

**PLAYING CONDITIONS
FOR
JUNIOR & SENIOR DOMESTIC TOURNAMENTS
2004-2005**

The following playing conditions shall apply for Junior & Senior domestic tournaments 2004-2005 for Three-Day match, Four-Day match, Five-Day match except matches involving touring teams.

1. LAWS OF CRICKET

Except as varied hereunder the Laws of Cricket (2000 Code 2nd edition 2003) and subsequent amendments shall apply.

2. HOURS OF PLAY, INTERVALS AND MINIMUM OVERS IN A DAY

2.1 Start and cessation times:

- (a) All the matches will be of six hours duration each day.
- (b) Hours of play would normally be as follows:
 - 09-30 a.m. to 12-00 noon Pre Lunch (First) Session
 - 12-00 noon to 12-40 p.m. Lunch
 - 12-40 p.m. to 02-40 p.m. Post Lunch (Second) Session
 - 02-40 p.m. to 03-00 p.m. Tea
 - 03-00 p.m. to 04-30 p.m. Post Tea (Last) Session
- (c) On the last day of the match, play shall commence at 9-15 a.m. to complete the mandatory overs and the other hours will be regulated accordingly.
- (d) If the match commences at some other time as arranged by the member staging the match then the member will have to inform the manager and the captain of visiting team and the umpires the time of start of the match no sooner they arrive at the place where the match is being played. On the last day of the match the play shall commence 15 minutes earlier to complete the mandatory overs. The hours of play shall be adjusted accordingly.

2.2 Minimum Overs in the Day

- (a) Play shall continue on each day until the completion of a minimum number of overs or until the scheduled or rescheduled cessation time, whichever is later.
- (b) The minimum number of overs to be completed, unless an innings ends or an interruption occurs, shall be :
 - (i) On days other than the last day - a minimum of 90 overs.

(or a minimum of 15 overs per hour of playing time)

- (ii) On the last day - a minimum of 75 overs (or 15 overs per hour) for playing time other than the last hour when clause (2.3.e) below shall apply.
- (iii) Additional Hour: Subject to weather and light, except in the last hour of the match, in the event of play being suspended for any reason other than normal intervals, the playing time on that day shall be extended by the amount of time lost upto a maximum of one hour, the maximum of one hour shall be inclusive of any time that may have been added to the scheduled playing time due to playing time having been lost on the previous days under clause (v) below. In these circumstances, the minimum number of overs to be bowled shall be in accordance with the provisions of this clause Le. minimum of 15 overs per hour and the cessation time shall be rescheduled accordingly.
- (iv) If play has been suspended for 30 minutes or more prior to the commencement of the scheduled tea interval, the tea interval shall be delayed for half an hour.
- (v) If any time is lost and cannot be made up under (iii) above, additional time of upto a maximum of one hour per day shall be added to the scheduled playing hours for the next day, and subsequent days as required (to make up as much lost time as possible). **Where appropriate, the first 30 minutes or less shall be added to the post lunch (second) session and the remaining shall be added to post tea (last) session.**
- (vi) On any day, except the last day, when the scheduled hours of play have been completed, but the required number of overs have not been bowled and weather or bad light causes play to be abandoned, the remaining overs on that day shall be made up on the next day or subsequent days. **(However, the closing time shall not be rescheduled for that day but the minimum number of overs for that day will increase by the number of overs to be made good).** On anyone day, a maximum of 15 additional overs shall be permitted.
- (vii) When additional time is added to any subsequent day's play, the scheduled day's play on any day shall not exceed 7 hours: The length of each session may not exceed 2^{1/2} hours of play subject to the provisions of Law 15 and clause 2.5 (a) below.

- (viii) Under law 15.5 timings can be altered at any time on any day if playing time is lost, not necessarily on that day. The captains and umpires can agree to different timings under those circumstances before play starts on any day.

2.3 When an innings ends a minimum number of overs shall be bowled from the start of the new innings. This shall be calculated as follows:

- (a) The number of overs to be bowled shall be calculated at the rate of one over for each full four minutes to enable a minimum of 90 overs to be bowled in a day. The last hour of the match shall be excluded from this calculation when clauses **(2.3.e)** below shall apply.
- (b) If, the time left is not sufficient for the decided number of overs to be bowled, play shall continue till the required number of overs are bowled or scheduled time is reached whichever is later. Where there is a change of innings during a day's play (except at lunch or tea or when play is suspended due to unfit ground, weather or light conditions or for exceptional circumstances), 2 overs will be deducted from the minimum number of overs to be bowled.
- (c) Except in the last hour of the match, for which clause **(2.3.e)** makes provision, if play is suspended due to adverse weather or light for more than one hour in the aggregate on any day, the minimum number of overs shall be reduced by one over for each full 4 minutes of the aggregate playing time lost.
- (d) On the last day, if any of the minimum of 75 overs, or as recalculated, have not been bowled when one hour of scheduled or rescheduled playing time remains, the **first of the minimum 15 overs to be bowled in the last hour of the match for the purposes of clause (2.3.e) shall start** immediately following the completion of those overs.
- (e) Law 16.6, 16.7 and 16.8 will apply except that, a minimum of 15 overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on one over for each full 4 minutes (**refer (l).below**). If however, at any time after 30 minutes of the last hour has elapsed or 8 overs are completed, both captains (the batsmen at the wicket may act for their captain) accept that there is no prospect of a result to the match, they may agree to cease play at that time.
- (f) Notwithstanding any other provision, there shall be no

further play on any day, other than the last day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within 2 minutes of the scheduled or re-scheduled cessation time or thereafter.

- (g) An over completed on resumption of a new day's play shall be disregarded in calculating minimum overs for that day.
- (h) Except on the final day, if in the event of ground, weather or light conditions causing a suspension of play and/or if the players are already off the field at the re-scheduled cessation time or any time thereafter, stumps shall be drawn.
- (i) Fractions are to be ignored in all calculations regarding the number of overs except, where there is a change of innings in a day's play, the over in progress at the conclusion **of the innings**, or declaration shall be rounded up.
- (j) The scoreboard shall show:
 - the total number of overs bowled with the ball currently in use: and
 - the minimum number of overs remaining to be bowled in a day.
- (k) Over Rate: Overtime shall be calculated at the rate of 15 overs per hour of the actual time occupied by the innings subject to the following deductions.
 - (i) 2 minutes for every wicket taken
 - (ii) The actual time taken for treatment given by authorized medical personnel to a player on the field of play.
 - (iii) 4 minutes for each drinks break taken in any session.

2.4 Penalties for Slow Over rates

No fine for slow overtime shall apply if a side declares / is all out or match is abandoned in 50 overs or less. Fine for the number of overs bowled short in each innings shall be as follows:

- (a) For the purpose of levying fine the number of overs bowled short will be calculated at the end of each innings or declaration or scheduled / rescheduled close of time on the last day.
- (b) If the number of overs bowled short is up to 5 overs in

an innings, the fine to be levied will be 15% of the financial allowance prescribed by the Board for the members of the team.

- (c) If the number of overs bowled short is above 5 overs in an innings, the fine to be levied will be 30% of the financial allowance prescribed by the Board for the members of the team.

Note : Only the eleven playing members participating in the team will be subject to over rate fine.

- (d) A fine may be reviewed by the referee/umpires if, they are of the opinion that events beyond the control of the fielding side including time wasting by the batting side, prevented that team from bowling the required number of overs.
- (e) The batting side may be fined at the same rate as the fielding side if, in the opinion of the umpires/match referee, the batting side is guilty of slowing down the over rate.
- (f) Batsmen will not leave their respective ground for consultation with each other during an over in progress. They may proceed for consultation in between the overs provided both the batsmen are back in their respective grounds and the striker is ready to take strike when the bowler is ready to start his bowling run-up.

2.5. Extra Time:

- (a) The Umpires may decide to play 30 minutes (a minimum of eight overs) extra time at the end of any day (other than the last day) if, requested by either Captain if, in the umpires opinion, it would bring about a definite result on that day. (This is in addition to the maximum one-hour's extra time provided for in 2.2(b) (iii) above). If the umpires do not believe a result can be achieved, no extra time shall be allowed.
- (b) If it is decided to play such extra time on one or more of these days, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.
- (c) Only the actual amount of playing time upto the maximum of 30 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the match shall end earlier on the final day by the amount of time by

which play was previously extended under this clause.

2.6. Time Keeping:

- (a) A clock on the ground shall be used to regulate the hours of play and intervals. The umpires must notify the ground authority, captain and referee which clock is to be followed, so that they as well as spectators and representatives of the media may be informed. If the clock on the ground is out of order, the watches of the umpires shall determine the time.

- (b) The home association may provide for the ringing of a bell and shall inform the visiting association at the start of the match. The bell will be rung 5 minutes before the termination of an interval, when the umpires shall go to the wicket.

3. Law 1 : THE PLAYERS

1.2 The Captain shall nominate the players before the toss in writing to the match referee/umpires.

1.3 The person who goes for toss shall be one of the nominated players.

4. SUBSTITUTES

4.1 Law 2.5 fielder absent or leaving the field :

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.

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

- (i) the player shall not be permitted to bowl in that innings after his return until he has been on the field of play for at least that length of playing time for which he was absent. Such absence or penalty time absent shall be carried over into a new days play and in the event of follow-on, forfeiture, or declaration, this restriction will, if necessary, continue into the second innings.

- (ii) 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.

- 4.3** The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) while participating earlier in the match and consequently being 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)
- 4.4** The time lost for an unscheduled break in play shall be counted as time on the field (playing time) for any fielder who comes on the field at the resumption of play.
- 4.5** Absence or penalty of either fielder or batsman shall be carried on to a new day's play.

5. Law 3.8 AND LAW 3.9 - FITNESS OF GROUND, WEATHER AND LIGHT

- 5.1** If conditions during a rain stoppage improve and the rain is reduced to a drizzle, the umpires must consider if, they would have suspended play in the first place under similar conditions. If both the on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. In these circumstances, the provision of Laws 3.9 b (i) and 3.9 c (i) shall not apply.
- 5.2** The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- 5.3** If a shadow from the fielder falls on half the pitch across the striker, 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 the 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.

6. Law 5 - THE BALL

- 6.1** Cricket balls approved by the Board of Control for Cricket in India shall be used viz., SG-Test, SG Tournament Special, Stanford (SF Test Special) and others as and when approved by the Board shall be used.
- 6.2** For all senior tournaments and first class matches SG- Test cricket. Balls and others as and when approved by the Board shall be used.
- 6.3** The fielding Captain or his nominee may select the ball with which h(l wishes to bowl, from the supply provided by the home association Such selection must take place in the

presence of the Umpires **or their representative.**

- 6.4** Member staging the match will have to keep in stock, used balls approved by the Board, and the same will have to be shown and approved by the umpires officiating in the match before the start of the game.
- 6.5** The Umpires shall also mention in their report whether the above instructions were carried out by the member staging the match.
- 6.6** 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 during an interval or any other disruption in play, or at the closest play on any day except last day.
- 6.7** In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather, it being affected by dew or for any reason and in the opinion of the umpires being unfit for play, the ball may be replaced by a ball that has had a similar amount of wear, even though it has not gone out of shape.
- 6.8** Either bowler or batsman may raise the matter with the umpire and the umpire's decision as to a replacement or otherwise will be final. If the ball has been replaced, the umpire shall inform the batsman.

6.9 Law 5.4 - New Ball in match of more than one day's duration

- 6.9.1** The captain of the fielding side shall have the choice of taking a new ball any time after 80 overs have been bowled with the previous ball. The umpire shall indicate to the batsman and the scorers whenever a new ball is taken into play.
- 6.9.2** A new ball shall be taken after 100 overs have been bowled with the old ball. When the ball is replaced, the umpire shall inform the batsman and the scorers.

7. Law 6 - THE BAT

Add the following sentence to Law 6.1 :

The blade of the bat shall have a conventional "flat" face.

8. Law 7 - THE PITCH

- 8.1** In addition to the Law 7.3, the following will apply: Captains,

umpires, the referee and groundsmen should co-operate to ensure that, prior to the start of any day's play, no-one bounces the ball on the pitch or strikes it with a bat to assess its condition or for any other reason, or causes damage to the pitch in any other way.

8.2 Prior to the start of play on any day, only the Captain and team Coach may walk on the pitch to assess its condition. Spiked footwear is not permitted.

8.3 Prior to the commencement of a day's play, one TV commentator and camera crew of the official licensed TV broadcaster/s (but not news crew) may be permitted to inspect the pitch and surrounding subject to the following :

- a ball must not be bounced on the pitch
- a key or knife may only be inserted in the pitch in the area between the popping and bowling creases

8.4 In the event of any dispute, the Referee in consultation with the Home Association will rule and his ruling will be final.

8.5 Law 7.4 Changing the Pitch

The following shall apply in place of Law 7.4 :

- 1) In the event of a pitch being considered too dangerous for play to continue in the estimation of the umpires, they shall stop play and immediately inform the match referee.
- 2) The umpires and the match referee shall consult with both Captains.
- 3) If the Captains agree, play shall resume.
- 4) If the decision is not to resume play, the umpires shall consider one of the following options:
 - (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 4(a) or 4(b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the umpires and the representative of the ground authority.

- 7) The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures in either the existing or experimental regulations, shall be the responsibility of the umpires.
- 8) In the event that the existing pitch can be made playable after suitable remedial work [4(a) above] the match shall continue from the point it stopped.
- 9) If a new pitch is prepared [4(b) above], the match shall be restarted from the first ball (but see 8.5.7 above).

9). Law 8 - THE WICKETS

The following shall apply in addition to Law 8.2 :

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

10. 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".

11. Law 10 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 10.1 - Rolling

The following shall apply in addition to Law 10.1 .

- 10.1.1** Prior to tossing for choice of innings, artificial drying of the pitch and outfield shall be at the discretion of the groundsmen. Thereafter and throughout the match, the drying of the outfield may be undertaken at any time by the groundsmen, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time, if they are of the opinion that it is unfit for play.
- 10.1.2.** The umpires may instruct the groundsmen to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.
- 10.1.3.** An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

12. Law 11 - COVERING THE PITCH - BEFORE AND DURING A MATCH

11.1 In place of Law 11.2, 11.3 and 11.4, the following shall apply:

In all matches, the pitch shall be entirely protected against rain upto the commencement of play and for the duration of the period of the match. It shall be wholly covered at the termination of each day's play or provided the weather is fine, within a period of two hours thereafter.

11.2 The covers shall be removed not earlier than 5.00 a.m and not later than 7.00 a.m. on each morning of the match (including the rest day) provided it is not raining at that time, but they will be replaced if, rain falls prior to commencement of play.

Note: The covers must totally protect the pitch and also the pitch surroundings to a minimum 5 meters on either side of the pitch and any worn or soft areas in the outfield, as well as the bowlers run-up to a distance of at least 10 x 10 meters. In a match of 2 or more days the removal of covers should be at the same time on all days.

13. Law 12 -INNINGS

Law 12.1 (a) shall apply as modified:

- (a)** A match shall be of two innings per side. The provisions of law 12.1 (b) and 12.3 (e) shall not apply.
- (b) read 12.3 (b) at the fall of a wicket or a batsman retiring, further balls remain to be bowled but no further batsman is available to come in.**

14. Law 15-INTERVALS

14.1 Lunch Interval: Law 15.6 shall be replaced by the following:

Where an innings concludes. or there is a break in play within 10 minutes of the scheduled or rescheduled interval, the interval will commence at that time and be limited to 40 minutes.

- 14.2 Tea Interval:** Of 20 minutes duration from the agreed time or the conclusion of the over in progress at the scheduled or rescheduled time for Tea Interval subject to the provision of Law 15.
- 14.3 Intervals for Drinks:** 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.
- 14.4** 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.
- 14.5** Each day there shall be three drink intervals, one between the commencement of play and lunch, the second between lunch and tea, and the third between tea and close of play. Except on the last day of the match in the last session, the drink interval shall not be taken unless the game has been in progress for 60 minutes since last break/interval or between 15 minutes before the next interval. However, on the last day of the match in the last session, drinks shall be taken after 75 overs or as calculated, has been bowled to enable the Umpires to commence the mandatory overs.

15. Law 19 – BOUNDARIES

Add the following to Law 19

- 15.1** The playing area shall be a minimum of 140 yards from boundary to boundary square of the pitch. The pitch shall be a minimum 60 yards from one boundary square of the pitch. When this minimum distance is used, the pitch has to be a minimum 80 yards from the opposite square boundary. The straight boundary at both ends of the pitch shall be a minimum of 60 yards. Distance shall be measured from the centre of the pitch to be used.
- 15.2** If an unauthorized person enters the playing area 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 Law 19.1 (c).
- 15.3** Sight screens shall be provided at both ends at the

ground. Advertising shall be permitted on the sight screen behind the striker, provided it is removed for the subsequent over from that end. Sight screens provided for a match should conform to the following specifications :

Static	40 x 15 feet minimum
Mobile	20 x 15 feet minimum

15.4 Wherever static screens of the specified size are provided, play shall not be stopped for any movement above or to the sides of the sight screen.

16. Law 21 - THE RESULT

Law 21 shall apply with the following:

16.1 Any query on the result of the match as defined in Law 21.1, 21.3, 21.4, 21.5, 21.8 and 21.10 shall be resolved as soon as possible and a final decision shall be made by the umpires at close of play/conclusion of the match.

16.2 Match points:

Three/four/five day games on league basis -	
Outright victory	4 points
First innings lead but no outright victory	2 points
Washout/Weather interference	1 point each
Innings victory/ Victory by 10 wickets	1 bonus point
Tie on first innings without out right result	1 point
Tie on both innings	2 points each

16.3 In a four/five day match, if 90 or more overs of play is lost and the first innings of the both the teams are not completed, each team will get one point **provided the team batting second has not scored runs in excess of the team batting first.**

16.4 In a three day match, if 60 **or more** overs of play is lost and the first innings of the both the teams are not completed, each team will get one point provided the team batting second has not scored runs in excess of the team batting first.

16.5 If neither side has taken the first innings lead in a match where less than 90 overs in a four I five day and less than 60 overs in three day match has been lost, none of the teams would earn any point.

17. Law 24 - NO BALL

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

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

18. Law 25.1 - JUDGING A WIDE

Law 25.1 will apply, but in addition :

18.1 For bowlers, whom the umpires feel are adopting negative tactic by, bowling down the leg side, the One Day International wide interpretation will be applied as follows :

- (a) Any leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called wide. As a guide a ball landing clearly outside the leg stump and going further away shall be called wide.
- (b) For bowlers attempting to utilise the rough outside the batsman's leg stump, not necessarily as a negative tactic, the strict limited overs wide interpretation shall be applied.

19. Law 32- CAUGHT

Add the following to Law 32.1

The striker is out under this Law if the ball is deflected from his bat onto the helmet he is wearing and a fair catch is taken. Runs may be scored off deflections from the batsman's or fielder's helmet.

20. HELMETS

20.1 A batsman may call for a helmet to be brought out to him at any time. He must then wear or carry it personally all the time while play is in progress, or can have it taken off the field at the fall of a wicket, or at the end of an over, or at any drinks interval.

20.2 In all cases, no actions involving helmets are to waste playing time. Umpires are not to hold helmets.

21. Law 41 - THE FIELDER

Law 41 shall apply with the following :

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. A batsman may only change other items or protective equipment (e.g. batting gloves etc.) provided that there is no waste of playing time.

22. Law 42.3 - THE MATCH BALL - CHANGING ITS CONDITION

22.1 Delete Law 42.3(e) and replace with the following:

2 Inform the captain of the fielding side of the reason for the action taken.

3 In addition to Law 42.3 :

In the event, a ball has been interfered with and requires replacement, the batsmen 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.

23. Law 42.4 - DELIBERATE ATTEMPT TO DISTRACT STRIKER

In addition, the umpires shall report the incidence to the referee for action under the Code of conduct.

24. Law 42.5 - DELIBERATE DISTRACTION OR OBSTRUCTION OF BATSMAN

24.1 Law 42.5 shall apply and penalty runs shall be awarded as defined in this law.

24.2 In addition, the umpire shall report the incident to the Code of conduct.

25. Law 42.6 - DANGEROUS AND UNFAIR BOWLING - THE BOWLING OF FAST SHORT PITCHED BALLS

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

(a) A bowler shall be limited to two fast short pitched deliveries per over. The third or any subsequent such delivery in that over shall be caned as no ball by the Bowler's end umpire.

(b) A fast short pitched ball is defined as a ball which passes or would have passed above the shoulder height of the batsman standing upright at the crease.

(c) The umpire at the bowler's end shall inform 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 **(b) above** a ball that passes above the batsman's head to an extent that it prevents the batsman from being able to hit it with his bat by means of a normal cricket stroke, the umpire shall call the delivery wide (unless it is the 3rd or more short pitched delivery in the over, in which case he shall call no-ball).

- (e) Any fast short-pitched delivery that is called **wide ball** under this playing condition shall also count as one of the allowable short-pitched deliveries in that over.

25.2 The Bowling of Fast Short-pitched balls.

- Action by the Umpire.

- (a) In the event of a bowler bowling more than two fast short pitched deliveries in any over as defined in (b) above, the umpire at the bowler's end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal "no ball" and then tap the head with the other hand.
- (b) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- (c) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall inform the bowler that this is his final warning for the innings.
- (d) Should there be any further instance by the same bowler in the 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 nor be allowed to bowl the next over.
- (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 batsmen at the wicket and to the captain of the batting side as soon as possible.
- (g) The umpires will then report the matter to the referee who shall take such action as its considered appropriate against the captain and the bowler concerned. (Refer to Law 42.1 Fair and unfair play-responsibility of the captains).

26. Law 42.6 (b) - THE 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 (a) and (b) (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 batsman at the crease 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 to the captain of batting side as soon as possible.
- (g) The umpires will then report the matter to the Match referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer to Law 42.1 Fair and unfair play - Responsibility of the captains).

27. Law 42.7 - DANGEROUS AND UNFAIR BOWLING - ACTION BY THE UMPIRE

- 27.1** The bowling of fast short pitched balls is unfair if the umpire at the Bowler's end 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.

27.2 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 the above warnings prove ineffective the umpire at the bowler's end shall :
- (e) At the first repetition call and signal no ball and when the ball is dead, direct the captain to take the bowler off forthwith and to complete the over with another bowler, provided that the bowler does not bowl two overs or part thereof consecutively. See Law 22.8 (Bowler or incapacitated suspended during an over).
- (f) Not allow the Bowler, thus taken off, to bowl again in the same innings.
- (g) Report the occurrence to the Captain of the batting side as soon as the players leave the field for an interval.
- (h) Report the occurrence to the executive of the fielding side and to the match referee responsible for the match, who shall take any further action, which is considered to be appropriate against the Bowler concerned. (Refer also to 42.1 Fair and unfair play - Responsibilities of captains).

28. Law 42.8 - DELIBERATE BOWLING OF HIGH FULL PITCHED BALLS

28.1 Law 42.8 shall be replaced with the following:

If the Umpire considers that a high full pitch delivery which is deemed dangerous and unfair as defined in clause 27 above was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at bowlers end shall :

- (a) Call and signal no-ball.

- (b) When the ball is dead, direct the captain to take the bowler off forthwith.
- (c) Not allow the bowler to bowl again in that innings.
- (d) Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consequently.
- (e) Report the occurrence to the other umpire, to the captain of the batting side and the Match referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer to Law 42,1 Fair and unfair play – Responsibilities of captains)

29. Law 42.9-TIMEWASTING BY THE FIELDING SIDE

In addition, the Umpires may report the incident to the referee under the Code of Conduct.

29.1 Law 42.9 (b) shall apply as modified:

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

- (i) Call and signal dead ball. Award 5 penalty runs
- (ii) That reference to 'governing body' shall be replaced by "match referee" in law 42.9(b)(iv).

30. Law 42.10- BATSMAN WASTING TIME

In addition, the umpires may report the incident to the referee under the code of conduct.

30.1 The provisions of Law 42.10(b) shall apply, except as modified:

If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead :

- (1) Award 5 penalty runs and follow due procedure.

31. Law 42.14 - BATSMAN DAMAGING THE PITCH

Add:: The umpires may direct the batsman concerned to change the spiked shoes at any time he feels it is necessary as a preventive measure. And he has to be obeyed.

32. Sanctions under the code of conduct is also applicable for all matches.

**PLAYING CONDITIONS
FOR
ONE DAY MATCH (DOMESTIC TOURNAMENTS)
2004-2005**

The playing conditions for Junior & Senior domestic tournaments and Laws of Cricket (2000 Code 2nd edition 2003) shall apply except as varied below.

1. DURATION OF MATCHES

Matches shall be of one day's duration. The matches will consist of one innings per side and each innings will be limited to a maximum of 50 six-ball overs. A minimum of 25 overs per team shall constitute a match.

2. Hours of play, intervals and minimum overs in the day

09.00 a.m. to 12.30 p.m. FIRST SESSION
12.30 p.m. to 01.15 p.m. LUNCH INTERVAL
01.15 p.m. to 04.45 p.m. SECOND SESSION

2.1 Start and Cessation Times: Subject to - there will be two sessions of 3Y2 hours each. (Separated by a 45 minutes **interval except as mentioned in 2.2.**)

2.2 Changing agreed times for intervals -

2.2.1 Interval Between Innings: If the team batting first has completed its innings at least 30 minutes prior to the scheduled interval between two sessions, a ten minutes break will occur and the team batting second will commence its innings and the interval between two sessions will occur as scheduled. If the team batting first has completed its innings within 30 minutes of the interval between two sessions then the interval will commence immediately and end after 45 minutes. At anytime the interval between two sessions shall not exceed 45 minutes except as mentioned below:

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

Time Lost	Interval
Up to 60 Minutes	30 Minutes
More than 60 and upto 120 Minutes	20 Minutes
More than 120 Minutes	10 Minutes

Note: Refer also to the provisions of Clause 3.2.

2.3 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.

- 2.4** 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.

3. LENGTH OF INNINGS

3.1 Uninterrupted matches

- (a) Each team shall bat for 50 overs unless all out earlier. A Team shall not be permitted to declare its innings closed.
- b.1 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.
- b.2 The interval shall not be extended and the second session shall commence at the scheduled time. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- (c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- (d) If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result, achieved.

(e) **Penalty :-**

Penalties shall apply for slow over-rates. No fine shall apply if the batting side is all out before the cessation time for the session. If the allotted number of overs are not bowled by the scheduled/rescheduled cessation time the referee shall impose the following penalty :

- (i) If the number of overs bowled short is up to 5 overs, the fine to be levied will be 15% of the financial allowance prescribed by the Board for the member of the team for the match.
- (ii) If the number of overs bowled short is above 5 overs, the fine to be levied will be 30% of the financial allowance prescribed by the Board for members of the team for the match.

- (j) Only eleven players participating in the team will be subject to an over-rate fine.
- (k) No deductions are to be made for wickets or drink breaks.
- (l) A fine may be reviewed by the referee if, after consultation with the umpires, he is of the opinion that events beyond the control of the fielding side, including time-wasting by the batting side, prevented that team from bowling the required number of overs. The batting side may be fined at the same rate as fielding side if, in the opinion of the referee the batting side is responsible.

3.2 Delayed or Interrupted Matches

3.2.1 General

- (a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- (b) A minimum of 25 overs have to be bowled to the side batting second to constitute a match unless a result is achieved earlier.
- (c) The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 overs per hour in the total time available for play.
- (d) If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams, if required.
- (e) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- (f) The team batting second shall not bat for a greater number of overs than the first team unless, the latter has been all out in less than the agreed number of overs.
- (g) Fractions are to be ignored in all calculations regarding the number of overs.

3.2.2 Delay or Interruption to the innings of the Team Batting

First

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of clause 2.2 and 3.2.1 (a).

- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session play shall continue until the required number of overs has been bowled. In such cases, the interval will start after the completion of the stipulated overs and will be of agreed length (30/20/10 minutes as the case may be). The second session will be rescheduled accordingly.
- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, 3.1 (c) shall apply.

3.2.3 Delay or Interruption to the Innings of the Team Batting

Second

If there is a suspension in play during the second innings, the overs shall be reduced at a rate of 14.28 overs per hour for time lost, except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

4. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

Two semi-circles shall be drawn on the field of play.

- 4.1** Two semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.43m). The ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- 4.2** The field restriction area should be marked by continuous painted white lines or 'dots' at five yard (4.5m) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter.
- 4.3** When the bowler starts his run up or bowling action, there may not be more than five fields men on the legside.
- 4.4** For the first 15 overs only two fields men are permitted to be outside the field restriction marking at the time of Bowler starts his run up or bowling action if he has no run up.
- 4.5** For the remaining overs only five fields men are permitted to be outside the field restriction marking at the time of ball comes into play /Bowler starts his run up or bowling action if he has no run up.
- 4.6** Two inner circles shall be drawn on the field of play. The circles have as their centers the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15

yards (13.72 meters). The field restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. In the first 15 overs there must be a minimum of two stationary fieldsmen within the 15 yards field restriction of the striker when the bowler starts his run up or bowling action if he has no run-up. When a fast bowler is bowling, the two stationary fieldsmen may be permitted to stand deeper than 15 yards (in the un-demarcated area) provided only that they are standing in slip, leg slip and gully positions.

4.7 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 4.3 and 4.5 above shall be reduced proportionally in a ratio of 15:50 (30%) in accordance with the table below. Fractions are to be ignored in all calculations regarding the number of overs.

Total overs In Innings	No. of overs for which fielding restrictions in 4.4 and 4.6 above will apply
25-26.....	7
27-29.....	8
30-33.....	9
34-36.....	10
37-39.....	11
40-43.....	12
44-46.....	13
47-49.....	14
50	15

4.8 Where the number of overs for the team batting second is reduced the restrictions in 4.4 and 4.6 above will apply for the same proportion of the second innings as applied in the first innings (fractions to be ignored).

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

5. NUMBER OF OVERS PER BOWLER

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

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

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

5.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far

as each bowler's limit is concerned.

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

6. NO BALL

6.1 Short pitched delivery

(a) A bowler shall be limited to one fast short pitched delivery per over. Second or any subsequent such delivery in that over shall be called as no ball by the bowler's end Umpire.

(b) A fast short pitched ball is defined as a ball which passes or would have passed above the shoulder height of the batsman standing upright at the crease.

(c) The umpire at the bowler's end shall inform the bowler

and the batsman on strike when each fast short-pitched ball has been bowled.

(d) In addition, for the purpose of this regulation and subject to clause (b) above a ball that passes above the batsman's head to an extent that it prevents the batsman from being able to hit it with his bat by means of a normal cricket stroke, the umpire shall call wide (unless it is the 2nd or more short pitched ball in the over in which case he shall call no-ball).

(e) Any fast short-pitched ball that is called wide under this playing condition shall also count as one of the allowable short-pitched ball in that over.

6.2 The Bowling of Fast Short-pitched balls.

Action by the Umpire.

(a) In the event of a bowler bowling more than one fast short pitched ball in any over as defined in (6.1.b) above, the umpire at the bowler's end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short-pitched ball. The umpire shall call and signal "no ball" and then tap the head with the other hand.

(b) 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.

(c) If there is a second instance of the bowler being no balled

in the innings for bowling more than one fast short pitched deliveries in an over, the umpire shall inform the bowler that this is his final warning for the innings.

- (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 nor be allowed to bowl the next over.**
- (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 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 referee who shall take such action as it is considered appropriate against the captain and the bowler concerned. (Refer to Law 42.1 Fair and unfair play - Responsibility of the captains).**

6.3 The above regulation is not a substitute for Law 42.6 which umpires may apply at any time.

7. WIDE BOWLING - JUDGING A WIDE

- 7.1** Umpires are instructed to apply a very strict and consistent interpretation with regard to this law in order to prevent negative bowling wide of the wicket.
- 7.2** Any offside or legside delivery which, in the opinion of the umpire does not give the batsman a reasonable opportunity to make a normal cricketing stroke shall be called as wide. As a guide on the leg side a ball landing clearly outside the leg stump going further away shall be called a wide.
- 7.3** A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no ball shall be scored as wide balls.

8.. THE BALL

- 8.1** Cricket Balls approved by the Board of Control for Cricket in India viz., SG-Test, SG Tournament Special, Stanford (SF Test special) and others as and when approved by the Board shall be used.
- 8.2** For all matches SG- Test cricket balls and others as and when approved by the Board shall be used.

- 8.3** The fielding Captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the home association. Such selection must take place in the presence of the Umpires or their representative.
- 8.4** Members staging the match will have to keep in stock used balls approved by the Board and the same will have to be shown and approved by the Umpires officiating in the match before the start of the game.
- 8.5** The Umpires shall also mention in their report whether the member staging the match carried out the above instructions.
- 8.6** Umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play, Umpire shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket. During an interval (drinks) or any other disruption in play.
- 8.7** In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather, it being affected by dew or for any reason and in the opinion of the Umpires being unfit for play, the ball may be replaced by a ball that has had a similar amount of wear, even though it has not gone out of shape.
- 8.8** Where day/night matches are scheduled, white balls will be used in all matches (including day matches) in that tournaments. Each fielding team shall have one new ball for its innings.
- 8.9** Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final. If the ball is to be replaced, the umpire shall inform the batsman.

9. THE RESULT

- 9.1** A result can be achieved only if both team have had the opportunity of batting for at least 25 overs or subject to the provisions of clauses 3.1 (b) and 3.2.2(b) unless one team has been all out In 1088 than 25 overs or unless the team batting second scarab enough runs to win in less than **25 overs**.

All matches in which both teams have not had an opportunity of batting for a minimum of 25 overs **subject to above** shall be declared no result.

9.2 Tie

In matches **where** both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of clauses 3.1 (b) or 3.2.2(b) the team scoring the higher number of

runs shall be the winner. 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.

9.3 Delayed or Interrupted Matches - calculation of the Target Score

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

10. POINTS

10.1 League Stage

Win with Bonus Point	5
Win without Bonus Point	4
Tie or No Result	2
Loss, but not conceding Bonus Point	0
Loss, conceding Bonus Point	minus (-) 1 point
Bonus Point	1

10.1.2 Bonus Point

The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the overs faced. Where a side is all out, the numbers of overs to be reckoned is the maximum number of overs that side was eligible to face.

10.2 In the event of the teams finishing on equal points, the right to play in the final match will be determined as follows:

- (a) The team with the most number of wins
- (b) The team with the most number of wins over the other team(s) who are equal on points and have the same number of wins.
- (c) The team with the highest number of bonus points
- (d) The team with the highest net run rate

10.2.1 In a match declared as no result, run rate is not applicable.

10.3 Net Run Rate

10.3.1 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.

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

10.3.3 Only those matches where results are achieved and where the Duckworth/Lewis method for recalculating the target score was not utilized will count for the purpose of net run rate calculations.

10.4 Final Match

10.4.1 If no result is achieved in a final on the scheduled day of play, the trophy will be shared.

10.4.2 In the event of a drawn final, the prize money will be shared equally between the two competing teams.

11. DAY/NIGHT MATCHES

(a) Pads, players' and umpires clothing shall be coloured.

(b) Sightscreens will be black.

(c) If during a day/night match., or a day match played with black sightscreens and white balls, in the opinion of the umpires, natural light is deteriorating to an unfit level, they may authorize the Ground Authority to use the available artificial lighting so that the match can continue in acceptable conditions.

CODE OF CONDUCT

- (a) Captains are responsible at all times for ensuring that the play is conducted within the spirit of the game as well as within the laws.
- (b) Players and Team Officials shall not at any time engage in conduct which would bring them or the game into disrepute.
- (c) Players and Team Officials must at all times accept the Umpire's decision. Players must not show dissent at the Umpires' decision.
- (d) Players and Team Officials shall not intimidate, assault or attempt to intimidate or assault an umpire, another player or a spectator.
- (e) Players and Team Officials shall not use crude or abusive language (known as sledging) nor make offensive gestures.
- (f) Players and Team Officials shall not use or in any way be concerned in the use or distribution of illegal drugs.
- (g) Players and Team Officials shall not disclose or comment upon any alleged breach of the code or upon any hearing, report or decision arising from such breach.
- (h) Players and Team Officials shall not make any public pronouncement or media comment which is detrimental to the match which is taking place.
- (i) Players and Team Officials shall not engage, directly or indirectly, in betting, gambling or any form of financial speculation on the outcome of any cricket match to which this code applies and in which the player is a participant or with which a Team Official is associated or on any event which, in the opinion of the referee, shall be connected with any such cricket match the purpose (or pretended purpose) of which is to benefit such player or Team Official either directly or indirectly, whether financially or otherwise.

Players and Team Officials shall not accept any form of inducement which is considered by the Referee to be likely to affect the performance of any player involved in any such cricket match adversely.

APPLICATION INTERPRETATION AND ENFORCEMENT OF THE CODE

1. The Code shall apply:

- (a) To Players and Team Officials of both the teams.
- (b) The code, breach of which may render a player or Team Official liable to disciplinary action, shall be enforced in accordance with the procedure and guidelines laid down for the Referee.

2. The Code shall also apply to :

All the Senior and Junior Domestic Tournaments conducted by the Board.

3. Breach of the Code shall be deemed also to include a breach of any Board's Regulation in, force from time to time including (without limitation) those relating to advertising on cricket clothing and equipment, those relating to minimum over rates and presentation of under-prepared pitch by the member staging the match.

4. In the case of domestic matches, the code, breach of which may render a player or a team official liable to disciplinary action, shall be enforced in such manner as the Board shall consider appropriate at the time when the incident occurs which shall, so far as is practicable, follow the procedures and guidelines laid down for the referee.

5. A Breach of Clause (h) of the Code of Conduct shall be dealt with in the following way:

- (a) If the breach occurs during any stage of the match, it should be the duty of the Referee to take any action that he shall deem necessary.
- (b) If the breach occurs once the tournament is over, it shall be upto the Board to take any necessary action.

At the start of the match, the Referee should make it clear to the Players and Team Officials of both the Teams that he will investigate and adjudicate anything that might be said or written during a match and which may constitute a breach of the code.

(c) Penalty for under-prepared pitch:

If the two Umpires are of the opinion that the pitch prepared by the host on whose ground the match was played has been doctored to suit its side, whatever points the host team has won will be null and void and if the host team loses the game despite the fact it has doctored the pitch, it will still be penalised two points. The two umpires have been authorised to immediately on the conclusion of the match, submit a report to the Board about the pitch being doctored with a copy to the host staging the match.

Besides, the venue at which the match was played will be scrapped for period of 4 years.

6. The umpires have also been empowered to impose penalty on the bowlers, fielders and batsmen if they are found guilty of gross misbehaviour or of using offensive comments on the field such as :

(a) In the event of the bowler being found guilty of gross misbehaviour or of using offensive comments on the field such as :

- 1) Swearing at the umpires, batsman or any other player or spectator.
- 2) Showing public dissent at the umpire's decisions.
- 3) Man handling an umpire, the batsman or the spectator.
- 4) Kicking the stumps and indulging in any ungentlemanly and unsporting conduct which might bring the game into disrepute.

The Umpire concerned shall announce and call and signal dead ball and suspend the bowler from further bowling in that innings and allow another bowler to complete the over from the same and provided this bowler shall not bowl two over or part thereof consecutively in that inning.

(b) If a fielder other than the bowler indulges in such acts as stated above, the umpire shall direct the Captain of the fielding side to send the concerned fielder out of the field for that session and no substitute shall be allowed in his absence.

In addition to taking action as stated in paras (a) and (b) above the Umpire shall also report the occurrence to the Captain of the batting side as soon as players leave the field for an interval.

The umpire shall also report to the Executive Authority of the fielding side and to the Governing body responsible for conduct of the match.

Also, report to the referee who may take further action against the concerned bowler or player deemed fit.

(c) In the event of the batsman being found guilty of gross misbehaviour or using offensive comments on the field such as :

- 1) Swearing at the umpires, bowlers or any other player or a spectator.
- 2) Showing public dissent at the umpire's decision.
- 3) Man handling the umpire, the bowler, the fielder or a spectator.
- 4) Kicking the stumps or hitting the stumps with the bat when given out or indulging in any ungentlemanly and unsporting conduct which might bring the game into disrepute.

The Umpire at the bowler's end shall report the occurrence to the Executive Authority of the batting side and to the governing body responsible for staging the match. Also report to the Referee who may take further action against the batsman concerned if deemed fit.
