

STAR CUP
SEASON 4
2015
PLAYING CONDITIONS

Except as varied here under the Laws of Cricket (2000 Code 5th Edition - 2013). The playing conditions have been adapted from BCCI and ICC T20 playing conditions.

Note: All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'Management Committee'.

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:

1.2.1 Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to an umpire before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, **unless the Management Committee**, in exceptional circumstances, allows subsequent additions.

1.2.3 All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and have been included in the team's registered squad of players as announced to the **league** and by such nomination the nominees shall warrant that they are so eligible. The squad would comprise of **maximum of 15 players**.

1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by the entire applicable **league Regulations**.

1.3 Law 1.3 – Captain

The following shall apply in addition to Law 1.3 (a): The deputy must be one of the nominated members of the playing eleven.

2 LAW 2 - SUBSTITUTES AND RUNNERS, BARSMAN OR FIELDER LEAVING THE FIELD, BATSMAN RETIRING, BATSMAN COMMENCING INNINGS

Law 2 shall apply subject to the following:

2.1 Law 2.1 Substitutes and Runners

Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted.

Law 2.1 (b) shall be amended as follows: The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player at the start of the match, or at any subsequent time.

2.2 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:

2.2.1 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.

2.2.2 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 restrictions in Clauses 2.2.1 and 2.2.2 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 batsman or a fielder 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. Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.

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

Note: Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

3 LAW 3 - THE UMPIRES

3.1 Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following: The following rules for the selection and appointment of umpires shall be followed as far as it is practicable to do so:

- 3.1.1 Management committee shall establish a panel of umpires who shall officiate at Star Cup matches.
- 3.1.2 Management committee shall appoint both umpires to stand in each match. Such umpires shall be selected from the group referred to in paragraph 3.1.1.
- 3.1.3 Neither team will have a right of objection to an umpire’s appointment.
- 3.1.4 The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least one and half hours before the scheduled start of play.

3.2 Law 3.2 - Change of Umpire

The following shall apply in place of Law 3.2: An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill. If there has to be a change of umpire, the replacement shall take full responsibility as an umpire.

3.3 Law 3.8 - Fitness for Play and Law 3.9 - Suspension in dangerous or unreasonable conditions

Laws 3.8 & 3.9 shall be replaced by:

3.3.1 The umpires shall be the final judges of the fitness of the ground, weather and light for play. See 3.3.2 below and Law 7.2 (Fitness of the pitch for play).

3.3.2 Suspension of play for adverse conditions of ground, weather or light

- (a) All references to ground include the pitch. See Law 7.1 (Area of pitch).
- (b) If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.

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

- (c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate, unaccompanied by any of the players or officials. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
- (d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and

foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

3.3.3 Play may be suspended due to safety and security concerns by the umpires on the advice of the Management Committee, the head of the relevant ground authority, the head of ground security or the police.

3.3.4 Where play is suspended under Clause 3.3.3 above the decision to abandon or resume play shall be the responsibility of the Management Committee who shall act only after consultation with the head of ground security and the police.

3.4 Match Colours

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

3.5.2 Sight screens will be black.

3.5 Advertising on perimeter boards and sightscreens

3.7.1 Perimeter Boards

(a) Advertising on perimeter boards placed in front of the sightscreens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball. In case such colouring is not possible, the perimeter boards will be covered with black cloth.

(b) Advertising on perimeter boards behind the stumps at both ends shall not contain moving, flashing or flickering images which may distract the players or the umpires.

3.7.2 Sightscreens

Sightscreens shall be provided at both ends and there shall be no advertising on the sightscreens.

4 LAW 4 - THE SCORERS

Law 4 shall apply.

5 LAW 5 - THE BALL

5.1 Law 5.2 - Approval and control of balls

Law 5.2 shall be replaced by the following:

- 5.1.1 Organizing Committee shall provide cricket balls of an approved standard for Twenty20 cricket and spare used balls for changing during a match, which shall also be of the same brand.
- 5.1.2 The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply (box containing 6 new balls) provided by Organizing Committee. Either umpire shall supervise the selection of the ball.
- 5.1.3 The umpires shall retain possession of the match ball 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 each wicket or retirement of a batsman, at the start of any interval and any other disruption in play. White balls will be used in all matches (including day matches). Each fielding team shall have one new ball for its innings.

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

Law 5.4 shall not apply.

5.3 Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

- 5.3.1 In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
- 5.3.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.

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

5.4 Law 5.6 - Specifications

Law 5.6 shall not apply.

6 LAW 6 - THE BAT

Law 6.2 to 6.6 shall be replaced by:

6.1 Width and Length

The bat overall shall not be more than 38 inches/96.5 cm in length. The blade of the bat shall be made solely of wood and shall not exceed 4¼ in/10.8 cm at the widest part. The blade of the bat shall have a conventional 'flat' face.

6.2 Covering the blade

The blade may be covered with material for protection, strengthening or repair. Such shall not exceed 1/16 in/1.56 mm in thickness.

6.3 Contact with the ball

Law 6.8 (b) (iv) shall be replaced by:

(iv) any additional materials permitted under 6.3 above

7 LAW 7 - THE PITCH

7.1 Law 7.3 - Selection and preparation

The following will apply in addition to Law 7.3:

- 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 Management Committee shall ensure that, prior to the start of play and during any intervals, only authorised ground staff, the Star Cup match officials, captains and team coaches shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

- (a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- (b) No spiked footwear shall be permitted.
- (c) No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
- (d) Access shall not interfere with pitch preparation.

7.1.3 In the event of any dispute, the **Management Committee** 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.
- 7.2.2 The on-field umpires 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 whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the on-field umpires must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
- 7.2.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned irrespective of whether the required number of overs to constitute a match has been completed or not.
- 7.2.6 If the match is abandoned as a no result, the Management Committee might try to find a way for a new match to be commenced and completed on the same date at the same venue.
- 7.2.7 Such a match may be played either on the repaired pitch or on another pitch, subject to the on-field umpires and the relevant ground authority both being satisfied that the new pitch will be of the required standard. The playing time lost

between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of clauses 12 and 16 below.

7.2.8 If it is not possible to play a new match on the scheduled day of the match, the Management Committee shall determine whether the match can be replayed within the existing league schedule.

7.2.9 Throughout the above decision making processes, the Management Committee shall keep informed both captains and the head of the ground authority.

7.3 Law 7.5 - Non-turf pitches

Law 7.5 shall not apply.

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

8 LAW 8 - THE WICKETS

Law 8 shall apply.

9 LAW 9 - THE BOWLING, POPPING AND RETURN CREASES

9.1 Law 9.3 - The Popping Crease

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

9.2 Additional Crease Markings

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 1 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 foot holes

The following shall apply in addition to Law 10.6:

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

11 LAW 11 - COVERING THE PITCH

11.1 Law 11.1 - Before the match

The following shall apply in addition to Law 11.1:

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

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 bowlers' run-ups shall be covered in inclement weather, in order to keep them dry, to a distance of at least 10 x 10 meters.

11.4 Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

All covers (including “hessian” or “scrim” covers used to protect the pitch against the sun) shall be removed not later than 2 1/2 hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

Attention is drawn to clauses 3.3 and 10.3 above.

12 LAW 12 - INNINGS

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

12.1 Law 12.1 - Number of innings

Law 12.1 shall be replaced by the following:

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

12.2 Law 12.2 - Alternate innings

Law 12.2 shall not apply.

12.3 Law 12.3 - Completed innings

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

12.4 Length of Innings**12.4.1 Uninterrupted Matches.**

- (a) Each team shall bat for 20 overs unless all out earlier.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The length of the interval shall be reduced as per paragraph 15.1 and the second session shall commence at the later of the scheduled time or ten minutes after the cessation of the first innings. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

- (c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- (d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- (e) **Over Rate Penalties shall apply for slow over rates (refer Appendix 3).**

12.4.2 Delayed or Interrupted Matches

- (a) Delay or Interruption to the Innings of the Team Batting First
 - (i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining **time available for play**.
 - (ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
 - (iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4, then the first innings is terminated and the provisions of 12.4.2 (b) below take effect.
 - (iv) 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 4 minutes per over. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required the original time shall be extended to allow for one extra over for each team.

- (v) If the team fielding first fails to bowl the revised number of overs by the specified time (rescheduled), play shall continue until the required number of overs has been bowled or the innings is completed.

(vi) Over Rate Penalties shall apply for slow over rates (refer Appendix 3).

(b) Delay or Interruption to the innings of the Team Batting Second

- (i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the **lost playing time**. Should the calculations result in a fraction of an over the fraction shall be ignored.
- (ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (iii) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second, subject to a result not being achieved 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.

A fixed time will be specified for the close of play by applying a rate of 4 minutes per over. 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.

- (v) 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.
- (vi) Over Rate Penalties shall apply for slow over rates (refer Appendix 3).

12.5 Extra Time

Where the start of play is delayed or play is suspended for any reason then there is no provision for extra time to make up this delay. Clause 12.4.2 will come into effect immediately.

In the event of a delayed start or an interruption during first innings, when the time lost is 60 minutes or more, time allocated for “Strategy Break” and time obtained by reducing the innings change interval (if applicable) as per paragraph 15.1, shall be used to make up for the time lost. For the sake of clarity, when the time lost is 60 minutes or more, any “Strategy Break”, that was due, will not be taken.

In the event of an interruption during second innings, when the time lost is 25 minutes or more, any “Strategy Break”, that was due will not be taken and will be used to make up for the time lost.

Note: This provision is not applicable to circumstances where the start of play is re-scheduled as a result of the late completion of the earlier match. In such a case the delayed start time shall be regarded as the scheduled start time of the match and the full amount of extra time shall be available.

In circumstances where the start of play is delayed or play is suspended in the first match of the day, there shall be a minimum 30 minute break between matches.

12.6 Number of Overs per Bowler

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

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

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

e.g If a match is reduced to 17 overs then only two bowlers can bowl maximum 4 overs and remaining three bowlers would bowl maximum 3 overs.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

13 LAW 13 - THE FOLLOW-ON

Law 13 shall not apply.

14 LAW 14 - DECLARATION AND FORFEITURE

Law 14 shall not apply.

15 LAW 15 - INTERVALS

Law 15 shall apply subject to the following:

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

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

However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the Umpires may, at their discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes.

15.2 Law 15.9 - Intervals for drinks

15.2.1 There will be one Strategy Break of 5 minutes in duration in each innings at the end of 10 overs (in an uninterrupted match). The Strategy Break is to allow the teams to re-group tactically. The umpires have to ensure that this duration is not exceeded.

15.2.2 In case an innings is reduced to less than 20 overs, then the Strategy Break will be taken at the conclusion of 50% of the overs allocated.

e.g. If because of interruption, total number of overs allocated is 17 overs then Strategy Break will be at the end of $(17/2 = 8.5) \sim 9$ overs.

15.2.3 Drinks may be brought out on to the field during the Strategy Break. At other times, 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 (subject to the wearing of a bib as referred to in the note to clause 2.2.3).

15.2.4 The umpires will clearly signal the time-out by making the sign of a “T” with their arms.

15.2.5 If in any innings the batting team is dismissed before a scheduled Strategy Break, then there will be no such Strategy Break in respect of such innings.

16 LAW 16 - START OF PLAY; CESSATION OF PLAY

Law 16 shall apply subject to the following (see also clauses 12.4, 12.5 and 15):

16.1 Law 16.1 – Start and Cessation Times

There will be 2 sessions of 1 hour 25 minutes each (including 5 minutes of Strategy Break), separated by a 20 minutes interval between innings.

The scheduled hours of play will be as follows:

Morning Match

First Session..... 09:00 – 10:25

Interval..... 10:25 – 10:45

Second Session..... 10:45 – 12:10

Afternoon Match

First Session..... 13:00 – 14:25

Interval..... 14:25 – 14:45

Second Session..... 14:45 – 16:10

17 LAW 17 - PRACTICE ON THE FIELD

Law 17 shall apply subject to the following:

17.1 Law 17.3 - Practice on the outfield between the call of play and the call of time

Law 17.3 shall apply save that Law 17.3 (c) shall be replaced with the following:

There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the law.

18 LAW 18 - SCORING RUNS

Law 18 shall apply.

19 LAW 19 - BOUNDARIES

Law 19 shall apply subject to the following:

19.1 Law 19.1 - The boundaries of the field of play

The following shall apply in addition to Law 19.1:

The playing area shall be a maximum of 140 yards from boundary to boundary square of the pitch. The straight boundary at both ends of the pitch shall be a maximum of 70 yards. Distances shall be measured from the centre of the pitch to be used.

In all cases the aim shall be to provide the largest playing area, subject to no boundary exceeding 70 yards from the centre of the pitch to be used.

Organizing Committee shall determine the minimum dimensions when because of change of pitch, it is difficult to conform to the above minimum dimensions.

19.2 Law 19.2 - Defining the boundary - boundary marking

The following shall apply in addition to Law 19.2:

The boundary should be a required minimum distance of 3 yards (2.74 metres) inside the perimeter fencing or advertising signs. The maximum length of boundary should be used before applying the minimum 3 yards (2.74 metres) between the boundary and the fence or advertising signs

19.3 Law 19.3 - Scoring a boundary

The following shall apply in addition to Law 19.3:

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

20 LAW 20 - LOST BALL

Law 20 shall apply.

21 LAW 21 - THE RESULT

Law 21 shall apply subject to the following:

21.1 Law 21.1 - A win - two innings match

Law 21.1 shall not apply.

21.2 Law 21.2 - A win - one innings match

Law 21.2 shall apply in addition to the following:

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

21.2.2 Even if both teams have had the opportunity of batting for at least 5 overs, unless the team batting second completes its innings, the result shall be declared no result.

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

21.3 Law 21.3 – Umpires awarding a match

Law 21.3 (c) shall be replaced by the following:

- (c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clause 12.4.2 above.

* **NB:** In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team **responsible by Management Committee**.

21.4 Law 21.4 – Matches in which there is an agreement under Law 12.1 (b)

Law 21.4 shall not apply.

21.5 Law 21.5 (a) - A Tie

The following shall apply in addition to Law 21.5 (a):

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

In the event of a tied match during semi-finals and final, the teams shall, if possible, compete in a Super Over to determine the winner. Refer to clause 21.10 below and the attached Appendix 4.

21.6 Law 21.5 (b) - A Draw

Law 21.5 (b) shall not apply.

21.7 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score

21.7.1 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 team batting second has to be revised to a lesser number of overs than the team batted first (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the method described in clause 21.13 below. The target set will always be a whole number and one run less will constitute a Tie.

21.7.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be treated as abandoned and points will be shared.

21.8 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.5, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision will be made by the umpires at close of play.

21.9 League Table

21.9.1 The league competition table for the League shall be compiled by Organizing Committee, the positions in which shall be determined by the number of points gained with points being awarded as follows:

- 2 points for each match won;
- 1 point per team taking part in any match with no result, any match which is tied or any match which does not commence for any reason; and
- 0 point for any match lost.

21.9.2 Where teams have an equal number of points their relative positions shall be determined by the following:

- (a) the team with the most outright wins in matches in the League will be placed in the higher position;
- (b) if there are teams with equal points and equal wins, then in such case the team which has won the head-to-head contest will be placed in the higher position;
- (c) if there is a three way tie in the head-to-head or if the head-to-head contest was a tie, then in such case the team with the higher net run rate (as calculated in clause 21.11 below) will be placed in the higher position;
- (d) if still equal at the end of the league stage then the team position will be determined by Strike Rate Quotient (as calculated in clause 21.12 below).

21.9.3 References in paragraph 21.9 to “matches” shall not include the knock-out matches.

21.10 Knock-Out matches

21.10.1 If any of the Semi-Finals or Final matches are tied, the following shall apply:

- (a) the relevant teams shall compete in a Super Over to determine which team is the winner of the match in question; and
- (b) in a Semi-Final, if the Super Over is tied or if conditions do not permit a Super Over within the time available to determine the winner, then the team which, at the end of the league, finished with higher Net Run Rate will be deemed the winner of the relevant Semi-Final.

In case the Net Run Rate is equal, the team with the better Strike Rate Quotient will be deemed the winner of the relevant Semi-Final.

- (c) if no result is achieved in a Final after Super Over, the match shall be declared tied and both teams will be declared joint winners.

The procedure for any Super Over shall be as set out in Appendix 4.

21.10.2 In case no result can be determined during a Semi-Final as described in clause 21.2.2 above, then the team which, at the end of the league, finished with higher Net Run Rate will be deemed the winner of the relevant Semi-Final.

In case the Net Run Rate is equal, the team with the better Strike Rate Quotient will be deemed the winner of the relevant Semi-Final.

21.10.3 In case no result can be determined during a Semi-Final as described in clause 21.2.2 above, then the match shall be declared tied and both teams will be declared joint winners.

21.11 Net Run Rate

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

21.11.2 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.

- 21.11.3 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 VJD Method, 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 VJD Method 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.

21.12 Strike Rate Quotient

The following steps should be adopted to determine which team has a better Strike Rate Quotient.

- (a) divide the total number of runs scored by a team by the number of wickets lost by it.
- (b) divide the total number of runs scored against the team by the total number of wickets taken by it.
- (c) divide the former (a) by the latter (b) and the team having the higher value shall be considered to have the better Strike Rate Quotient.

21.13 Revised Target Score Calculation

The following steps should be adopted to determine the target score for team batting second.

Runs Scored by team batting first	– R
Balls faced by team batting first	– B
Original Target Score for Team Batting Second	– R+1
Runs Required Per Ball	– $RRPB = (R+1)/B$
Revised number of balls after interruption	– b
Revised Target for the Team Batting Second	– $T = RRPB * b$

T will be rounded up to the nearest whole number. One run less will constitute a Tie.

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 scorer shall inform the on-field umpires if the over has been miscounted through a walkie-talkie.

23 LAW 23 - DEAD BALL

Law 23 shall apply.

24 LAW 24 - NO BALL

Law 24 shall apply subject to the following:

24.1 Law 24.1 (b) Mode of delivery

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

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

24.2 Free Hit after a foot-fault no ball

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

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

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

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

24.3 Law 24.6 Ball bouncing more than twice or rolling along the ground

Law 24.6 shall be replaced by the following:

The umpire shall call and signal No ball if a ball which he considers to have been delivered, without having previously touched bat or person of the striker, either (i) bounces more than once or (ii) rolls along the ground before it reaches the popping crease.

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:

Off side Wides

Additional crease markings (as described in clause 9.2 and Appendix 1) shall only act as a guideline for wides and any delivery that passes over or outside of this line will not be by default called a Wide by the umpire.

Leg side Wides

The white line markings mentioned above do not apply to leg side deliveries. A ball will be judged a Wide if it passes the striker behind his legs when standing in a normal guard position.

If the striker moves to the off side to play the ball and the ball passes behind his legs the umpire will have to imagine the profile of the striker standing in a normal guard position, and only provided that the ball would have passed behind this profile, will he call it a Wide. If the ball would have hit this profile it will not be a wide.

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.

Umpires should try and be consistent:

- in their own interpretation
- with the interpretation of their colleagues

with the interpretation adopted throughout the whole league which is playing to these regulations.

26 LAW 26 - BYE AND LEG BYE

Law 26 shall apply.

27 LAW 27 - APPEALS

Law 27 shall apply.

28 LAW 28 - THE WICKET IS DOWN

Law 28 shall apply.

29 LAW 29 - BATSMAN OUT OF HIS GROUND

Law 29 shall apply.

30 LAW 30 - BOWLED

Law 30 shall apply.

31 LAW 31 - TIMED OUT

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

Dugouts shall be provided.

32 LAW 32 - CAUGHT

Law 32 shall apply.

33 LAW 33 - HANDLED THE BALL

Law 33 shall apply.

34 LAW 34 - HIT THE BALL TWICE

Law 34 shall apply.

35 LAW 35 - HIT WICKET

Law 35 shall apply.

36 LAW 36 - LEG BEFORE WICKET

Law 36 shall apply.

37 LAW 37 - OBSTRUCTING THE FIELD

Law 37 shall apply.

For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batsman crossing the pitch, Law 42.14 shall also 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 - THE FIELDER

Law 41 shall apply subject to the following:

41.1 Law 41.1 - Protective equipment

The following shall apply in addition to Law 41.1:

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

41.2 Restrictions on the placement of fieldsmen

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

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

- (a) Subject to 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).
- (b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 2). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
- (c) During the Powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area referred to in clause 41.2.2 (b) above, at the instant of delivery.
- (d) During the non Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2 (b) above, at the instant of delivery.

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

Total Overs	No. of overs for which fielding in innings restrictions in clauses 41.2.2 (a) above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19	6

41.2.4 If an innings of the match is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

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

42 LAW 42 - FAIR AND UNFAIR PLAY

42.1 Law 42.3 - The Match Ball - changing its condition

Law 42.3 shall apply, subject to the following:

Law 42.3 (d) and (e) shall be replaced with the following:

If the umpires together agree that the deterioration in the condition of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall:

- (a) The umpires shall change the ball forthwith. 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.

Additionally the bowler's end umpire shall:

- (b) Award 5 penalty runs to the batting side.
- (c) Inform the captain of the fielding side of the reason for the action taken.
- (d) Inform the captain of the batting side as soon as practicable of what has occurred.
- (e) Together with the other umpire, report the incident to the Management Committee which shall take action as is appropriate against the player(s) responsible. If the on-field umpires are unable to identify the player(s) responsible for such conduct, the captain shall take responsibility and will be subject to such action as is appropriate.

42.2 Law 42.4 - Deliberate attempt to distract striker

Law 42.4 shall apply.

42.3 Law 42.5 - Deliberate distraction or obstruction of batsman

Law 42.5 shall apply.

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 Management Committee which 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, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- (b) In the event of a bowler bowling a high full pitched ball as defined in Clause 42.4.2 (a) above, the umpire at the bowler's end shall call and signal no ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no ball, 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.

- (c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall, in addition to calling and signalling no ball, 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.
- (d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (e) 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.
- (f) The umpires will then report the matter to the Management Committee which 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 Management Committee which 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 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:

- (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 consecutively.

- (e) Report the occurrence to the other umpire, to the captain of the batting side and the Management Committee which 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 Management Committee which shall take such action as is considered appropriate against the captain and the team concerned.

42.9 Law 42.10 - Batsman Wasting Time

Law 42.10 shall apply.

42.10 Law 42.14 Batsman damaging the pitch

Law 42.14 shall apply, subject to the following:

See also clause 37 above.

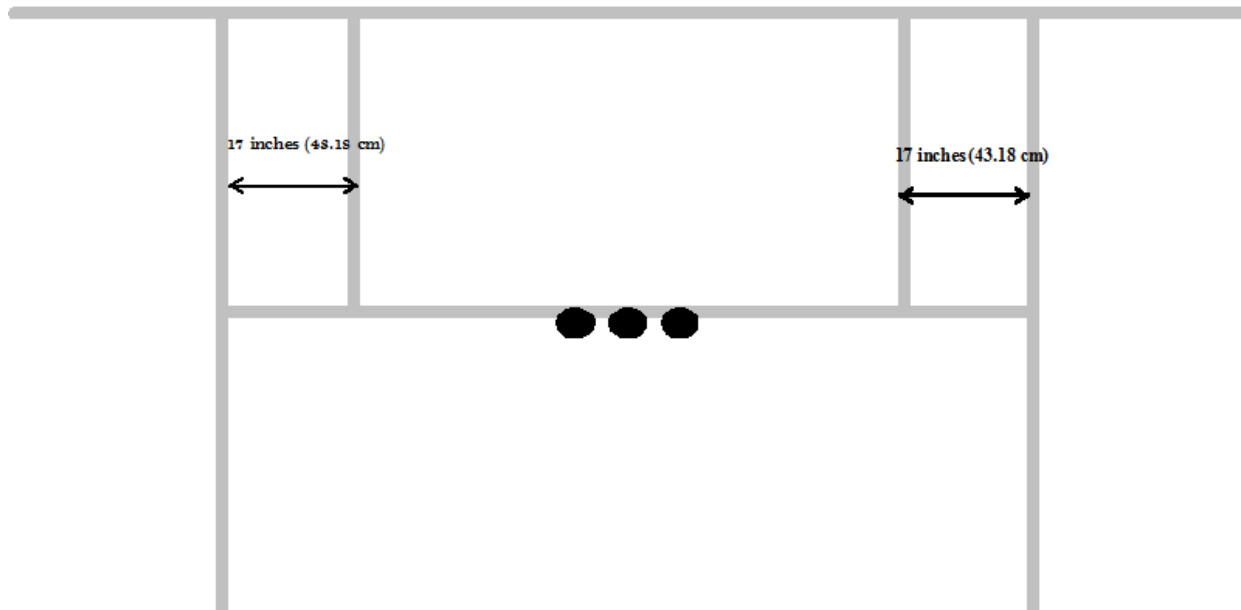
42.11 Law 42.15 – Bowler attempting to run out non-striker before delivery

Law 42.15 shall be replaced by the following:

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon possible.

42.12 42.12 Use of Electronic Communications Equipment

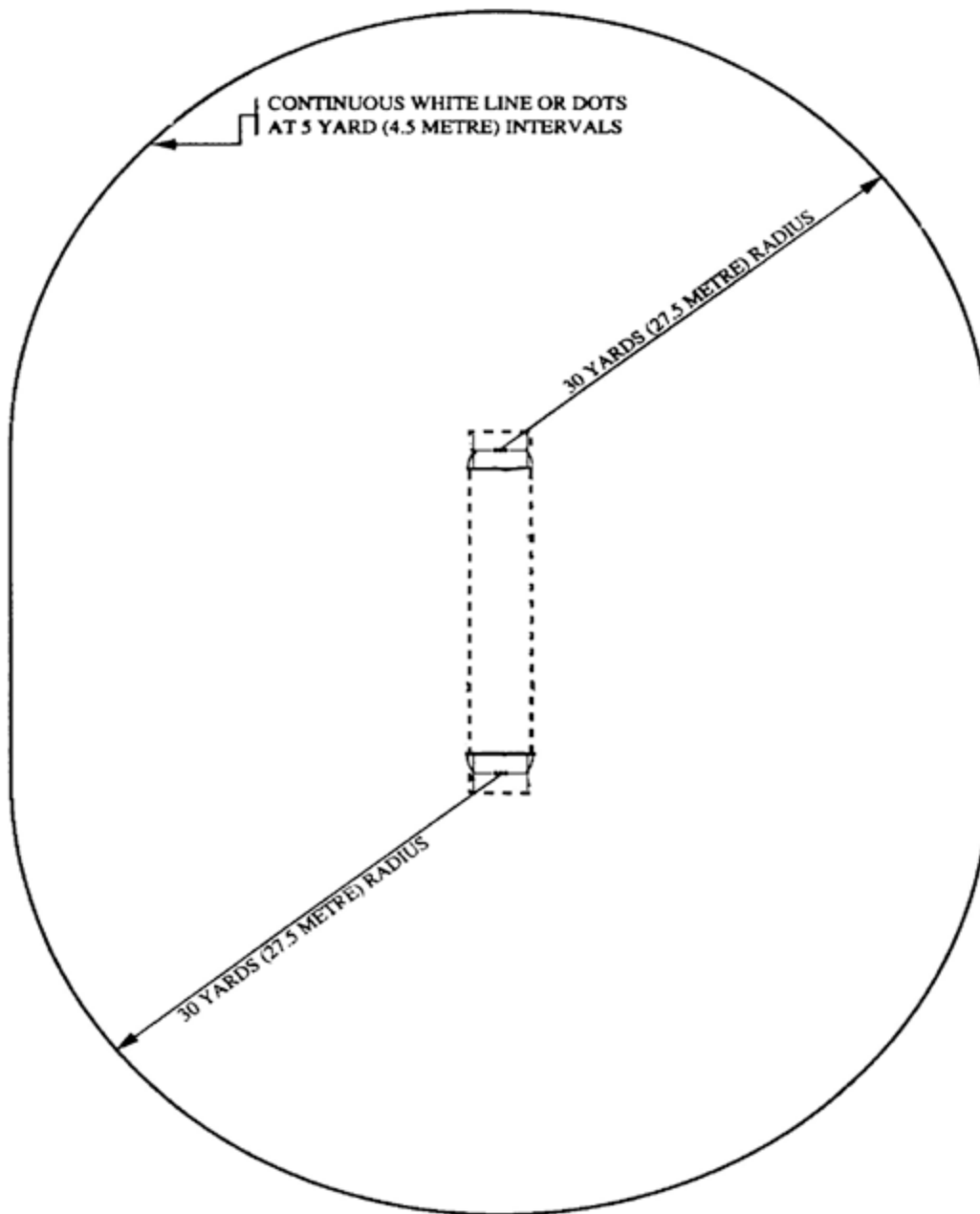
The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted. Teams will be able to use electronic communication devices between the dressing room and the dug-out provided that an approval is sought from the STAR CUP Organizing Committee and the names of the individuals who will be using the communication devices are given in written.

APPENDIX 1 - CREASE MARKINGS

Courtesy: BCCI Playing Conditions

APPENDIX 2 – Fielding Restriction Area

Restriction of the placement of fieldsmen



Courtesy: BCCI Playing Conditions

APPENDIX 3 - Over Rate Penalties

All sides are expected to have started the last of their 20 overs within 1 hour 20 minutes playing time (i.e. excluding 5 minutes Strategy Break). When a recalculation of overs is necessary, this calculation will be based on a rate of 4 minutes per over and playing time and cessation time will be rescheduled accordingly. In the event of them failing to do so the full quota of overs will be completed and penalty will apply as per the league guidelines. This will apply to both innings of the match. All penalties in this regard will be imposed only after the completion of the innings.

If the innings is completed before the scheduled or rescheduled cut off time, no over rate penalty shall apply. Where the innings is completed after the scheduled or rescheduled cut off time but during the same over that was in progress when the cut off time was reached, again no over rate penalty shall apply.

If the innings is interrupted, the over rate penalty will apply based on the rescheduled cessation time for that innings.

The umpires shall inform the fielding captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings.

The umpires will agree on any time allowances as and when they occur and will inform the fielding captain as and when they arise.

In calculating the actual over rate for the match, allowances will be given for the actual time lost as a result of any of the following:

- (a) treatment given by authorised medical personnel to a player on the field of play;
- (b) a player being required to leave the field of play as a result of a serious injury;
- (c) time wasting by the batting side;
- (d) a maximum of 5 minutes per innings may be allowed for wet ground conditions;
and
- (e) all other circumstances that are beyond the control of the fielding side.

Time allowances given should be notified at the time and will not be subject to retrospective negotiation.

Any decision with respect to the time allowances will solely be the discretion of the on-field umpires and no one will be eligible to challenge the same. Any questioning of this decision will be considered as dissent and umpires will report such incident to the Management Committee which shall take such action as is considered appropriate against the captain and the team concerned.

If, in the opinion and judgment of the umpires, there are repetitive stoppages caused by the batting side, the on-field umpires should follow the procedures as per the Law 42.10.

If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side will be deemed to have complied with the required minimum over rate.

APPENDIX 4 - Procedure for the Super Over

The following procedure will apply should the provision for any Super Over be adopted in any match.

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the on-field umpires. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
2. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the on-field umpires in consultation with the ground authority.
3. In both innings of the Super Over, the fielding side shall choose from which end to bowl. The umpires shall stand at the same end as that in which they finished the match.
4. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
5. Any penance time being served in the main match shall be carried forward to the Super Over.
6. Each team's over is played with the same fielding restrictions as apply for the 20th over in a normal STAR CUP match.
7. The team batting second in the main match will bat first in the Super Over.
8. Each team will use the same ball that they used during the innings that they bowled. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
9. The loss of two wickets in the Super Over ends the team's Super Over innings.
10. The team scoring the most runs in the Super Over shall be declared the winner.
12. In the event of the teams having scored the same number of runs in the Super Over:

- (a) The team whose batsmen hit the most number of boundaries (fours and sixes) combined from its two innings in the main match and the Super Over shall be the winner.
- (b) If the total number of boundaries hit by both teams is equal, the team whose batsmen scored the most number of boundaries (fours and sixes) in its innings in the main match (ignoring the Super Over) will be the winner.
- (c) If the number of boundaries scored by each team from the two innings in the main match and the Super Over are equal, the team which took the most number of wickets combined in both the main match and the Super Over shall be the winner.
- (d) If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its Super Over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored in	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single. So team 1 is the winner.

- (e) If still equal, the Super Over shall be declared a tie and the result of the match shall be determined according to clause 21.10 for the knock-out matches.