

HYDERABAD CRICKET ASSOCIATION

A DIVISION FOUR DAYS KNOCKOUT CHAMPIONSHIP PLAYING CONDITIONS

All the matches will be played as per the current BCCI playing conditions except as varied hereunder.

Spirit of cricket

- The major responsibility for ensuring fair play rests with the captains, but extends to all players and match officials.
- Respect is central to the spirit of cricket.
- Respect your captain, team mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Show self-discipline, even when things go against you.
- Thank the officials and your opposition at the end of the match. Whatever the result.
 - Declaration shall apply
 - Follow on shall apply
 - Forfeiture shall apply

1. All matches shall be of two innings per side. Each side's innings restricted to a maximum of 90 overs.
No bowler shall bowl more than 18 overs in a 90 overs match.
Whenever the overs are reduced in any of the innings no bowler shall bowl more than one fifth of the overs allocated.

There shall not be more than 5 fielders on the onside throughout the match.

2. Hours of Play:

09:30 am	to	12:00 pm	First Session
12:00 pm	to	12.45 pm	Lunch
12.45 pm	to	02.45 pm	Second Session
02.45 pm	to	03:05 pm	Tea
03:05 pm	to	04:35 pm	Third Session
04.35 pm	to	05.05 pm	(Permitted over time)

Teams, umpires and scorers should be present at the respective grounds at least 60 minutes before the schedule start of each day's play.

Each team should nominate its playing XI prior to the toss.

3. **Number of overs per day:** 90 overs should be bowled on each day. (15 overs per hour of playing time).
4. **Un-interrupted Matches:**
 - a. 90 overs have to be bowled by scheduled close of play (15 overs per hour) in six hours of playing time on each day. If the required number of overs are not completed then play will continue for a maximum of 30 minutes (permitted over time) from the scheduled close of play to complete those overs. The day will end after the completion of overs or after 30 minutes (permitted over time) whichever is earlier.
 - b. If the fielding side fails to bowl 90 overs at the completion the permitted over time (6 hours + 30 minutes permitted over time) play shall cease upon completion of over in progress. (will be considered as completed inning)
 - c. Team batting second will face the same number of overs as bowled by them.
 - d. The team bowling second fails to complete the allocated overs in the scheduled playing time, play shall continue to complete the overs required to achieve a first innings lead. (Play shall continue the next day if required)
 - e. At the start of Day 3, if the third innings is already in progress, then the team bowling shall complete their innings in 6 hours and 30 minutes of permitted over time. (clause a shall apply and will be considered as completed inning)
 - f. Third innings start at the start of day 3. (clause a shall apply)
 - g. If an innings ends within the permitted over time, (5.05 pm) penalty clause will not be applicable and team batting second will get full quota of overs.
 - h. If an inning ends on any day other than the last day, then permitted over time will not be applicable for that day.
 - i. **On the last day, if required play shall continue beyond the schedule closing time to achieve a result, provide ground, weather and light conditions permit.**
5. **Interrupted Matches:**

- in case of a delayed start or suspension of play due to ground, weather or light condition, the hours of play shall be extended to complete the 90 overs. (6 hours + 30 minutes of permitted over time)
- The first priority should be to complete the first innings of both the teams if play is delayed or suspended due to ground, weather and light conditions.
- In case 90 overs of the first innings for both the sides are not possible in four days.
 Eg: 1. A total of 150 overs is available for the match; team batting first will bat for 90 overs unless all out or declare their innings earlier. Team batting second will bat for 60 overs.
 Eg: 2. A total of 100 overs is available for the match; team batting first will bat for 90 overs unless all out or declare their innings earlier and team batting second will bat for 10 overs.
 This situation can occur either in the first or second innings of the match.

6. In case the overs for team batting second are reduced (less than 90 overs) then a first innings lead or an outright result can only be achieved if:
- a. a side is all out, or
 - b. a side scores required runs to win.
- Otherwise the result of the match will be a draw.

- In case of delayed or interrupted game the umpires can rearrange the timings of intervals in consultation with both the captains.
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7. The Result

A win: The side which has scored a total of runs in excess of that scored in the two completed innings of the opposing side shall win the match.

If out-right result has not be achieved due to ground, weather, light or for exceptional circumstances then the team which has achieved the first innings lead will be declared winner.

In case of an out-right result or a first innings lead has not been achieved or the result of the match is a draw or tie. The result of the match will be decided by spin of coin in presence of match umpires/referee

Substitutes:

A substitute is allowed for a nominated player if the player is injured, ill or for wholly acceptable reason.

If a player wants to leave the field for taping, toilet or to change his dress or shoes, in such case a substitute will be allowed provided the player is back on the field within 8 minutes. (Maximum 2 overs)

8. Penalty for slow over rate:

- i) **Penalty clause will apply for slow over rate which will be calculated at the end of each innings.**
- ii) **Penalty will be double the run rate scored by the team batting multiplied by number of over bowled short.**
- iii) **Fractions are to be ignored at the end of the calculations.**
- iv) **Penalty will not be applicable if the side is all out or declares its innings closed.**
- v) **Penalty is not applicable in the innings in which an out right result is achieved.**
- vi) **While calculating penalty the following deductions should be made regarding time lost during play due to the following**
 - a. **Two minutes for every wicket taken. (2 minutes allowance is not given if an interval is taken at the fall of a wicket or in case of an interruption immediately after the fall of a wicket and the last wicket of the innings)**
 - b. **4 minutes for each drinks break taken in any session.**
 - c. **Actual time lost due to any circumstances beyond the control of the fielding side. Eg; ball lost. Ball change, injury to a player, batsmen taking drinks, equipment change etc.**

Note: Penalty will not be applicable for the innings in which the outright result is achieved.

9. Interval for Drinks:

- a) **One drinks break per session will be permitted. The drinks break should be kept as short as possible and, in any case, shall not exceed 5 minutes.**
- b) **An individual player may be given a drink either on the boundary edge or at the fall of wicket on the field provided no playing time is wasted.**
- c) **No other drinks shall be taken on the field without the permission of the Umpires.**

10.No-Ball:

- a) **Two bouncers per over is allowed. Subsequent bouncer (3rd in a over) shall be called no-ball the umpires shall follow the procedure of caution, warning and removal as per BCCI playing conditions.**

- b) A ball which is considered to have been delivered, bounces more than once before reaching the popping crease or rolling along the ground or comes to rest in front of the batsman's wicket shall be called No ball by the umpire at the bowler's end.

11. Wide Ball:

- a) A ball which passes after pitching above the batsman's head to an extent that it prevents the batsman from being able to hit it with his bat by means of normal cricket stroke, the umpire shall call the delivery wide and it shall also be considered as one bouncer for the over.
- b) For bowlers, whom the umpires feel are adopting negative tactic by bowling down the leg-side, the limited overs wide interpretation will be applied.
- c) For bowlers attempting to utilize the rough outside the batsman's leg stump, not necessarily as negative tactics, the strict limited overs wide interpretation shall be applied.

12. Balls: Teams are entitled to claim the second new ball on completion of a minimum of 80 over on turf pitches.

13. Tea: If play has been suspended for 30 minutes or more prior to the commencement of the scheduled tea interval, the tea interval shall be delayed for 30 minutes.

14. Extra Time: The umpires may decide to play 30 minutes (minimum of 8 overs) extra time at the end of first day if, requested by either captain if, in the umpires opinion, it would bring about a definite result on that day. If the umpires do not believe a result can be achieved, no extra time shall be allowed.

15. Covering the Pitch: The pitch shall be covered during inclement weather/rain before the start of the match during play and at the end of each day's play as per the availability of covers.

16. Umpires: No protest will be entertained against umpiring decisions. Umpire decision is final.

17. In case of a side refuse to comply the instructions given by the umpires and refuses to play the match will be awarded to the opposing side.



