

DHANBAD CRICKET ASSOCIATION

(Affiliated to Jharkhand State Cricket Associations)



RULES & PLYAING CONDITION

1. Competition & Management :

The Competition shall be called the Dhanbad Cricket League Knockout and shall be managed and controlled by the tournament sub-committee of the D.C.A. The management committee will be the appellate body authority.

2. Competition of League :

This tournament is only of the affiliated club. The league/knockout shall be played in three divisions i.e. Super Division, 'A' Division. (In Super Division and A Division the number of team shall not be more than 10 (Ten) and 14 (Fourteen) respectively.

Entry

- a. A club shall not enter more than one time.
- b. The tournament sub-committee reserves the right to reject any entry without assigning any reason whatsoever.
- c. No entry will be accepted without the requisite fee. Entry fee once paid shall not be refunded unless the application for entry is rejected.

3. Ground for Tournament :

The competing clubs must provide their grounds ready (If they the ground approve by the D.C.A.) in all respect including its pavilion, dressing rooms, stands throughout the progress of the tournament as an essential condition of entry. Club failing to fulfill conditions at any stage the tournament sub-committee disapprove it without any prior notice.

4. Date and Venues of matches :

The date and venues of all the matches shall be fixed by the tournament sub-committee and its decision will be final and binding on all the clubs.

5. ELIGIBILITY :

a) **REGISTRATION OF PLAYERS.**

- i) All the players participating in the Tournament shall register themselves with, the Association.
- ii) A player registering himself for more than one team in the same season shall be liable for disciplinary action as decided by the Tournament sub-committee.

- iii) A Player shall not be included for a team unless he is registered.
 - iv) A Player shall not play for two different teams in the same season. This shall not apply to a student/employee playing for institution employer in a tournament open for such teams only.
 - v) No team shall register a player who is under suspension directly or indirectly (being a player of a suspended club/school/institution).
 - vi) Both the offending player and the defaulting team shall be penalized if registration rule is violated.
 - vii) Team including unregistered and ineligible players shall forfeit the match and the opponent shall be given full credit.
 - viii) Registration forms one submitted shall not be withdrawn. However, a player has already signed for a club may withdraw in writing to the Hony. Gen. Secretary, DCA within the specified time, provided Tournament Sub- committee permits such withdrawal.
 - ix) In case of transfer of player to Dhanbad for bonafied reason from other district or State. Inter District/State Clearance shall be produced. Such player shall play only after his registration formality is completed.
 - x) A player playing in a registered tournament in another District/State shall not be eligible to play for any affiliated club of DCA in the same season in any of the tournament conducted by DCA or its affiliated units.
- b) IDENTITY CARD**
- i) All players shall have Identity Cards issued by the Association shall be produced when demanded during a match.
 - ii) The Signature of player in the registration form and other particulars must tally with those in the Identity Cards.
 - iii) If the eligibility of a player is challenged he shall furnish his (a) Signature (b) father's name (c) date of birth to the umpire who may also check his identification marks.

6. FIXTURES :

- i) Fixtures shall be drawn up by the Tournament Sub-committee.
- ii) The teams must be prepared to play on 24 hours notice.
- iii) Dates & Grounds once fixed shall not be altered and postponements shall not be granted on any ground, even on the plea that the players of the team are engaged in Ranji Trophy/Inter District/ Inter University/ Junior Board Tournaments and or any other tournament or match.
- iv) The Tournament Sub-committee shall have the right to alter the date/ground under special circumstances.

7. **PROMOTION & RELEGATION**

"A" division league finalist and "B" division league finalist shall be eligible for promotion to Super Division and "A" division respectively in the next season. The team at the bottom of Super Division and "A" division league table shall be relegated to "A" division "B" division respectively in the next season.

8. **PROTEST :**

Every protest will be in writing in triplicate accompanied by the protest fee of 200/- (Two Hundred) only on lodged with the Gen. Secretary D.C.A. within 24 hours of the completion of the match to which it relates. The protest not lodged in proper manner will not be entertained at all. The protest fee is nonrefundable. No protest will normally be against the date venue and the umpire's decision.

9. **ACTION AGAINST NON PARTICIPATION :**

a) All clubs participating in the League Tournament will have to play 80% of the league matches failing which they will be debarred from participating in the next year's League Tournament and will lose all the privileges. The team giving walkover shall pay a fine of Rs 1000/- per match.

b) Participating in the Knockout Tournament is MUST.

10. **INTIMATION OF RESULTS :**

Posted official umpire must submit the result sheet of the match within 24 hours to the Association's office at Dhanbad with Zonal concerns with report about the match played.

11. **INTERPRETATION OF RULES OF MATCH ARISING :**

a) The interpretation of these rules, constitution and effect will rest entirely with the tournament sub-committee decision will be final and shall be binding in all disputes.

b) Should any matter arise not exclusively provided herein, the tournament sub-committee will have power to deal with it and its decision will be final and binding in all concerned.

LEAGUE / ONE DAY PLAYING CONDITION

Except as varied hereunder the laws of cricket (2000 code 5th Edition-2013) shall apply

LAW - 1 - The player

- a) Each team shall nominate 11 players plus the name 12th man in writing to the umpire before the toss.
- b) No player shall be changed after the nomination without the consent of the opposing captain till start of the game.
- c) Minimum (9) nine players of both teams must be present at the ground at the time of "Toss". Otherwise match shall be awarded to the other team.
- d) Unless there is any wholly acceptable reason, in case of delay by any or both team the umpire shall wait for maximum 30 minutes for the Toss and match must be started within 45 minutes of the schedule start of the match. Otherwise match shall be awarded to other team or abandoned what it shall be.
- e) If any team delays to turn up at schedule time then number of over shall be deducted from the innings of that team. One over will be deducted for full 4 minutes.
- f) Maximum (7) seven over can be deducted from the innings of any team.
- g) If both team delay then Umpires shall reschedule the overs as per the time remain for the day.
- h) The captain shall toss for the choice of innings on the field of play not earlier than 30 minutes and not later than 15 minutes of the schedule or reschedule start of the game.
- i) The Captain who won the toss will immediately notify his decision to match Observer/Umpires about his decision. Once decision made cannot be altered.

There shall be a mandatory meeting between Match Observer, Umpires and captains before the toss to discuss about the playing conditions and code of conduct.

LAW - 2 - Substitute and runners

No Runner permitted.

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 any latter 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, the umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes.

- a. The player shall not permitted to bowl in that innings after his return until he has been on the field for at least that length period of playing time for which he was absent.
- b. The player shall not be permitted to bat unless until in the aggregate, he has returned to the field and/or his side's innings has been progress at least that length of playing time for which he has been absent or, if earlier when his side has lost five wickets.
- c. The restriction above (2.5a & 2.b/b) shall not apply if the player has suffered an external blow (as oppose to an internal injury such as pulled muscle) nor shall it apply of the player has been absent for very exceptional and wholly acceptable reasons (other than illness or injury)
- d. In the event of fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided

that he personally informs the umpires when he is fit enough to take the field had play been in progress. Similarly, if at the commencement of an interruption in play through ground, weather of 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.

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

LAW - 3 The Umpire

Law - 3.1 - Appointment and attendance

- a) Umpire will be appointed based on neutrality as far as possible.
- b) Neither team shall have a right of objection to an umpire's appointment.
- c) Umpire shall be present on the ground at least 45 minutes before the scheduled start of match.

Law - 3.2.3 Caught Decision

Should the bowler end umpire be unable to decide whether or not a catch has been taken clearly, he shall adopt following action.

First consult with the striker end umpire whether a clean catch taken or not. If both Umpires are unable to make a decision then the decision "not out" will be given.

Law 3.2 shall be replaced by the following-

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.

LAW -4 The Scorer

There shall be one scorer appointed by DCA.

LAW -5 The Ball

Match ball should be used by the team as below mentioned.

- a) Famex / Famex Super / Samrat of Khanna
- b) S.G. Club / S.G. Tournament / S.G. Test.
- c) DCA approved ball.

LAW -6 The Bat

JSCA multiday playing condition shall apply.

LAW-7 The Pitch

JSCA multiday playing condition shall apply.

LAW-8 The Wicket

Law 8 shall apply.

LAW-9 The bowling, Popping and Return Creases

Law 9.3 shall apply, except that the reference to a minimum of 6 ft shall be considered to be unlimited in length.

Additional Crease Marking

The Following shall apply in addition to Law - 9

As a guideline to the Umpires for the calling of wide on the offside the 17" white line shall be marked in white at each end of pitch.

Law - 10 Preparations and Maintenance of the Playing Area

JSCA multiday playing condition shall apply.

Law - 11 Covering the Pitch

The pitch shall be covered if cover available in the venue of the match since the start of the match.

Law - 12 Innings

Law 12 shall apply subject to the following

12.1 - Number of Innings

Law 12.1 shall replace by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 45 overs. All matches shall be of one day's scheduled duration.

Law - 12.3 Completed innings

Declaration and Forfeiture not Permitted.

12.4 The Length of Innings

12.4.1. Uninterrupted matches

- a) Each team shall bat for 45 over unless all out earlier.
- b) If the Team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 20 minutes.
- c) The innings of the team batting second shall be limited to the same number of overs bowled by it, at the schedule time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over. The umpire must consider if there any wholly acceptable reason (ball lost, serious injury occur etc.) before imposing the penalty to slow over rate.
- d) If the team batting first is dismissed in less than 45 overs within schedule cessation time, the team batting second shall be entitled to bat for 45 overs.
- e) If the team fielding second fails to bowl 45 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.
- f) The umpire shall take necessary action as per law "Fielder wasting time" and report if the delay in second innings in the opinion of the Umpire is deliberate ad The tournament committee shall take necessary action.

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 one over for full 4 minutes and part thereof which is inclusive of the provision of drinks intervals, in the total remaining time available for play.
 - ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 15 overs have to be balled to the side batting second, subject to the innings not being completed earlier.
 - iii) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of one over for full 4 minutes. When calculating the length of playing time available for the match, or the length of either innings the timing and duration of relative delays, extensions in playing hours, interruption in play and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation to play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each time.
 - iv) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs has been bowled or the innings in completed. The interval shall be reduced to enable the second innings to commence at the reschedule time, subject to there being a minimum interval of 20 minutes.
 - v) Penalty for slow over rate in same as for uninterrupted match.
- 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 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 one over for full 4 minutes, which is inclusive of the provision of drinks interval, in respect of the lost playing time. Should the calculations result in the fraction than the fraction shall be ignored.
 - ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, of rescheduled 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 overs have to be bowled:-

Sl. No	Agreed Overs	Minimum Overs
1	45	15
2	40	13
3	30	10
 - 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 as allocated overs.
 - 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) Penalty for slow over rate is applicable.

12.5 Number of overs per Bowler

- i) No bowler shall bowled more than 1/5 of allocated/agreed overs in an innings.
- ii) 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.
- iii) Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- iv) In the event of a bowler breaking down and being 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 bowler's limit is concerned.

Law - 13 The follow-on

Law 13 shall not apply.

Law - 14 Declaration and Forfeiture

Law 14 shall not apply.

Law - 15 Intervals

Law 15 shall apply subject to the following:-

15.1 Law 15.5 - Changing agreed time for intervals - intervals 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 providing that this does not lead to an interval occurring more than 30 minutes prior to the schedule interval.

If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a 10 minutes break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced as follows:

- I. Minimum 40 minutes of interval shall be taken when there is possibility to conduct the match for maximum 41 to 45 overs.
- II. Minimum 30 minutes of interval shall be taken when there is possibility to conduct the match for maximum 31 to 40 overs.
- III. Minimum 25 minutes of interval shall be taken when there is possibility to conduct the match for maximum 21 to 30 overs.
- IV. Minimum 20 minutes of interval shall be taken when there is possibility to conduct the match for maximum 15 to 20 overs.

15.2 Law 15.9 - Interval for drinks.

Normally there shall be one drinks interval per session but not earlier than 60 minutes of start of an innings. The duration of the drink interval shall not be more than 4 minutes. Under conditions of extreme heat the umpires may permit extra intervals for drinks.

Law - 16 - start of Play : cessation f Play.

a) There will be 2 sessions of 3 hours each, separated by a 40 minutes interval between innings.

9.45 a.m. to 12.45 a.m. - First session

12.45 p.m. to 1.25 p.m. - Lunch

1.25 p.m. to 4.25 p.m. - Second Session

Law - 17 Practice on the field

JSCA multiday playing condition shall apply.

Law - 18 Scoring Runs

JSCA multiday playing condition shall apply.

Law - 19 Boundaries

Law 19 shall apply in addition to Law 19.3:-

If an unauthorized person enters the playing area and get touch with the ball, the Umpire at the bowler's end shall be 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.

Law - 20 Lost ball

JSCA multiday playing condition shall apply.

Law - 21 The Result

Law 21.8 Correctness of Result

Any query on the result of the match as defined in laws 21.1, 21.3, 21.4, 21.5, 21.8 and 21.10 shall be resolved as soon as possible and a final decision made by the umpires at close of play.

A Win

The side which has scored in its own innings a total of runs in excess of that scored by the opposing team in its one completed innings shall win the match.

Law 21.3 Umpire (JSCA observer) awarding the match.

Law 21.3 shall be replaced by the following:

- a) A match shall be lost by a side which either
 - Concedes defeat or
 - In the opinion of the Umpire refuses to play and the umpire shall award the match to the other side.

Law - 21.5 (a) A Tie

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

Law - 21.5 (b) A Draw

Law 21.5b shall not apply

Law 21.7 Calculation of Target score :-

If due to suspension of play the number of overs reduced in the innings (The team batting second must bat for minimum 15 over to constitute a match. Then target score shall be calculated as follow.

- in case of play stopped and could not restart during the innings of the team batting second, then the target score will be calculated by the following formulae.
- Target Score = Played overs of team second x team1's run rate + No. of overs lost +1.
- Note : If target score comes in fraction then fractions will be converted into next whole number.

If after the interruption match start again and overs reduced in the innings of the Team batting second due to interruption, the target score will be achieved by following formulae.
 Target Score = Allocated overs of team second x team 1st run rate + No. of overs lost + 1.

Match Point

1	Win	4 Point
2	Tie or No Result	2 Points each
3	Loss	0 Point

Points being equal - (League)

If two or more teams secure equal number of points, then their relative position in the table of points shall be determined as under :-

- a) In the event of equality of points the team having the higher number of wins.
- b) It still equal then the team has the highest net run rate.
 For Net Run Rate (NRR) =

$$\frac{\text{Total runs scored}}{\text{Total overs faced}} = X \quad \frac{\text{Total runs Given}}{\text{Total overs bowled}} = Y : \quad X - Y = Z$$
 Team having the higher percentage (Z) shall considered to have better performance.
- c) If the Tie still persists, then, it shall be decided by the Spin of Coin.

Semi-final :-

If semi-final match is tie or abandoned then result will be decided as follows.

- a) the team have the higher number of outright wins in league phase.
- b) if still equal than the team has the highest net run rate. In league phase.

Final Match

- a) The team scored greater number of runs will be winner.
- b) If match is Tie or abandoned then both team will be declared Joint winners.

Law - 21.3.8

In all tournaments and in any match, if a match is abandoned after the match has been in progress due to digging/Tampering of the Pitch on which the math was being played, the visiting team shall be declared as the winner of the match irrespective of the position of the match.

Law - 22 / Law 23

Law 22 and Law 23 shall apply.

Law - 24 No Ball

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 Over arm.

If a bowler breaks the wicket at non-strikers end during his delivery by any part of his person the either umpire shall call and signal no ball.

b. Free Hit After a Foot - Fault No Ball :-

- In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) shall be free hit for which ever batsman is facing it.
- If the delivery for a free hit is not a legitimate delivery (any kind of No ball or Wide ball) then the next delivery will be become a free hit for which ever 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 free hit was called a wide ball.
- Field changes are not permitted for free hit deliveries unless there is a change of striker (the provision of clause 41.2 shall apply)
- The umpire will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

Law - 25 wide ball

Law 25 shall apply with the following addition to law 25.1:

- Umpires are instructed to apply very strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket.
- Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called wide.
- A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run result from a wide ball, which is not a no ball, shall be scored wide balls.
- There shall be guideline (17' marking) for the umpires to call wide in the offside of the striker.

Law - 26/Law 27/Law 28/Law 29/Law 30

Law 31 The Time Out

Law 31 shall apply in addition the incoming batsman must ready to take guard or his partner not ready to receive the next ball within 2 minutes of the fall of the previous wicket.

Law 32/Law 33/ Law 34/ Law 35/ Law 36/ Law 37/ Law 38/ Law 39/ Law 40 shall apply.

Law - 41 The Fielder

Law 41 shall apply subject to the following:

- a) Protective equipment

The following shall apply in addition:-

The exchange of protective equipment between members of the field shall be permitted provided that the umpire do not consider that it constitute a waste of playing time.

b) Restriction on the field placement

At the instant of delivery, there shall may not be more than 5 fielders on the leg side. Otherwise striker end umpire shall call and signal No ball.

Power Play :- (30 yards circle available) for super division & 'A' division Matches.

- I. First 14 overs of the both innings shall be power play overs.

- II. During Power Play over only two fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.
- III. During the non power play overs not more than 5 fielders are allowed outside the circle.
- IV. In circumstance when the number of overs of the batting team reduced, the number of power play overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total number of Overs	Power Play Overs
15-18	5
19-21	6
22-24	7
25-28	8
29-31	9
32-34	10
35-38	11
39-41	12
42-44	13
45	14

- V. If an innings is interrupted during an over and if on the resumption of play, due to reduced number of overs of the batting team, the required number of Power play over have already been bowled, the remaining deliveries in the over shall be treated as non power play over.
- VI. In the event of a infringement of any of the above fielding restrictions, the striker end umpire shall call and signal "No Ball".

Law - 42 Fair and Unfair Play

JSCA Multiday playing condition shall apply.

KNOCK OUT / T-20 PLAYING CONDITION

Except as varied hereunder the laws of cricket (2000 code 5th Edition-2013) shall apply

LAW - 1 - The player

DCA One Day playing condition shall apply.

LAW - 2 - Substitute and runners

DCA One Day playing condition shall apply.

LAW - 3 The Umpire

DCA One Day playing condition shall apply.

LAW -4 The Scorer

DCA One Day playing condition shall apply.

LAW -5 The Ball

DCA One Day playing condition shall apply.

LAW -6 The Bat

DCA One Day playing condition shall apply.

LAW-7 The Pitch

DCA One Day playing condition shall apply.

LAW-8 The Wicket

Law 8 shall apply.

LAW-9 The bowling, Popping and Return Creases

DCA One Day playing condition shall apply.

Law - 10 Preparation and Maintenance of the Playing Area

DCA One Day playing condition shall apply.

Law - 11 Covering the Pitch

The pitch shall be covered if cover available in the venue of the match since the start of the match.

Law - 12 Innings

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.

Length of innings

12.4 The Length of Innings

12.4.1. Uninterrupted matches

- a) Each team shall bat for 20 over unless all out earlier.
- b) If the Team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and The Session shall commence at the schooled time.
- c) The innings of the team batting second shall be limited to the same number of overs bowled by it, at the schedule time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over. The umpire must consider if there any wholly acceptable reason (ball lost, serious injury occur etc.) before imposing the penalty to slow over rate.
- d) If the team batting first is dismissed in less than 20 overs within schedule cessation time, the team batting second shall be entitled to bat for 20 overs.
- e) 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.
- f) The umpire shall take necessary action as per law "Fielder wasting time" and report if the delay in second innings in the opinion of the Umpire is deliberate ad The tournament committee shall take necessary action.

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 one over for full 4 minutes in the total remaining time available.
 - 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 balled to the side batting second, subject to the innings not being completed earlier.
 - iii) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of one over for full 4 minutes. When calculating the length of playing time available for the match, or the length of either innings the timing and duration of relative delays, extensions in playing hours, interruption in play and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation to play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each time.
 - iv) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs has been bowled or the innings in completed. The innings of the team bating second restricted to the number of overs it completed in the specified time. The over in progress will count as complete over.

- v) Should calculation regarding number of overs result in fraction of an over, the fraction shall be ignored.
 - vi) If there is not sufficient time for a minimum five overs match due to interruption Umpire may reduce the interval by 10 minutes.
- 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 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 15 over per hour in respect of lost playing time. Should the calculation results in 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 rescheduled 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 five overs have to be bowled to the team batting second subject to the innings not being completed earlier.
 - iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than as allocated overs.
 - v) A fix time will be specified for the close of play by applying a rate of 15 overs per hour but the timing and duration of all relative delays, extensions, in playing hours and interruptions in play, will be taken into consideration in specifying this time.
 - vi) if the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play the hours of play shall be extended until the overs have been bowled or a result achieved.

12.5 Number of overs per Bowler

- i) No bowler shall bowled more than 1/5 of allocated/agreed overs in an innings.
- ii) 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.
- iii) Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- iv) In the event of a bowler breaking down and being 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 bowler's limit is concerned.

Law - 13 The follow-on

Law 13 shall not apply.

Law - 14 Declaration and Forfeiture

Law 14 shall not apply.

Law - 15 Intervals

Law 15 shall apply subject to the following:-

15.1 Law 15.5 - Changing agreed time for intervals - intervals 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 overs by the scheduled or rescheduled 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 will be 10 minutes.

There shall be no Drinks interval.

Law - 16 - start of Play: cessation of Play.

a) There will be 2 sessions of 1 hour and 20 minutes each, separated by a 20 minutes interval between innings.

Hours of Play

First Match		Second match
9.30 am to 10.50 am	1st session	01.00 am to 02.20 pm
10.50 am to 11.10 am	(break)	02.20 pm to 02.40 pm
11.10 am to 12.30 pm	2nd session)	02.40 pm to 04.00 pm

Law - 17 / Law 18 / Law 19 / Law 20 shall apply.

Law - 21 The Result

Law 21.8 JACA Multidays playing condition shall apply.

A Win

The side which has scored in its own innings a total of runs in excess of that scored by the opposing team in its one completed innings shall win the match.

Law 21.3 Umpire (JSCA observer) awarding the match.

Law 21.3 shall be replaced by the following:

- a) A match shall be lost by a side which either
 - Concedes defeat or
 - In the opinion of the Umpire refuses to play and the umpire shall award the match to the other side.

Law - 21.5 (a) A Tie

If the scores are equal, the result shall be a Tie and no account shall be taken of the numbers of wickets have fallen.

In the event of a tied match the teams shall compete in a **One Over Per Side Elimination (OOPS)** to determine the Winner.

Procedure for the One Over Per Side Eliminator:-

- i) Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the Umpire. In normal circumstances it shall commence 10 minutes after the match.

- ii) The one over per side eliminator will take place on the pitch allocated for the match unless otherwise determined by the umpires in consultation with the ground authority.
- iii) Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.
- iv) The nominated players are given in writing to the Umpire.
- v) The umpires shall stand at the same end in which they finished the match.
- vi) The umpires shall choose which end to bowl and both teams will bowl from the same end.
- vii) There shall not be more than 5 fielders outside the 30 yds. circle.
- viii) The team batting second in the match will bat first in the one over eliminator.
- ix) The umpire shall choose on ball and both teams will play with the same ball. In case of ball lost or unfit umpire may choose another all with similar condition.
- x) The loss of two wickets in the over ends the teams one over innings.
- xi) In the event of team having the same score after the one over per side eliminator has been completed, the team that hit the most number of boundaries combine from its two innings in both the main match and one over per side eliminator shall be winner.
- xii) If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its 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 balls or penalty runs.

Example

Run scored from :-	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	2	6
Ball 2	0	1
Ball 1	6	3

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

Law - 21.5 (b) A Draw

Law 21.5b shall not apply

Law 21.7 Calculation of Target score:-

If due to suspension of play the number of overs reduced in the innings (The team batting second must bat for minimum 5 over to constitute a match. Then target score shall be calculated as follow-

DCA One day Playing Condition shall apply (Target Method)

- **The match is abandoned due to any reason or winner will be not decided by the game, winner will be decide by spin of coin. In presence of Umpires.**

Final Match

- a) The team scored greater number of runs will be winner.
- b) If match is Tie or abandoned then both team will be declared Joint winners.

Law - 21.3.8

In all tournaments and in any match, if a match is abandoned after the match has been in progress due to digging/Tampering of the Pitch on which the math was being played, the visiting team shall be declared as the winner of the match irrespective of the position of the match.

Law - 22 / Law 23

Law 22 and Law 23 shall apply.

Law - 24 No Ball

DCA one day Playing Condition shall apply

b. Free Hit After a Foot - Fault No Ball :-

DCA one day Playing Condition shall apply

Law - 25 wide ball

DCA one day Playing Condition shall apply

Law - 26/Law 27/Law 28/Law 29/Law 30

Law 31 The Time Out

Law 31 shall apply in addition the incoming batsman must ready to take guard or his partner not ready to receive the next ball within 1½ minutes of the fall of the previous wicket.

Law 32/Law 33/ Law 34/ Law 35/ Law 36/ Law 37/ Law 38/ Law 39/ Law 40 shall apply.

Law - 41 The Fielder

Law 41 shall apply subject to the following:

- a) Protective equipment

The following shall apply in addition:-

The exchange of protective equipment between members of the field shall be permitted provided that the umpire do not consider that it constitute a waste of playing time.

b) Restriction on the field placement

At the instant of delivery, there shall may not be more than 5 fielders on the leg side. Otherwise striker end umpire shall call and signal No ball.

Power Play: - (30 yards circle available) for super division & 'A' division Matches.

- I. First 6 overs of the both innings shall be power play overs.

- II. During Power Play over only two fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.
- III. During the non power play overs not more than 5 fielders are allowed outside the circle.
- IV. In circumstance when the number of overs of the batting team reduced, the number of power play overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total number of Overs	Power Play Overs
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- V. If an innings is interrupted during an over and if on the resumption of play, due to reduced number of overs of the batting team, the required number of Power play over have already been bowled, the remaining deliveries in the over shall be treated as non power play over.
- VI. In the event of a infringement of any of the above fielding restrictions, the striker end umpire shall call and signal "No Ball".

Law - 42 Fair and Unfair Play

JSCA Multiday playing condition shall apply.
