

## **PLAYING CONDITIONS (TWENTY20) CHALLENGE CUP**

1. Except as specified below, the Laws of Cricket 2017 Code (2nd Edition – 2019) shall apply.
2. There will normally be two sessions of play of one hour and 20 minutes each, separated by an interval of 10 minutes, during which time the pitch may be rolled at the request of the captain of the side batting second.
3. A cut-off time shall be fixed prior to the start of each innings and shall be adjusted if there is an interruption for inclement weather or other unavoidable cause.
4. In an uninterrupted match, each team should bat for 20 complete six ball overs unless all out earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
5. If there is a prospect of poor light or bad weather, the umpires and captains may, before the toss for innings, agree to reduce the number of overs per innings to a minimum of five complete six ball overs per side.
6. No player shall be allowed to bowl more than four overs in any one innings; however, in a delayed start or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no player shall bowl more than one fifth of the total overs allowed (unless such a number has been exceeded before the interruption) except that, where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
7. When an interruption occurs, mid-over, and, on resumption, the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
8. If a bowler is incapacitated or suspended and unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over, only in so far as each bowlers' limit is concerned.
9. The number of completed overs bowled shall be clearly shown throughout each innings so that players and spectators shall know, at any time, the number bowled.
10. If the team fielding first fails to bowl the required number of overs by the scheduled cut-off time for the first innings, play shall continue until the required number of overs has been bowled. In the event of

them failing to do so, the full quota of overs will be completed, and the batting side will be credited with six runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this, consequently, takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cut-off time for the innings.

11. In delayed or interrupted matches, one over will be deducted for every full four minutes of playing time lost. The number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum five overs per side). For reduced overs matches, the timings shall be adjusted by the amount that the starting time is adjusted, allowing four minutes for each six ball over to be bowled.
12. If the innings is terminated before the scheduled or re-scheduled cut off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cut-off time for that innings.
13. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cut-off time for that innings. The umpire at the bowlers' end will inform the fielding captain, the batsmen and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway.
14. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or re-scheduled cut off time.
15. Umpires are instructed to apply a strict interpretation of time wasting by the batsmen (five run penalties). Specifically; batsmen are expected to be ready for the start of the new over as soon as the bowler is ready.
16. At the instant of delivery, there shall not be more than five fielders on the leg side.
17. For the first six overs (Powerplay overs) only in a 20-over innings, at the instance of delivery, no more than two fielders are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle).

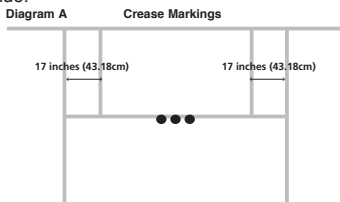
18. The fielding circle should be marked by painted white “dots” at five-yard intervals, each “dot” to be covered by a white plastic or rubber (not metal) disc measuring seven inches in diameter.
19. In circumstances where the number of overs of the batting team is reduced, the Powerplay overs in 17 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.

<b>Total overs in innings</b>	<b>Number of overs for which fielding restrictions in 17 will apply</b>
5	1.3
6	1.5
7	2.1
8	2.2
9	2.4
10	3.0
11	3.2
12	3.4
13	3.5
14	4.1
15	4.3
16	4.5
17	5.1
18	5.2
19	5.4

In the event of an infringement of any of the above fielding restrictions, the striker’s end umpire shall call and signal “No ball”.

20. For the remaining overs of each innings, only five fielders are permitted to be outside the fielding circle at the instant of delivery.
21. If the umpire at the striker’s end fails to call and signal “No ball” when the fielding restrictions have been breached or when Law 28.4 has been breached, the striker may draw the matter to the attention of the umpire, immediately the ball becomes dead. If the umpire at the striker’s end is able to verify the breach, he/she shall call and signal “No ball”. If the umpire at the striker’s end is unable to verify the breach, he/she shall confirm that the events of the delivery shall be unchanged.
22. The penalty for a No ball shall be two runs.
23. If a bowler bowls a ball underarm the umpires shall call and signal “No ball”.
24. The delivery following a No ball shall be a free hit for whichever batsman is facing it.

25. 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.
26. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for a free hit is called a wide ball.
27. Field changes are NOT permitted for free hit deliveries unless there is a change of striker or the No ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.
28. 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.
29. Any fielding restrictions in place at the time will still apply for the free hit delivery.
30. The free hit delivery after a No ball counts as a ball in the over unless it is a wide or any form of No ball.
31. Umpires are instructed to apply a very strict and consistent interpretation when judging a wide in order to prevent negative bowling wide of the wicket.
32. Pitch markings should be expanded to include lines 17" (43.18 cm) inside and parallel to each return crease as an aid to umpires judging when an off-side wide has been bowled. These markings should be painted in blue.



33. A wide ball shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batsman and the leg stump shall not be called a wide. If a ball is hit by the batsman or if a ball hits any part of his/her equipment, it shall not be called a wide, irrespective of where it pitched or would have passed).

34. If the striker plays a switch hit or a reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances, 30 above shall not apply and the guidance given in 29 above shall apply on both the off side and the leg side.
35. A bowler shall be limited to one fast short-pitched delivery per over.
36. 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 popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person or equipment.
37. The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.
38. In addition, for the purposes of this regulation and subject to 37 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 "No ball".
39. For the avoidance of doubt any fast short-pitched delivery that is called a "No ball" under this playing condition shall also count as the one allowable short pitched delivery in that over.
40. In the event of a bowler bowling more than one fast short-pitched delivery in an over, as defined in number 35 above, the umpire at the bowler's end shall call and signal "No ball" on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal "No ball" and then tap the top of his head with the other hand.
41. If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call "No ball" and when the ball is dead, shall caution the bowler, indicating that this is a first and final warning, inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred.
42. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal "No ball" when the ball is dead and direct the captain to remove the bowler 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.
43. The bowler thus suspended shall not be allowed to bowl again in that innings.

44. 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.
45. At the end of the match, the umpires will then report the matter to the General Manager who shall take such action as is considered appropriate against the captain and bowler concerned.
46. The above is not a substitute for Law 41.6 which umpires are able to apply at any time.
47. Law 14 (Declaration and Forfeiture) will not apply in this competition. The captain of the batting side may not declare his innings closed at any time during the course of the match.
48. Law 31 (Timed Out) will apply, except that the incoming batsman must be in position to take guard or his partner to be ready to receive the next ball within one minute and 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, and is expected to jog to the wicket.
49. When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
50. If tied at the completion of a match, the team that has lost fewer wickets should be adjudged the winner.
51. If this gives no result, then the team with the higher score at the end of the 6th completed over shall be adjudged the winner.
52. If still equal, the side with the higher score at the end of the 5th, 4th, 3rd, 2nd and 1st completed over shall be adjudged the winner.
53. A result can only be achieved if both teams have had the opportunity of batting for at least five overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as defined below.
54. 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 that originally allotted (minimum of five overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target being calculated by the Duckworth Lewis Stern (DLS) method. A par score will be set for the second innings. If this is exceeded, a win for the team batting second shall result. If the par score is equalled, the scores are tied.

55. If a match is abandoned before it has been played to a conclusion and before the side batting second has received its allotted number of overs (providing that it has received not less than five overs) the result should be decided by the DLS method as determined and agreed by the captains, umpires and scorers.
56. If after the restart of play it is discovered that the wrong DLS target had been set, the faulty target shall stand.
57. If the score of the team batting second surpasses the "target score" at any time prior to the conclusion of its innings, the match shall be won by the team batting second but, if bowled out earlier, the match shall be won by the team batting first.