distance of the ball pitching 90 yards or more with the help of the hawk eye], whether the ball has pitched outside the boundary line a] at a distance within 90 yards or b] at a distance of 90 yards or more. If the ball has pitched within the 90 yards from the boundary line, the third umpire will inform the on field umpire, over two ways "Walky Talky"- [Radio] that the boundary is sixer. And if the ball has pitched at a distance of 90 yards or more, the third umpire will advise the TV director to display on TV Screen meant for the public as 9 ER [Niner]. If the TV Screen is off for some reason then the third umpire will advise the on field umpire to declare it as niner [9ER] who shall indicate it by "Signaling of Conventional Sixer followed by touching elbow portion of one raised arm with tips of fingers of the opposite arm above head". If for any reason, the hawk eye is unable to indicate the distance, then the third umpire will advise the field umpire appropriately who shall take the decision of declaring 9 ER or 6 ER after consulting the other field umpire.

Question AWG ....As you know I believe this is an unnecessary innovation at this stage. Does the batsman change ends if a 9 is hit.

### 3.2.5 Batsmen Running to the Same End

a In the event of both batsmen running to the same end and the umpires are uncertain over which batsmen made his ground first, the on-field umpire may refer the decision to the third umpire.

b The procedure in Clause 3.2.4 (b) shall apply.

### 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 ITCF-INDIA 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. The ITCF-INDIA shall inform the TEAM at the start of the tournament that this practice is to be adopted.

### 3.5 Law 3.8 -(a) Fitness of Ground, Weather and Light

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:

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

1. Play may be suspended due to safety and security concerns by the umpires on the advice of the ITCF-INDIA Match Referee, the head of the relevant ground authority, the head of ground security or the police.
2. Where play is suspended under Clause 3.6.1 above the decision to abandon or resume play shall be the responsibility of the ITCF-INDIA Match Referee who shall act only after consultation with the head of ground security and the police.

### 6.Light Meters

1. It is the responsibility of the ITCF-INDIA to supply light meters to the match officials to be used in accordance with these playing conditions.
2. All light meters shall be uniformly calibrated.
3. The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is unfit/fit for play.
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

If in the opinion of the umpires, natural light is deteriorating to an unfit level, they shall authorize the ground authorities to use the available artificial lighting [flood lights] so that the match can continue in acceptable conditions. In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather or light shall apply.

### 3.9 Day Night matches

1. Pads and players' and umpires' clothing shall be coloured.
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:

The ITCF-INDIA shall provide cricket balls of an approved standard for Twenty20 cricket and spare used balls for changing during a match, which shall also be of the same brand. Note: The ITCF shall be required to advise the TEAMS of the brand of ball to be used in the match (es) prior to the start of the tournament.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the ITCF-INDIA. The umpire's Co-ordinator 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 ball will be used in all matches (including day matches). Each fielding team shall have one new ball for its innings.

## 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:

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.
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.
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.

## 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

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).
2. The Umpire's Co-ordinator shall ensure that, prior to the start of play and during any intervals, only authorised ground staff, the ITCF match officials, players, team coaches and authorised television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:
  - a Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
  - b Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).
  - c No spiked footwear shall be permitted.
  - d No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
  - e Access shall not interfere with pitch preparation.

7.1.3 In the event of any dispute, the ITCF-INDIA 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:

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 ITCF-INDIA Match Referee.
2. The on-field umpires and ITCF-INDIA Match Referee shall consult with both captains.
3. If the captains agree to continue, play shall resume.
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.

5. When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.
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. The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures herein provided, shall be the responsibility of the on-field umpires.
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.
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).
10. If the decision is to abandon the match as in Clause 7.2.4 (c) above, the relevant officials from the Boards involved shall agree on whether the match can be replayed within the existing tour 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

The following shall apply in addition to Law 8.2:

For televised matches the Home Board may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be exactly the same size.

### 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:

1. Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the grounds man. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the grounds man, 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.
2. The umpires may instruct the grounds man to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.
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 foot holes

The following shall apply in addition to Law 10.6:

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

## 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.

#### 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 meters either side of the pitch and any worn or soft areas in the outfield.

#### 2. 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 10 x 10 meters.

2. 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 (7.00am and 9.00am for day/night matches) 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:

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration.

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.

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:

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.

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.

15. 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

To be determined by the ITCF-INDIA subject to there being 2 sessions of 1 hour 20 minutes each, separated by a 20 minute interval between innings. In order to complete 20 overs in each innings, additional 5 minutes allowance is given. It means that the team will have to complete the 20 overs within total 85 minutes time.

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 140 yards (128.16 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 60 yards (54.86 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 1<sup>st</sup> 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 authorized by the ITCF from time to time. Where appropriate the rope should be a required minimum distance (3 yards (2.74 meters) 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).

#### 19.4 Law 19.4 Runs allowed for boundaries

Law 19.4 shall apply. In addition amended law 3.2.4 (d) shall also apply. Which reads as: An on-field umpire shall refer the third umpire for a decision about whether the ball hit by the striker directly beyond the boundary is to be considered as sixer or niner [9 ER]. The third umpire will contact, over audio, the TV director who shall advise the third umpire, [after measuring the distance of the ball pitching 90 yards or more with the help of the hawk eye], whether the ball has pitched outside the boundary line a) at a distance within 90 yards or b) at a distance of 90 yards or more. If the ball has pitched within the 90 yards from the boundary line, the third umpire will inform the on field umpire, over two ways "Walky Talky"- [Radio] that the boundary is sixer. And if the ball has pitched at a distance of 90 yards or more, the third umpire will advise the TV director to display on TV Screen meant for the public as 9 ER [Niner]. If the TV Screen is off for some reason then the third umpire will advise the on field umpire to declare it as niner [9ER] who shall indicate it by "Signaling of Conventional Sixer followed by touching elbow portion of one raised arm with tips of fingers of the opposite arm above head". If for any reason, the hawk eye is unable to indicate the distance, then the third umpire will advise the field umpire appropriately who shall take the decision of declaring 9 ER or 6 ER after consulting the other field umpire.

#### 20 Law 20 - Lost Ball

Law 20 shall apply.

#### 21 Law 21 - The Result

Law 21 shall apply subject to the ITCF guide lines.

#### 21.3 Law 21.3 - Umpire (Referee) awarding a match

Law 21.3 shall be replaced by the following:

1. 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.
2. If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the 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.  
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 ITCF Code of Conduct
3. 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.

#### 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 bowl out to determine the winner. Refer attached Appendix 8.

#### 21.5 Law 21.5 - A Draw

Law 21.5 shall not apply.

#### 21.8 .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.

#### 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.

### Law 24.8 Call of No Ball for Infringement of Other Laws

A bouncer above the striker's head when standing in upright position in his guard position shall be declared as No Ball by the umpires. This will also be considered as one of the permitted bouncers of that over. Free hit is not given in this case.

## 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 fieldsmen

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

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

1. Subject to 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Fielding Restriction Overs).
2. 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.
3. During the Fielding Restriction Overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
4. During the non Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2 b above.

41.2.3 In 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 numbers 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

##### 42.3 Law 42.3 - The Match Ball - changing its condition

Law 42.3 shall apply, subject to the following:

1. 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.

2. The umpires shall report the incident to the ITCF-INDIA Match Referee.
3. The ITCF-INDIA Match Referee shall take action as is appropriate against the player(s) responsible for the conduct under the ITCF-INDIA Code of Conduct.
4. If the ITCF-INDIA 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 ITCF-INDIA Code of Conduct.

5. 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.

#### 42.4 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 ITCF-INDIA Match Referee under the ITCF-INDIA Code of Conduct.

#### 42.5 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 ITCF-INDIA Match Referee under the ITCF-INDIA Code of Conduct.

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

##### 42.6 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 ITCF 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.

#### 42.6 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 ITCF 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 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:

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.
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 ITCF-INDIA 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 42.8 - 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:

1. Call and signal no ball.
2. When the ball is dead, direct the captain to take the bowler off forthwith.
3. Not allow the bowler to bowl again in that innings.
4. Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
5. Report the occurrence to the other umpire, to the captain of the batting side and the ITCF-INDIA 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).

#### 42.9 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 ITCF-INDIA Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the ITCF-INDIA Code of Conduct.

#### 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 ITCF-INDIA Match Referee under the ITCF-INDIA Code of Conduct.

## 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.

**PENALTY FOR SLOW OVER RATE WILL BE AS PER ITCF GUIDE LINES.**

## APPENDIX 1

All penalty runs in the Laws of Cricket (2000 Code 2<sup>nd</sup> Edition - 2003) now apply in International Cricket. Some penalty runs can be referred to the ITCF 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

17 inches (43.18 cm)

17 inches (43.18 cm)

### APPENDIX 5

Restriction of the placement of fieldsmen

## APPENDIX 6

### Generic Camera Layout - Basic TV Coverage

- 1 Wicket to Wicket
- 2 Follow
- 3 Wicket to Wicket
- 4 Follow
- 5 Square Leg/Mid Wicket
- 6 Slips
- 7 Slips
- 8 Line/Run out Cam
- 9 Line/Run out Cam

## APPENDIX 7

### Generic Camera Layout - Third Umpire Coverage

- 1 Follow
- 2 Follow
- 3 Line/Run out Cam
- 4 Line/Run out Cam
- 5 Line/Run out Cam
- 6 Line/Run out Cam

## APPENDIX 8

### Procedure for the Bowl Out

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

1. Subject to weather conditions the bowl out will take place on the scheduled day of the match at a time to be determined by the referee. In normal circumstances the bowl out shall commence 15 minutes after the conclusion of the match.
2. The bowl out will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the referee.
3. A full set of stumps, including bails, will be pitched at both ends of the designated pitch.
4. The bowlers will all bowl from the same end. The host television broadcaster shall be consulted as to which end of the ground the bowlers should bowl from, although the final decision will be taken by the referee.
5. The Ground Authority shall ensure there is a supply of six used balls available for the bowl out. The umpire at the bowler's end shall be responsible for custody of the balls. Immediately prior to his delivery, each bowler will be permitted to choose the ball for his delivery.

6. 5 minutes prior to the start of the bowl out, the captains shall toss a coin for the right to decide which team bowls first or second in the bowl out. The referee will supervise the toss in the normal manner.
7. The captains shall nominate their five bowlers in writing to the referee prior to the toss. Such bowlers must be from the 11 nominated players for that match. The wicket keeper may be one of the nominated bowlers in which case one of the players not nominated as a bowler in the bowl out shall perform the wicket keeping responsibilities during the bowl out.
8. Following the toss the nominated bowlers (and, if the captain is not one of the bowlers, the captain), the wicket keepers and the coaches from each side will take up a position on the field at mid wicket/extra cover outside the 30 m circle. The remainder of the players and team officials shall be required to remain beyond the boundary.
9. The on-field umpires shall take up their normal positions at the bowler's end and at square leg respectively.
10. The nominated bowlers shall each bowl a delivery making a total of 10 deliveries (5 from each team). The deliveries are taken alternatively by the teams. The bowlers must bowl in the same sequence as the list of players nominated and communicated by the team captains to the referee prior to the toss for the bowl out. The team with the most number of hits after five deliveries each shall be declared the winner.
11. If, after both teams have bowled 5 deliveries, both have scored the same number of hits on the wicket, or have not scored any hits, a second series of deliveries must be started with the same players, subject to injury (see point 12 below), and shall continue until one team has scored a hit more than the other from the same number of deliveries. That team shall be declared the winner. The sequence of bowlers need not be the same as in the previous series and the captain shall have the freedom of choice at the time of each delivery as to which of the 5 nominated bowlers shall bowl. In the second series, all 5 nominated bowlers shall bowl a delivery before any of them are eligible to bowl a further delivery.
12. If any of the nominated bowlers is injured during the bowl out (at any time after the toss has been taken), the injured bowler may be replaced by another player who was a member of the 11 players nominated for the match. For the sake of clarity, the replacement bowler may not be one of the other nominated bowlers.
13. The referee will be responsible for making sure only the nominated bowlers actually bowl, that the correct sequence is followed and that no bowler bowls more than once until permitted to do so.
14. The wicket keeper will not be permitted to stand up to the stumps.
15. The teams shall be entitled to a warm up period prior to the toss for the bowl out. Players shall be entitled to measure and practice their run ups during this warm up period provided no player shall be entitled to bowl any delivery on the square itself. Once the toss has taken place no further practice deliveries, measurement or practice of run ups shall be allowed (whether on the square or outfield).
16. The umpires will be responsible for officially recording the number of 'hits' on the wicket. Unless otherwise stated by the referee and on-field umpires, Law 24 and ITCF standard playing condition 24.1 shall apply. In the case of an infringement the umpire shall call and signal 'no

ball' and the delivery shall be considered a miss and will not be retaken. A hit achieved with a "fair" delivery shall be signalled by the bowling end umpire in the manner of an out dismissal.

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INDIAN TWENTY20 CRICKET FEDERATION

ITCF INDIA

"RULES AND REGULATIONS OF THE GAME"

Playing condition for Twenty20 cricket matches of Twenty20 under ITCF.

(Prepared by Dr. I.R.Naqvi, Ex. National Panel Cricket Umpire, India)

The following playing conditions along with Laws of Cricket (2000 code) will apply in junior and senior domestic tournaments-

1- LENGTH OF INNINGS:-

1.1- UNINTERRUPTED MATCHES:-

\* Each side's innings will consist of maximum twenty overs, unless it is all-out or result is achieved earlier.

\* If the team fielding first fails to complete 20 overs, within 1 hour 20 minutes, play shall continue until required number of overs is bowled.

\* However, the innings of side batting second will be restricted to the number of overs, it bowled by the scheduled closing time of the first session. The over in progress will be counted as one complete over.

\* Even if side batting first is all out, after stipulated time of first session, the penalty of shorten overs to play by side batting second, will be imposed.

## 1.2 DELAYED OR INTERRUPTED MATCHES:-

\* In case of delayed start or interruption during the match due to ground, light or weather conditions, efforts will be made to extend scheduled closing time up to 90 minutes, to complete 20 overs, (minimum 10 overs) for each side. If it is not possible and innings has to be reduced, the following procedure will be adapted-

\* The length of innings will be rescheduled after reducing the number of overs, considering the remaining time to play. After extending the time whatever playing time is lost, it will be divided by four minutes for one each over and the fraction will be ignored.

\* In no case the side batting second will be allotted more overs to play than the side first batted.

\* To provide equal opportunity of batting to both sides, one extra over may be added in calculations, if required.

\* A fixed time will be specified for closing of each innings. If the team fielding first does not complete its revised number of overs within specified time, it will face penalty for playing less number of overs accordingly.

\* The number of overs per bowler will be one-fifth of total length of innings. If this number is not divided by five, and some overs remain, as in case of 17 overs innings, three bowlers may bowl three overs each and two bowlers may bowl maximum four overs each.

\* If team batting first bats for full quota of overs and interruption occurs in the second innings, then the number of overs with new target score will be rescheduled and overs per bowler as well as circle limitation will also be changed accordingly.

## 2- POSITION OF FIELDERS:-

\* In an uninterrupted match the circle rule (Power play) will apply upon first five and last five overs, i.e. from 1 to 5 and 16 to 20 overs. In fielding restriction overs (FRO) only two fielders shall be allowed out side 30 yards circle and at least two nearby fielders will be in catching position at the instant of delivery.

\* During non fielding restriction overs, maximum five fielders are allowed outside the 30 yards circle and there will be no catching position restrictions at the instant of delivery.

\* In circumstances where the number of overs is reduced the FROs will also be changed accordingly. It will be one fourth of rescheduled number of overs of the innings in the start and the same in the end of the innings. The fraction of FROs will be ignored and only complete number of overs will be followed. For example, in a rescheduled innings of 17, 18 or 19 overs, the number of FROs will be four and it will be taken from 1 to 4 overs in the beginning and the last four overs of the innings.

\* There shall not be more than five fielders on the leg side, at the instant of delivery.

\* In the event of an infringement of any fielding restriction, given above, the umpire at square leg will call and signal "No-ball".

### 3- THE PITCH:-

\* Except coach and the captain of the team, no other player will be permitted to inspect the pitch before the start of the match. Nobody will be allowed to hit the ball or any hard object to know the bounce of it. Spike footwear shall not be allowed to run over the pitch. If during the match due to weather condition or any other reason, the pitch becomes unfit for play, it can be changed with the consent of both captains, to finish up the match. The match on changed pitch will be played from where it was stopped on earlier pitch, and not from the beginning.

### 4- BOUNDARIES:-

\* The boundary of the playing area will be at a minimum distance of 60 yards (54.86 meters) from the centre of the pitch. It can be extended up to 75 yards, if conditions permit. However, at least 3 yards distance should be left between boundary line and the fence.

\* If an unauthorized person or an animal handles the ball, while in play, the umpire at bowler's end after considering the speed of the ball and other facts, will decide to declare it a boundary or dead ball or the ball still in play.

### 5- INTERVALS:-

\* Ten minutes break will be taken between two innings. Normally there will be no drinks break during the innings. But in case of excessive heat both captains, with the umpires may agree to have a drink after 10 overs. This drink interval will not exceed than 4 minutes and this time shall be excluded from normal playing time.

#### 6- THE SUBSTITUTE:-

\* The substitute will not be allowed to a fielder who is absent at the start of the game or leaves the field during the play for any reason, except in case of visible injury or reasons wholly acceptable to the umpires.

\* Any fielder who leaves the ground with the consent of umpires shall not thereafter come to the field during a session of play without the permission of umpires. The umpires shall give such consent as soon as practicable. If a fielder comes on the field of play without consent of umpire and comes into contact with the ball, while it is in play, the ball immediately becomes 'dead' and umpire shall award 5 penalty runs to the batting side.

\* A fielder returning to the field with the consent of umpires can bowl directly after his return.

#### 7- THE UMPIRES:-

\* Only qualified umpires, from the panel approved by ITCF, will conduct all matches. In appointment of umpires, the neutrality shall be observed and an umpire, as far as possible, should not conduct the match of his own state. However, in case of absence of any ITCF panel umpire, the host association will arrange the local umpire in his place, and the teams have no right of objection to any umpire's appointment.

\* Wherever, there is provision the third umpire can be appointed by ITCF. He will assist to the field umpires in decisions regarding run out, stumped, hit wicket, caught and boundary, whenever required.

#### 7.1 FITNESS OF GROUND, WEATHER AND LIGHT CONDITIONS:-

\* In case of umpires finding ground weather and light conditions not suitable for play, will inform both captains. Unless both captains want to commence, or to continue or to restart the match, the game will be suspended. If both captains disagree then umpires will take decision to continue, or to commence or to restart the match. In case of unsuitable light to continue or restart the option goes to batting side only.

\* At any time if both umpires find that ground weather or light conditions are so bad that it may be risk of injury to any player or the umpire, if they continue the match in such dangerous conditions, they will immediately suspend play or not allow play to commence or restart, although captains think otherwise.

## 8- THE RESULT:-

\* A result can be achieved only if both teams have opportunity to bat for at least 10 overs, unless a team is all out or a result is achieved in less than 10 overs. Except in condition of awarding the match, in case of refusal to play by a team, the match of less than 10 overs per innings will be declared 'no result'.

\* Tie- When the scores are equal, it will be a 'tie' and in this case the number of fallen wickets will not be considered to register a win by any side.

### 8.1- INTERRUPTED MATCHES:-

If after all possibilities of extending time to complete 20 overs for each side, in an interrupted match, the number of overs is reduced from the innings of team batting second, a new target score will be fixed for it. It will be based on following calculations-

\* If the number of interrupted overs is less than five, the number of lost overs will be multiplied with average run rate, required at the beginning of innings and it will be deducted from original target score. In other words the average run rate of other side will be multiplied with the number of remaining playing overs and adding one run in the sum will be the target score for the team batting second.

\* Whenever the number of deducted overs is five or more, it will be multiplied with half of the average run rate, and the sum will be deducted from original target score.

\* If the interruption occurs second times in the innings of side batting second, the number of overs deducted due to interruption in both times will be added, and the new target score will be set, based on above formula, according to the total lost number of overs in all interruptions.

\* For calculation of new target score the fractional part of runs in the final calculation will be ignored and only integer number of runs will be taken into account to deduct from the score of the team batted first. Adding one run the new target score may be found.

\* If no play is possible after interruption, the score at closing time will be compared with the score of team batted first at that position (incomplete over, if any to be taken in to consideration).

The team having scored more runs at that stage will be declared winner. In case of scores being equal, it will be a 'tie' and number of wickets fallen will not be considered to get a result.

8.2- POINTS IN LEAGUE MATCHES:-

In league matches the points will be as follows:-

For a win	.....	4
Tie or no result	.....	2
Loss	.....	0

\* In case of teams having equal points to get right to play at knockout stage, the highest 'net run-rate' will determine the right position.

\* For calculations of 'net run-rate' the average runs per over given by a team to the opposite teams, throughout the tournament, will be deducted from the average runs per over scored by that team against those teams. For calculations full quota of allotted overs will be taken in consideration, even if a team is all out earlier in less number of overs.

\* In abandoned or no result matches the run rate will not be calculated.

8.3- KNOCK-OUT STAGE:-

If result cannot be got by setting new target score, the winner will be decided on the basis of highest net run-rate, throughout the tournament, up to the previous match, including all league match scores.

\* In final match, if result is not achieved, it will be regarded as 'drawn' and both teams will be declared joint winners.

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INDIAN TWENTY20 CRICKET FEDERATION

ITCF INDIA

“RULES AND REGULATIONS OF THE GAME”

Playing condition for two innings matches of Twenty20 Cricket under ITCF INDIA.

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1. Length of innings:

- 1.1. Each side will play alternatively two innings of maximum twenty overs each, unless all out or result is achieved earlier. In the first innings of both sides, 20 overs should be bowled within 1 hour 20 minutes.
- 1.2. The penalty for not maintaining the over rate will be imposed in the first innings only of both the sides and so the innings of side batting second may be shortened if it bowled lesser number of overs in stipulated time in the first innings of the match. This rule will not be followed in the 3rd and 4th innings of the match.

2. New ball:

- 2.1 Each new innings will be started with the new ball only

3. Intervals:

3.1 The interval for change of innings between both first and both second innings shall be ten minutes only while after completion of first innings of side batting second a twenty minutes break will be followed. Except these no other interval for drinks etc will be taken

4. Declaration:

4.1 No side will forfeit or declare its innings close during the play

5. Substitute:

5.1 If a substitute fielder is allowed for a player, by the umpires, and he returns on the field after a duration exceeding eight minutes, then he shall not be allowed to bowl in the innings until he remains on the field for at least that length of time for which he was absent.

5.2 If before restricted period is over the innings of the batting side is closed, he shall not be allowed to bat also when his side's innings starts until remaining part of his suspended bowling time is over, or five wickets of his side have fallen earlier.

5.3 These restrictions shall not apply to the player who suffers an external injury or he was absent from the field for very exceptional and completely acceptable reasons.

6. The Result:

6.1 The side which scores total runs in excess than the runs scored in two completed innings of the opposite side shall win the match.

6.2 In an interrupted match, a result could be achieved only if both sides have completed at least their first innings.

6.3 Where due to interruptions the two innings of each side could not be completed the result will be decided on the basis of first innings score of both sides.

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