

Hyderabad Cricket Association B Division

T20 playing conditions

- **Teams, umpires and scorers shall report at least 60 minutes before the scheduled start of the match and nomination of players shall be done 30 minutes before the start of the match.**
- **A minimum of 9 registered players shall be available at the time of toss to conduct the match. If a side has less than 9 players then a grace time of 15 minutes will be given from the time of scheduled start of the match. In this case the opposing captain can claim walkover after the completion of the grace time, provided his side has a minimum of 11 registered player, in such cases if the captain is willing to wait to play the match, then a grace time of 1 hour from the scheduled start is permitted.**
- **If a side is fielding first with 9/10 players, then a substitute can only be allowed with the consent of the opposing captain. (Penalty time will be applicable)**
- **Concussion replacement shall not apply**

Follow/declaration and forfeiture shall not apply

- **Matches will be played with white balls and teams shall wear color clothing and color pads.**

Preamble - The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires

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

The umpires shall be the sole judges of fair and unfair play.

It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the HCA in presence of the umpires.

Each fielding team shall have one new ball for its innings.

As a guideline to the umpires for the calling of Wides on the offside. (Wide guide line marking)

No drinks interval shall be permitted.

The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this clause.

Match Timings -:

Sessions	Morning – all matches	
First Session	08.00 am to 09.25 am	
Break	09.25 am to 09.45 am	
Second Session	09.45 am to 11.10 am	

The Hyderabad cricket association can decide starting time for these matches and inform all participating teams for that venue.

An additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.

If a batting team 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 shall be deemed to have complied with the required minimum over rate.

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.

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 second session shall commence at schedule time provided there is a minimum 10 minutes interval between 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.

When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.11 overs per hour, in the total remaining time available for play. (4.25 minutes per over)

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 14.11 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

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.

If after the start of the match the overs are reduced to both the sides or the team batting second, the target score will be decided by applying the VJD method.

If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings (calculated in accordingly). In delayed or interrupted matches where there has been a reduction of 3 or more overs pursuant, the fielding side shall be in position to bowl the first ball of the penultimate over of the innings by the scheduled (or re-scheduled) cessation time for the innings.

Where this requirement is not met, and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area referred to in clause 28.7.3.

In field Penalty clause shall not apply in the following cases:

a side's innings is reduced to less than 10 overs, unless the over-rate penalty has been applied prior to such reduction; or

a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

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;

for innings of rescheduled length of at least 10 overs, 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.

for innings of rescheduled length of less than 10 overs, no bowler may bowl more than two overs.

A Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal.

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match the teams shall compete in a Super Over to determine the winner. Should it be not possible to complete the super overs needed to determine the winner the match shall be tied. (only one super over will be played to determine the winner)

Match Points

Preliminary Matches

1	Win	Four Points
2	Tie or No Result	Two Points
3	Loss	Zero Points

Bowler's taping on hand

No taping is allowed for the bowler on his bowling hand for any reason. The bowler has to remove all kind of taping from his bowling hand if he wants to bowl. This is non-negotiable. If any plaster is worn on the back of their bowling hand it must be flesh coloured or thereabouts which will not distract the batsman.

However, if an injury occurs on the field during the play and blood is involved, it is reasonable in this situation where finger or hand is bleeding, then umpires allow the tape to be used on bowling hand. This is applicable only for the match in which injury has occurred.

Deliberate short runs

If either umpire considers that one or both batsmen deliberately ran short at that umpire's end, the umpire concerned shall, when the ball is dead, call and signal Short run and inform the other umpire of what has occurred.

A deliberate short run is an attempt for batters to appear to run more than one run, while at least one batter deliberately does not make good their ground at one end. Batters may choose to abort a run, provided the umpire believes that there was no intention by the batter concerned to deceive the umpires or to score the run in which they didn't make their ground.

The bowler's end umpire shall

- disallow all runs to the batting side;
- signal No ball or Wide to the scorers, if applicable;
- award 5 Penalty runs to the fielding side;
- request the captain of the fielding side to identify which of the two batters will take strike for the next delivery.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side);

Dead ball: The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batsmen at the wicket have ceased to regard it as in play.

Free Hit

In addition to the above, the delivery following a No ball called (all modes of No ball) 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.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

There is a change of striker, or

The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances.

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.

Substitute fielder

The umpires shall allow a substitute fielder

if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or

for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires.

A nominated player may bowl or field even though a substitute has previously acted for him,

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'.

A nominated player's absence will not incur Penalty time if,

- he has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.
- in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.
- the player is absent from the field for a period of 8 minutes or less.

Batsman retiring

A batsman may retire at any time during his innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.

If a batsman retires because of illness, injury or any other unavoidable cause, that batsman is entitled to resume his innings. If for any reason this does not happen, that batsman is to be recorded as 'Retired – not out'.

If a batsman retires for any reason other than as in clause 25.4.2, he will be considered as dismissed immediately and will not have option of returning to bat even with the consent of opposite captain. His innings will be recorded as 'Retired – out'.

If after retiring a batsman resumes his innings, subject to the requirements of clauses 25.4.2, it shall be only at the fall of a wicket or the retirement of another batsman.

Limitation of on side fielders

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

At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.

In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

Restrictions on the placement of fielders

In addition to the restrictions contained in clause 28.4 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 are set out in the following paragraphs.

These fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).

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. 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 powerplay overs only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.

During non powerplay overs, no more than five fielders shall be permitted outside this fielding restriction area at the instant of delivery.

In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings 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.

Total overs in innings	Number of overs for which fielding restrictions in clauses 28.7.2 and 28.7.4 above will apply
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

If an innings 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.

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

Non-striker leaving his ground early

If the non-striker is out of his ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out by the bowler attempting to run him out. In these circumstances, the non-striker will be out Run out if he is out of his ground when his wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

If the ball is not delivered,

- if there is an appeal, the umpire shall make his/her decision on the Run out.
- if there is no appeal, or if the decision is not out, he/she shall call and signal Dead ball as soon as possible.
- the ball shall not count as one in the over.

Striker in protected area

The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable.

The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

super over procedure

1. A Super Over involves each team facing an over of six ball (unless ended earlier as provided for in paragraph 2), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets in the over ends the team's one over innings.
3. If the Super Over is a tie, the result of the match shall be tie.
4. Subject to weather conditions, the Super Over shall take place on the scheduled day of the match. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
5. The Super Over shall be played until completion, but if there are any delays or interruptions during the Super Over, extra time is allocated to complete the Super Over or any subsequent Super Overs. (The changeover period (10 minutes) for a Super Over after the main match is not to be taken into account when applying permitted extra time available).

The amount of extra time allocated to the Super Over is the greater of;

- a. If innings of side batting second finishes before the scheduled closing time for the match then the amount of extra time available to the Super Over is the gap between the actual end of the match and the time the original match would have been scheduled to finish;

or

-
- b. 20 minutes.
6. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the Ground Authority.
 7. Only nominated players in the match (including Concussion replacement) may participate in the Super Over.
 8. Any penalty time being served in the match shall be carried forward to the Super Over.
 9. The umpires shall stand at the same end as that in which they finished the match.
 10. The team batting second in the match shall bat first in the Super Over.
 11. The captain of the fielding team (or his nominee) shall select the ball which the fielding team shall bowl its over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but not new balls). The team

fielding second may then choose to use the same ball as chosen by the team bowling first or choose another ball from the same box. If the ball needs to be changed the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.

12. The fielding side shall choose the end from which it is to bowl its one over
13. The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in match played in an uninterrupted match. (not more than 5 fielders outside the 30-yard circle)

SUPER OVER UNABLE TO BE COMPLETED

14. Where the Super Over is abandoned for any reason prior to the completion then the match shall be declared a tie and points allocated as in Clause 16.10.1

Umpiring Technique – judgment

Factors to consider when judging the light (for batsmen)

- i. Type of bowling (fast or slow)
- ii. Are the batsmen hitting boundaries and scoring freely?
- iii. Factors to consider when judging the light (for all players - unsafe to continue)
- iv. Standing at square leg - do you lose the ball in the "V" as it is delivered to the batsman
- v. Are the fielders losing the ball in the background?
- vi. Are lights in and around the ground really bright?

Teamwork

- i. Use signals to know when to consult and to communicate dropping or improving light
- ii. Keep consultations brief (30 seconds maximum)











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.

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