

Standard One Day International Match Playing Conditions (Effective 28th March 2006)

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

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

1. Law 1 The Players

1.1 Law 1.1 - Number of Players

Law 1.1 shall be replaced by the following:

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.

1.2 Law 1.2 - Nomination of Players

Law 1.2 shall be replaced by the following:

Each captain shall provide a list of the names of the 11 players and the nominated 12th man in writing to the ICC match referee before the toss. No player (including the nominated 12th man) may be changed after the toss without the consent of the opposing captain.

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:

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

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

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

3 Law 3 - The Umpires

3.1 Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following:

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

- 3.1.1 ICC shall establish an 'Elite Panel' of umpires who shall be contracted to the ICC.
- 3.1.2 Each Full Member country shall nominate from its panel of first class umpires two umpires to an 'International Panel' and one umpire to a 'TV Panel'. (A third umpire may be nominated to the 'International Panel' with the written consent of the ICC).
- 3.1.3 ICC will appoint one umpire to stand in each ODI. Such umpires shall not be from the same country as the participating

teams and shall be selected from the 'Elite Panel' or the 'International Panel'.

- 3.1.4 The Home Board shall appoint one umpire to stand in each ODI. Such umpire shall be selected from its umpires on the 'International Panel'.
- 3.1.5 As long as possible before each ODI Match, ICC will advise the Home Board of the name of its appointee and the Home Board will advise the Manager of the touring team of both umpires' names.
- 3.1.6 The Home Board shall appoint a third umpire for each ODI who shall act as the emergency umpire and officiate in regard to TV replays. Such appointment must be made from the 'International Panel' or the 'TV Panel'.
- 3.1.7 The Home Board shall also appoint a fourth umpire for each ODI from its panel of first class umpires. The fourth umpire shall act as the emergency third umpire.
- 3.1.8 Neither team will have a right of objection to an umpire's appointment.
- 3.1.9 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 ICC and subject to Clause 3.2.1 (e) hereunder, the Home Board shall ensure the live television broadcast of all One Day International matches played in its

unit director to facilitate as many replays as is necessary to assist him in making a decision.

- e The provisions of Clauses (a), (b), (c) and (d) above shall not apply for series between a Full Member country and Associate Member countries (whose matches have been granted ODI status) and for series between such Associate Member countries.
- f 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 ICC Code of Conduct.
- g 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 a discretion to take more time in order to finalise a decision.

3.2.2 Run Out, Stumping and Hit Wicket Decisions

- a The on-field umpire shall be entitled to refer an appeal for a run-out, stumping or hit-wicket to the third umpire.
- b 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.

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.

3.3 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 host country 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 host country shall inform the visiting country at the start of the tour that this practice is to be adopted.

3.5 Law 3.8 - Fitness of Ground, Weather and Light and Law 3.9 - Suspension of play for adverse conditions of ground, weather or light

Laws 3.8 and 3.9 shall apply subject to the following:

- 3.5.1 If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. In

these circumstances the provisions of Laws 3.9 (b) (i) and 3.9 (c) (i) shall not apply.

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

3.5.3 If a shadow from the fielder falls across the strikers half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

3.6 Law 3.10 Exceptional Circumstances.

The following shall apply in addition to Law 3.10:

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

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

3.7 Light Meters

3.7.1 It is the responsibility of each Home Board to supply light meters to all umpires standing in international matches in accordance herewith.

3.7.2 Two light meters should be passed to the ICC Match Referee when he arrives in the country of his appointment.

3.7.3 The ICC Match Referee will retain the light meters throughout the tour, passing it to the umpires for each ODI.

3.7.4 At the completion of the tour the meters are to be returned to the Home Board.

3.7.5 The following procedure will apply for the use of light meters on the field of play:

- a Once the umpires have judged the light to be unfit for play, the umpires shall offer the light to the batting side and immediately take a reading of the light level.

- b The reading should be taken from the pitch, pointing the light meter (if the hand held version) at the sightscreens and in any other direction as the umpires see fit.
- c Once the umpires have agreed the reading it should be noted and used as a benchmark reading for the remainder of the stoppage.
- d Only when the reading has subsequently increased above the benchmark reading should the umpires consider the light level is sufficient for play to resume.

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 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

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

3.9.2 Sight screens will be black.

4 Law 4 - The Scorers

4.1 Law 4.2 - Correctness of scores

Attention is drawn to Clause 21.

5 Law 5 - The Ball

5.1 Law 5.2 - Approval and control of balls

Law 5.2 shall be replaced by the following:

The Home Board shall provide cricket balls of an approved standard for ODI cricket and spare used balls for changing during a match, which shall also be of the same brand. Note: The Home Board shall be required to advise the visiting Boards of the brand of ball to be used in the match(es) at least 30 days prior to the start of the match(es).

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

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

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

Law 5.4 shall not apply.

5.3 Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

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

In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, 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.

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

5.3 Law 5.6 - Specifications

Law 5.6 shall not apply.

6 Law 6 - The Bat

6.1 Law 6.1 - Width and length

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

7 Law 7 - The Pitch

7.1 Law 7.3 - Selection and preparation

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

7.1.2 The fourth umpire shall ensure that, prior to the start of play and during any intervals, only authorised ground staff, the ICC match officials, players, 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 on 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 ICC Match Referee will rule and his ruling will be final.

7.2 Law 7.4 - Changing the pitch

Law 7.4 shall be replaced by the following:

- 7.2.1 In the event of a pitch being considered too dangerous for play to continue in the estimation of the on-field umpires, they shall stop play and immediately advise the ICC Match Referee.
- 7.2.2 The on-field umpires and ICC Match Referee shall consult with both captains.
- 7.2.3 If the captains agree to continue, play shall resume.
- 7.2.4 If the decision is not to resume play, the on-field umpires shall consider one of the options in the following sequence:
 - a whether the existing pitch can be repaired. Repair work will only be considered if there has been malicious damage to a non-crucial part of the pitch;
 - b whether the alternative pitch can be used;
 - c whether the match has to be abandoned.
- 7.2.5 When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.
- 7.2.6 In the event of a decision being taken in favour of Clauses 7.2.4 (a) or 7.2.4 (b) above, the supervision of the remedial or new

preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.

7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures herein provided, shall be the responsibility of the on-field umpires.

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

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

7.2.10 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the 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.

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

10 Law 10 - Preparation and Maintenance of the Playing Area

10.1 Law 10.1 - Rolling

The following shall apply in addition to Law 10.1:

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

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

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

10.2 Law 10.6 - Maintenance of footholes

The following shall apply in addition to Law 10.6:

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

11 Law 11 - Covering the Pitch

11.1 Law 11.1 - Before the match

The following shall apply in addition to Law 11.1:

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

11.2 Law 11.2 - During the match

Law 11.2 shall be replaced by the following:

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

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

11.3 Law 11.3 - Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

The bowler's run-ups shall be covered to a distance of at least 10 x 10 metres.

11.4 Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

The covers shall be removed no earlier than 5.00am and no later than 7.00am (7.00am and 9.00am for day/night matches) on the morning of the match (including the reserve day, if applicable), 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 50 overs. All matches shall be of one day's scheduled duration provided that participating countries in a series may agree to provide for a reserve day on which an incomplete match may be replayed or continued from the scheduled day.

If the match is to be continued on the reserve day, the participating countries may agree either that:

- a Any revision of overs only occurs on the final scheduled day of the match; or
- b Every effort is made to complete the match on the scheduled day with any necessary reduction in overs taking place and only if the minimum number of overs necessary to constitute a match cannot be bowled on the scheduled day will the match be completed on the reserve day.

12.2 Law 12.2 - Alternate innings

Law 12.2 shall not apply.

12.3 Law 12.3 - Completed innings

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

12.4 Length of Innings

12.4.1 Uninterrupted Matches.

- a Each team shall bat for 50 overs unless all out earlier.
- b If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the schedule 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 is achieved.
- e Penalties shall apply for slow over rates (refer ICC Code of Conduct).

12.4.2 Delayed or Interrupted Matches

- a Delay or Interruption to the Innings of the Team Batting First (see Appendix B)
 - (i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.
 - (ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team

unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.

- (iii) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.28 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.
 - (iv) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
 - (v) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
 - (vi) Penalties shall apply for slow over rates (refer to ICC Code of Conduct).
- b) Delay or Interruption to the innings of the Team Batting Second (see Appendix C)
- (i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
 - (ii) In addition, should the innings of the team batting first have been completed prior to the

scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

- (iii) To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to the innings not being completed earlier.
- (iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (v) A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- (vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
- (vii) Penalties shall apply for slow over rates (refer ICC Code of Conduct).

12.5 Extra Time

The participating countries may agree to provide for extra time where the start of play is delayed or play is suspended.

12.6 Number of Overs per Bowler

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

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

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

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

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

13 Law 13 - The Follow-on

Law 13 shall not apply.

14 Law 14 - Declaration and Forfeiture

Law 14 shall not apply.

15 Law 15 - Intervals

Law 15 shall apply subject to the following:

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

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

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

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

Note: Refer also to Clause 12.4.2

15.2 Law 15.9 - Intervals for drinks

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

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

16 Law 16 - Start of Play; Cessation of Play

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

16.1 Law 16.1 – Start and Cessation Times

To be determined by the Home Board subject to there being 2 sessions of 3.5 hours each, separated by a 45 minute interval between innings.

16.2 Laws 16.6, 16.7 and 16.8 shall not apply.

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

17 Law 17 - Practice on the Field

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

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

Any ground on which a Test or One Day International has been played prior to 1st July 1995 which can not conform with these minimum dimensions shall be exempt from this playing condition. Any new ground must conform to these minimum dimensions.

19.1.2 Sightscreens shall be provided at both ends of all grounds. Advertising shall be permitted on the sightscreen 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.

19.2 Law 19.2 - Defining the boundary - boundary marking

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by the ICC from time to time. Where appropriate the rope should be a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 metres) between the boundary and the fence.

19.3 Law 19.3 - Scoring a boundary

The following shall apply in addition to Law 19.3:

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

20 Law 20 - Lost Ball

Law 20 shall apply.

21 Law 21 - The Result

Law 21 shall apply subject to the following:

21.1 Law 21.1 - A win - two innings match

Law 21.1 shall not apply.

21.2 Law 21.2 - A win - one innings match

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

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

21.3 Law 21.4 - A Tie

Law 21.4 shall apply in addition to the following:

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

21.4 Law 21.5 - A Draw

Law 21.5 shall not apply.

21.5 Prematurely Terminated Matches - Calculation of the Target Score

21.5.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Appendix 2)

21.5.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (refer Appendix 2). If the score is equal to the par score, the match is a Tie. Otherwise the result

is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

21.6 Correctness of result

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

21.7 Points

21.7.1 Preliminary Matches

In a competition with three or four Members with ODI status and with a final match or series, the home Board will institute a points system as follows:

Win, with bonus point	5
Win, without bonus point	4
Tie or No Result	2
Loss	0

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

- The team with the most number of wins
- If still equal, 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
- If still equal, the team with the highest number of bonus points
- If still equal, the team with the highest net run rate

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

21.7.2 Net Run Rate

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

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate 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.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is

abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

21.7.3 Bonus Points

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 number of overs faced. Refer Appendix 3.

21.7.4 Final Match or Series

If no result is achieved in a final the match shall be declared drawn.

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

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.

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 shall apply.

32 Law 32 - Caught

Law 32 shall apply.

33 Law 33 - Handled the Ball

Law 33 shall apply.

34 Law 34 - Hit the Ball Twice

Law 34 shall apply.

35 Law 35 - Hit Wicket

Law 35 shall apply.

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 (Trial Playing Condition)

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

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

41.2.3 The following fielding restrictions shall apply:

- a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached appendix 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. During the Fielding Restriction Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer attached appendix 1). During the initial block of Fielding Restriction Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within this fielding restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

41.2.4 During the non Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.3 a) above.

41.2.5 Subject to the provisions of 41.2.6 below, the Fielding Restriction Overs shall apply for 20 overs per innings to be taken as follows:

- a) 10 of the Fielding Restriction Overs shall be the first 10 overs of the innings.

- b) The remaining 10 overs shall be taken at the discretion of the fielding captain in 2 blocks of 5 at any time in the innings thereafter. The fielding captain shall advise the on-field umpires accordingly.
- c) Should the fielding captain choose not to exercise this discretion, the remaining blocks of Fielding Restriction Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, at the start of the 41st and the 46th overs).

41.2.6 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Number of FROs	Sequence taken
20 – 21	8	8
22 - 23	9	9
24 - 26	10	10
27 - 28	11	10 + 1
29 - 31	12	10 + 2
32 – 33	13	10 + 3
34 – 36	14	10 + 4
37 – 38	15	10 + 5
39 – 41	16	10 + 5 + 1
42 – 43	17	10 + 5 + 2
44 – 46	18	10 + 5 + 3
47 – 48	19	10 + 5 + 4
49 – 50	20	10 + 5 + 5

41.2.7 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 (subject to observing 41.2.8 below).

41.2.8 Each block of Fielding Restriction Overs must commence at the start of an over.

41.2.9 If an innings is interrupted during an over, the status of that over (that is whether it is a Fielding Restriction Over or not) must be retained when the over is completed. Provided that if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in

the over to be completed shall not be subject to the fielding restrictions.

41.2.10 At the commencement of each discretionary block of Fielding Restriction Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

41.2.11 A light or other indicator shall be displayed on the scoreboard whenever the Fielding Restriction Overs are being bowled, along with the number of overs remaining in the current block.

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

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

42 Law 42 - Fair and Unfair Play

42.1 Law 42.3 - The Match Ball - changing its condition

42.1.1 Law 42.3 shall apply, subject to the following:

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.

42.1.2 And in addition to Law 42.3:

- a The umpires shall report the incident to the ICC Match Referee under the ICC Code of Conduct.
- b In the event that a ball has been interfered with and requires replacement the batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

42.2 Law 42.4 - Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

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

42.3 Law 42.5 - Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following:

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

42.4 Law 42.6 - Dangerous and Unfair Bowling

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

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

- a A bowler shall be limited to one fast short-pitched delivery per over.
- b A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- e For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over
- f In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.

- g If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- i Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j The bowler thus taken off shall not be allowed to bowl again in that innings.
- k The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- l The umpires will then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

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

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

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

- a Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not is it likely to inflict physical injury on the striker.
- b A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and

unfair, whether or not it is likely to inflict physical injury on the striker.

- c In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2 (a) and 42.4.2 (b) above (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- d Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- e The bowler thus taken off shall not be allowed to bowl again in that innings.
- f The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- g The umpires will then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

42.5 Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 42.4.1, 42.4.2 and 42.6 the following shall apply at any time during the match:

42.5.1 The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

42.5.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

- a In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- b If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- c Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- d Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
- e The bowler thus taken off shall not be able to bowl again in that innings.
- f The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- g The umpires will then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

42.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed dangerous and unfair as defined in Clause 42.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

42.6.1 Call and signal no ball.

42.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.

42.6.3 Not allow the bowler to bowl again in that innings.

42.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

42.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the ICC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play Responsibility of the Captains).

42.7 Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 42.4.1, 42.4.2, 42.5 and 42.6 such cautions and warnings are not to be cumulative.

42.8 Law 42.9 - Time Wasting by the Fielding Side

Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following:

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

- a Call and signal dead ball if necessary, and;
- b Award 5 penalty runs to the batting side (see Law 42.17).
- c Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d Report the occurrence to the ICC Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the ICC Code of Conduct.

42.9 Law 42.10 - Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

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

42.10 Use of Electronic Communications Equipment

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

OTHER TOUR MATCHES

Unless varied by the Home Board, with the agreement of the visiting country's Board, the above conditions should apply to all one day tour matches.

APPENDIX A

All penalty runs in the Laws of Cricket 2000 Code now apply in International Cricket. Some penalty runs can be referred to the ICC Match Referee for further action if necessary.

The following grid should be read in conjunction with these Standard Playing Conditions.

Playing Condition Clause No.	Law	Action on Field Penalty Runs	Award of Match Referee	Report to ICC
2.2	2.6 (iii)	Yes	Yes	As Law
18.1	18.5	Yes	Yes	As Law
41.2 (c)	Yes	Yes	As Law	41.2
41.3	Yes	Yes	No	N/a
42.3	Yes	Yes	Yes	42.1
42.4	Yes	Yes	Yes	42.2
42.5	Yes	Yes	Yes	42.3
42.9	Yes	Yes	As Law	42.9
42.10	Yes	Yes	As Law	42.10
42.13	Yes	Yes	As Law	42.12
42.14	Yes	Yes	As Law	42.13
42.16	Yes	Yes	As Law	42.14

APPENDIX B

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

Time

Net playing time available at start of the match		<u>420 minutes</u> (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 / 4.2] 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 4.2]	_____	(K)
Rescheduled cessation time [(J + K) – B]	_____	
Length of interval	_____	
Second session commencement time	_____	(L)
Rescheduled cessation time = (L + K)	_____	

APPENDIX C

Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of One Day 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 / 4.2] ignore fractions _____ (I)

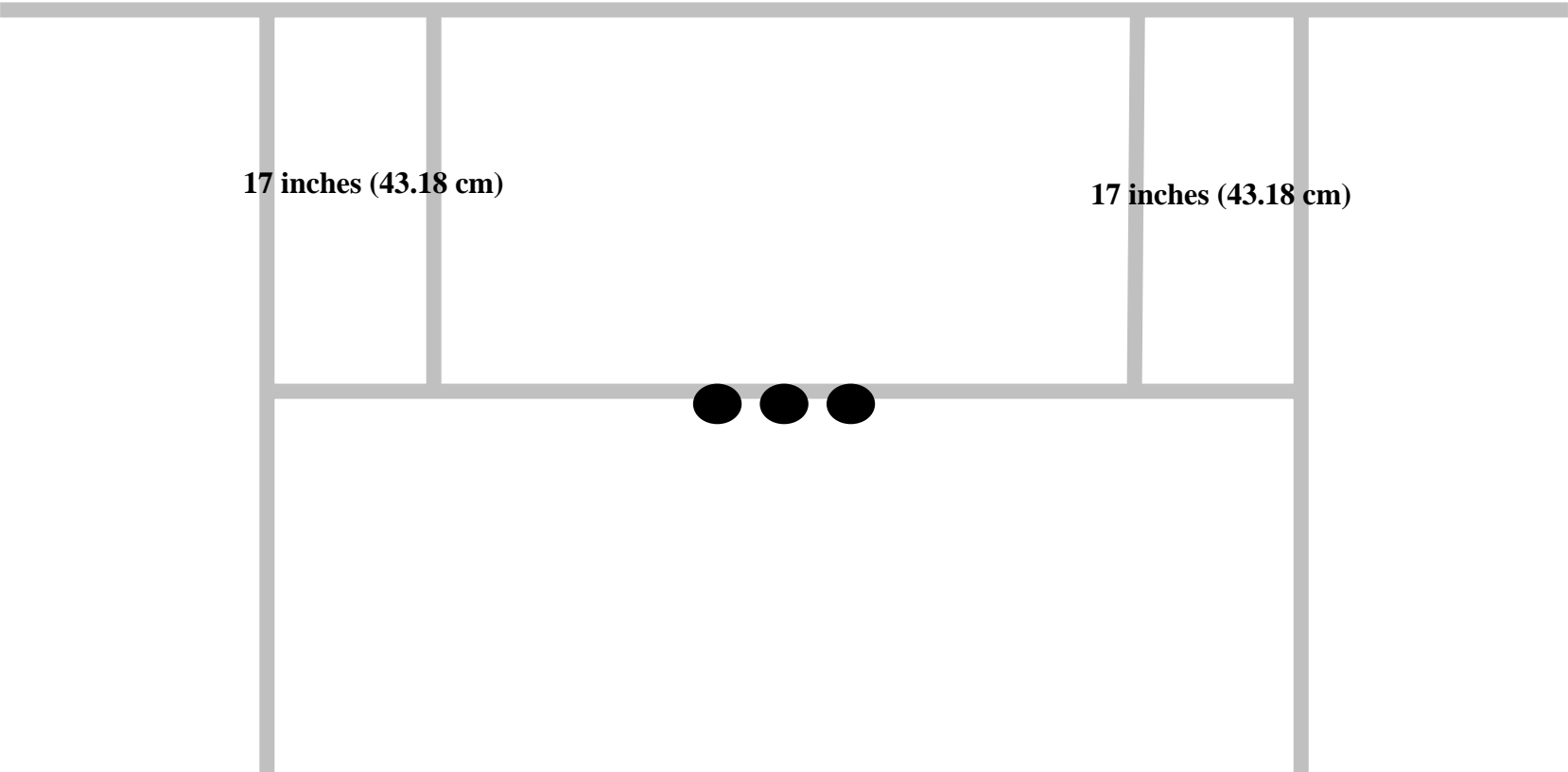
Adjusted maximum length of innings [H – I] _____ (J)

Overs per bowler and Fielding Restrictions

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

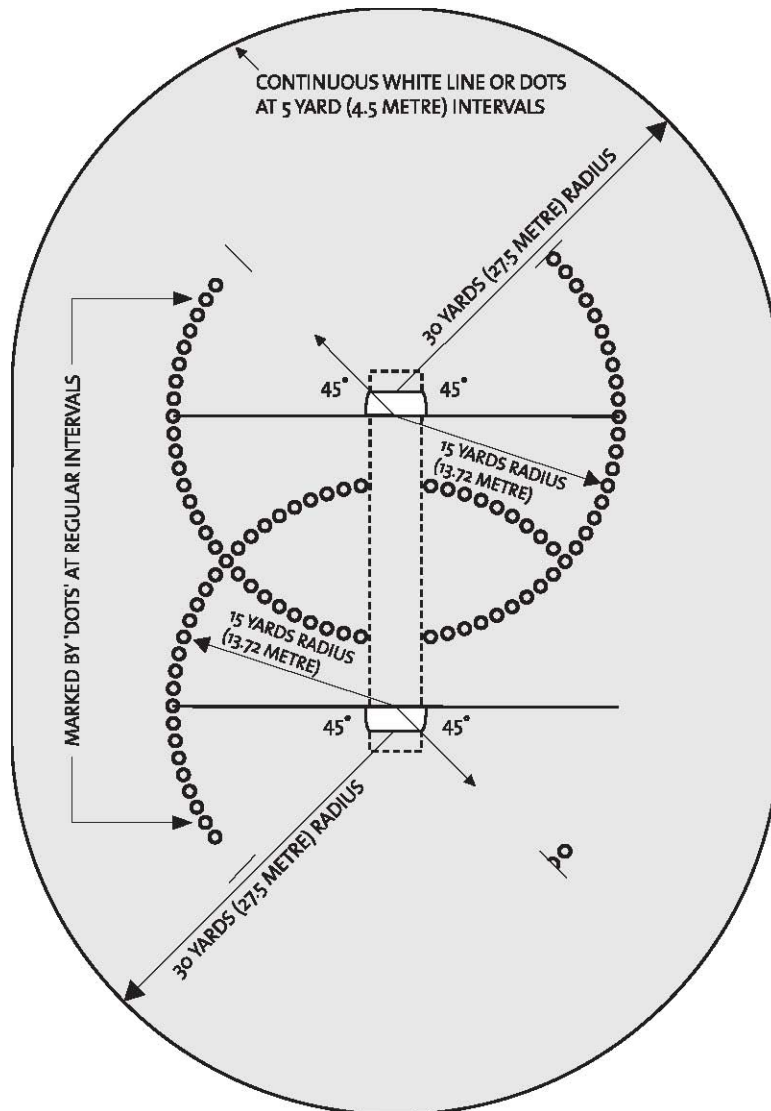
Fielding restrictions [Refer to 41.2.6] _____ overs

**APPENDIX D
CREASE MARKINGS**



APPENDIX 1

Restriction of the placement of fieldmen



The final mark of the 15 yards radius shall be a line placed at an angle of 45°, measured from the popping crease at a point level with the middle stump

APPENDIX 2

Duckworth/Lewis Method of Re-calculating the Target Score in an Interrupted Match.

The Professional Edition of the Duckworth/Lewis shall be used in all matches. If any match is suspended after it has started such that the number of overs available to be faced by either side is reduced from that determined when the match started, the revised target shall be computed using the computer software CODA 6.2 (or later releases) in accordance with the instructions provided with that software and displayed on the screen.

Where possible, arrangements shall be made for the provision of back-up capability, in case of computer malfunction, for the operation or continued operation of the Professional Edition. In the event of computer malfunction at any time during the match where no such provision has been made, the Standard Edition (the method in use prior to October 2003) shall be used.

In the regulations given below, the tables given (including the ball-by-ball ones) and used in the illustrative examples, relate to the Standard Edition. These tables should be substituted by those appropriate to the particular match, which can be produced as directed within the software for the Professional Edition.

1. Introduction

The D/L method sets revised targets in rain-interrupted limited-overs matches in accordance with the relative run scoring resources which are at the disposal of the two sides.

These are not in direct proportion to the number of overs available to be faced, as with the average run rate method of correction. Instead they depend on how many overs are to go and how many wickets are down when the interruptions occur.

To calculate the revised targets, you need to know the resources available at the stage of the match when suspensions and resumption of play occur. All possible values of resources have been pre-calculated and these are listed in the accompanying table.

The table covers each individual ball in a game of up to 50-overs per side. The figures given in the table are percentages of the resources available for a complete 50-over innings.

For matches with less than 50-overs per innings before they start, the resource percentages available at the start of an innings will be less than 100%. But the same table and the same method of calculation are used whatever the number of overs per innings.

The single sheet over-by-over version of the table can be used for cases when play is suspended before the start of a new over.

When Team 2 (the side batting second) have less run scoring resources at their disposal than had Team 1 (the side batting first), their target is adjusted downwards using the ratio of the resources available to the two sides.

But when Team 1's innings has been interrupted, it often happens that Team 2 have more resources at their disposal than had Team 1 and it is now necessary to adjust Team 2's target upwards.

In the Professional Edition the target is adjusted upwards using the ratio of the resources available to the two sides.

In the Standard Edition the adjustment is based on the runs that would be expected to be scored on average from the extra resources at their disposal. The number of these extra runs required is calculated by applying the excess resource percentage to the average total score in a 50-over innings, referred to here as **G50**

For matches involving ICC full member nations, including Under-19 international matches, or for matches between teams that play first class cricket, the value of **G50** to be used at present is 235. For lower levels of the game, **G50** should be chosen to represent the average score expected from the team batting first in an uninterrupted 50 overs-per-innings match. For teams between associate ICC member nations, the recommended value of **G50** is 190; for women's ODIs, the recommended value is 175. For U15 internationals, the recommended value is 200. For other levels of the game, advice should be sought from the ICC.

2. Definitions

- The team batting first are referred to as 'Team 1' and the team batting second are referred to as 'Team 2'.
- In the table decimal fractions of an over are expressed in standard cricket notation; i.e. 4.3 overs means 4 overs plus 3 balls.
- The terms 'target' and 'revised target' are reserved exclusively for the minimum score Team 2 need to win.
- As with an uninterrupted match, if Team 2 make a score which is one run short of the target, the match is tied.

The following symbols are used throughout:

N is the number of overs per innings for the match as decided at the moment of delivery of the first ball of the match.

S is Team 1's total score

R1 is the resource percentage (relative to a full 50-over innings) available to Team 1.

R2 is the resource percentage (relative to a full 50-over innings) available to Team 2.

T is Team 2's target score.

3. Calculation of the Percentage Resource Lost by a Suspension in Play

To compensate for any loss of overs due to a suspension in play during either Team 1's or Team 2's innings, it is necessary first to calculate the resource percentage that has been lost on account of this suspension.

If the suspension occurs between overs, use the sheet of the table which gives the figures for whole numbers of overs. If it occurs mid-over, use the sheets of the table which provide the figures for each individual ball.

- 3.1** For the start of the suspension in play, from the table note the resource percentage that remained for the appropriate number of overs/ball left and wickets lost.
- 3.2** For the resumption of play after the suspension, from the table note the resource percentage now remaining for the revised number of overs/balls left and for the same number of wickets lost.
- 3.3** Subtract the resource percentage in **3.2** from that in **3.1** to give the resource percentage lost.
- 3.4** If a suspension in play causes the innings to be terminated, the resource percentage on resumption (**3.2**) is zero and the percentage lost is the resource percentage which was remaining when the suspension occurred (**3.1**).
- 3.5** If more than one suspension in play occurs, the resource percentages lost are calculated as described in 3.1 to 3.4 and are accumulated to give updated values for the total resource percentage lost or resource available for the innings. This is done after each suspension as described in **5.2** and **5.5**.

4. Penalties for Slow Over Rates

No overs penalties are imposed for slow over rates and hence slow over rates have no effect on revised target calculations.

5. Calculation of Revised Targets

- 5.1** Note the number of overs per innings decided at the start of the game, **N**. From the table note the resource percentage available to Team 1 at the start of their innings. (For **N** = 50 this is 100%.)
- 5.2** For all suspensions and any premature termination of Team 1's innings, calculate the total resource percentage lost using the procedure described in section 3. Subtract this from the starting resource percentage (**5.1**) to give **R1**, the resource which was available to Team 1 for their innings. Note Team 1's total score, **S**.
- 5.3** There is no overs penalty for slow over rates by either side.
- 5.4** Note the number of overs allocated to Team 2 at the start of their innings and from the table note the resource percentage for this number of overs remaining and 0 wicket lost. This is **R2**, the resource percentage available to Team 2. If **R2** differs from **R1**, which will happen if Team 1's innings was interrupted and/or Team 2's was delayed, a revised target must be set. Calculate this revised target, **T**, as described in **5.6** below.

5.5 For each suspension of play during Team 2's innings or for premature termination of the match, update the resource percentage available, **R2**, by subtracting the resource percentage lost calculated as in section 3. Calculate the revised target, **T**, after each suspension as described in 5.6 below. If the match has to be terminated, the result is decided by comparing Team 2's score at the time with the 'par score', this being the value as calculated in the formulae for **T** in 5.6 below but without the one run added. If it is greater, Team 2 win. If it is equal, the match is tied. If it is less, Team 1 win.

5.6 In the Professional Edition, for all values of **R1** and **R2** the revised target is obtained by scaling Team 1's score in the ratio of **R2** to **R1**

i.e. $T = (S \times R2/R1) + 1$ (rounded down to a whole number, if necessary)

In the Standard Edition, if **R2** is less than **R1**, Team 2's revised target is obtained by reducing Team 1's score **S** in the ratio of **R2** to **R1**, ignoring any figures after the decimal point, and adding one run,

i.e. $T = (S \times R2/R1) + 1$ (rounded down to a whole number, if necessary).

If **R2** is equal to **R1**, no revision is needed and Team 2's target is one more run than Team 1's score.

i.e. $T = S + 1$

If **R2** is greater than **R1**, calculate the amount of excess **R2 - R1**, and take this percentage of the average 50-over total, **G50**, to give the extra runs needed, ignoring any figures after the decimal point.

i.e. $T = S + (R2 - R1) \times G50/100 + 1$ (rounded down to a whole number, if necessary)

6. Penalty Runs

6.1 During Team 1's innings

If penalty runs are awarded to the batting side, then their score shall advance accordingly and be taken into account when performing any future D/L calculation.

If penalty runs are awarded to the fielding side, then any D/L calculation in between innings will be performed as normal, and their innings will commence with the score equivalent to the number of penalty runs that they have been awarded.

6.2 During Team 2's innings

If penalty runs are awarded to the batting side, then their score shall advance accordingly. These penalty runs do not affect any subsequent D/L calculation.

If penalty runs are awarded to the fielding side, then there will be no recalculation of any D/L target. Instead, the target score and the entire schedule of par scores will advance by the appropriate number of penalty runs. If a loss of overs occurs after such a penalty has been awarded, then the D/L target will be calculated based upon the original score of the side batting first, and this target, and all par scores, will then be raised by the appropriate number of penalty runs

7. The Result and its Description

When a revised target has been calculated and the match has been played out to its completion, the result is described exactly as in the case of an uninterrupted match; if Team 2 achieve their revised target they win by the number of wickets they have in hand when they reach this score; if they fall short of their revised target by exactly one run the result is a tie, and if they make a lower score Team 1 win by the margin of runs by which Team 2 fall short of the score needed to achieve a tie.

When a match has to be abandoned with Team 2's innings in progress (provided sufficient overs have been bowled to constitute a viable match), the result is decided by comparing Team 2's score with the 'par score' as defined in 5.5 and the winning margin is described in terms of the number of runs by which their score differs from the 'par score', regardless of whether Team 1 or Team 2 are the victors.

Whenever a completed game has involved the use of the D/L method, the description should be qualified by appending '(D/L method)'.

7.1 Examples of result description:

- (i) Team 2 are set a revised target of 186. But they only succeed in making 180 in their allocation of overs. They thus fall 5 runs short of the 185 runs needed to tie the match and the result is described as 'Team 1 win by 5 runs (D/L method)'.
- (ii) Team 2 are chasing a target of 201 in a 50-over per innings match and reach 115/4 after 30 overs when rain causes the match to be abandoned. At this point the 'par score' is 110. Team 2 have exceeded this by 5 runs and so the result is described as 'Team 2 win by 5 runs (D/L method)'.

Example 1 (Suspension during Team 1's innings)

In a 50 over-per-innings match, Team 1 reaches 79/3 after 20 overs and then there is a suspension in play. It is decided that 20 overs of the match should be lost, 10 of these by each team. Team 1 resumes to reach a final total of 180 in its revised allocation of 40 overs.

Number of overs per innings at the start of match, $N = 50$

Resource percentage available to Team 1 at start of innings = 100% (5.1)

Resource percentage remaining at suspension (30 overs left, 3 wkts lost = 61.6% **(3.1)**)

Resource percentage remaining at resumption (20 overs left, 3 wkts lost) = 49.1% **(3.2)**

Resource percentage lost due to suspension = $61.6 - 49.1 = 12.5\%$ **(3.3)**

Resource percentage available to Team 1, $R1 = 100 - 12.5 = 87.5\%$ **(5.2)**

Number of overs available to Team 2 at the start of its innings = 40

Resource percentage available (40 overs left, 0 wkt lost), $R2 = 89.3\%$ **(5.4)**

$R2$ is greater than $R1$, i.e. Team 2 has more resource available than had Team 1, so its target should be increased. $S = 180$

Team 2's revised target **(5.6)** is

$T = S + G50 \times (R2 - R1)/100 + 1 = 180 + 235 \times (89.3 - 87.5)/100 + 1 = 185$ (rounded down).

Example 2 (delay to start of Team 2's innings)

In an English National League match (45 overs per innings), Team 1 scores 212 in its allocated 45 overs. Rain then causes Team 2's response to be delayed and it is decided that it should be shortened to 35 overs.

Number of overs at start of match, $N = 45$.

Resource percentage available to Team 1 at start of its innings (45 overs left, 0 wkt lost) = 95.0% **(5.1)**.

The innings was not interrupted, so $R1 = 95.0\%$

Number of overs available to Team 2 at start of its innings = 35

Resource percentage available to Team 2 at start of innings (35 overs left, 0 wkt lost) $R2 = 82.7\%$ **(5.4)**

$R2$ is less than $R1$; $S = 212$

Team 2's revised target **(5.6)** is

$T = S \times R2/R1 + 1 = 212 \times 82.7/95.0 + 1 = 185$ (rounded down).

Example 3 (suspension during Team 2's innings)

In an One Day International match (50 overs per innings), Team 1 has scored 250 from its allocation of 50 overs in an uninterrupted innings. Team 2 has received 12 overs and has scored 40/1. Then play is suspended and 10 overs are lost.

Number of overs at start of match, $N = 50$.

Team 1's innings was uninterrupted, so its resource percentage available, **R1 = 100%** (5.1).

Resource percentage available to Team 2 at start of innings = 100% (5.4).

Resource percentage remaining at suspension (38 overs left, 1 wkt lost) = 82.0% (3.1).

Resource percentage remaining at resumption (28 overs left, 1 wkt lost) = 68.8% (3.2).

Resource percentage lost due to suspension = $82.0 - 68.8 = 13.2\%$ (3.3).

Resource percentage available to Team 2, **R2 = 100 - 13.2 = 86.8%** (5.5).

R2 is less than **R1**; **S = 250**.

Team 2's revised target (5.6) is

T = S x R2/R1 + 1 = 250 x 86.8/100 + 1 = 218, and it needs a further 178 runs from 28 overs.

Example 4 (multiple suspensions and abandonment)

Suppose that in Example 3, play continues for a further 10 overs during which Team 2 takes its score on to 98/3, whereupon there is another suspension in play and 2 more overs are lost. A further 8.2 overs are bowled and Team 2 is 154/6 when rain washes out the match.

Team 1's resource percentage is still **R1 = 100%**.

Team 2's resource percentage has been reduced further.

Resource percentage remaining at start of second suspension (18 overs left, 3 wkts lost) = 45.9% (3.1).

Resource percentage remaining at end of second suspension (16 overs left, 3 wkts lost) = 42.3% (3.2).

Resource percentage lost due to second suspension = $45.9 - 42.3 = 3.6\%$ (3.3).

Resource percentage available to Team 2, **R2 = 86.8 - 3.6 = 83.2%** (5.5).

R2 is less than **R1**; **S = 250**.

Team 2's revised target (5.6) is

T = S x R2/R1 + 1 = 250 x 83.2/100 + 1 = 209 and it needs a further 111 runs from 16 overs.

When the innings had to be terminated, there were 7.4 overs remaining.

Resource percentage remaining at termination of Team 2's innings (7.4 overs left, 6 wkts lost) = 19.4%.

This remaining resource is lost by the termination.

Resource percentage available to Team 2, $R_2 = 83.2 - 19.4 = 63.8\%$ (5.5).

R_2 is less than R_1 ; $S = 250$.

At the instant of abandonment Team 2's par score (5.5 and 5.6) is $S \times R_2/R_1 = 250 \times 63.8/100 = 159$ (rounded down), and with a score of 154 it has lost by 5 runs.

Team 1 wins by 5 runs (D/L method) (7).

Example 5 (suspension and termination of Team 1's innings mid-over and delay to Team 2's innings)

This is taken from an actual ODI: India (Team 1) versus Pakistan (Team 2), Singapore, April 1996. Team 1 scores 226/8 in 47.1 of a scheduled 50 overs. Rain then terminates Team 1's innings and delays that of Team 2, which is given a reduced allocation of 33 overs.

Number of overs per innings at start of match, $N = 50$

Team 1's innings:

Resource percentage at start of innings is 100% (5.1).

Resource percentage remaining at termination (2.5 overs left, 8 wkts lost) = 6.9% (3.1).

Resource percentage lost due to termination = 6.9% (3.4).

Resource percentage available, $R_1 = 100 - 8.1 = 93.1\%$ (5.2).

Team 2's innings (allocated 33 overs):

Resource percentage available at start of innings (33 overs left, 0 wkts lost), $R_2 = 79.8\%$ (5.4).

R_2 is less than R_1 ; $S = 226$.

Team 2's revised target (5.6) is

$T = S \times R_2/R_1 + 1 = 226 \times 79.8/93.1 + 1 = 194$ (rounded down).

Example 6 (as Example 5 but with a further interruption during Team 2's innings)

In the match of the previous example, Team 2 has scored 140 for 2 after 25 overs when a further 5 overs are lost to the weather.

Team 1's resource percentage is still $R_1 = 93.1\%$.

Team 2's innings:

Resource percentage at start of innings (33 overs left, 0 wkt lost) = **79.8% (5.4)**.

Resource percentage remaining at suspension (8 overs left, 2 wkts lost) = 25.5% **(3.1)**.

Resource percentage remaining at resumption (3 overs left, 2 wkts lost) = 10.4 % **(3.2)**.

Resource percentage lost due to suspension = $25.5 - 10.4 = 15.1\%$ **(3.3)**.

Resource percentage available, **R2** = $79.8 - 15.1 = 64.7\%$ **(5.2)**.

R2 is less than **R1**; **S** = 226.

Team 2's revised target **(5.6)** is

T = **S** x **R2/R1** + 1 = $226 \times 64.7/93.1 + 1 = 158$ (rounded down) and it needs a further 18 runs from 3 overs.

APPENDIX 3

Bonus Point System

1 bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.

A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs.balls faced.

Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.

Where matches are shortened and targets revised through the Duckworth/Lewis system, bonus run rates and bonus defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

Whenever a target, or revised target, is set, the exact number of overs.balls within which the side batting second must achieve this target in order to gain the bonus point should be announced. Once these overs.balls have been bowled, if the target has not then been achieved the bonus point can not be gained by any subsequent event, eg a multiple scoring shot, or extras.

(a) Examples of criteria for the award of bonus points

TEAM BATTING FIRST		TEAM BATTING SECOND		TEAM BOWLING SECOND	
Score	Run Rate	Required Run Rate	Balls to Win (overs)	Required Run Rate	Target Score
300	6	7.5	40.0	4.8	240
275	5.5	6.875	40.0	4.4	220
250	5	6.25	40.0	4	200
225	4.5	5.625	40.0	3.6	180
200	4	5	40.0	3.2	160
175	3.5	4.375	40.0	2.8	140

Note: the 'target score' shown in the last column is the maximum total that the team batting second can make for the team batting first to qualify for the bonus point.

APPENDIX 4

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 5

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