

ICC Trophy 2005 Playing Conditions

Except as varied hereunder the Laws of Cricket (2000 Code 2nd Edition - 2003) shall apply.

The ICC Code of Conduct for Players and Team Officials as applies to the Development Program shall apply.

Note: All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'ICC Tournament Referee'.

1 Law 1 - The Players

1.1 Law 1.3 - Captain

The following shall apply in addition to Law 1.3 (a):

The deputy must be one of the nominated players.

2 Law 2 - Substitutes and Runners

2.1 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:

2.1.1 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.

2.1.2 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 restriction in Clauses 2.1.1 and 2.1.2 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 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.

3 Law 3 - The Umpires

3.1 Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following:

3.1.1 ICC shall appoint a panel of umpires for on-field and third umpire duties comprising 6 umpires from the International Panel and 6 umpires from the Associate Members.

3.1.2 Two umpires shall be appointed for each match, one for each end, to control the game as required in the Laws and Playing Conditions. A third umpire shall also be appointed for each match. The third umpire shall act as emergency on-field umpire.

3.1.3 The ICC will be responsible for the appointment of the umpires for each match and appointments will be made from the panel referred to in 3.1.1 above.

3.1.4 Neither team will have a right of objection to an umpire's appointment.

3.1.5 The umpires shall be present at the ground at least 1½ 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.

3.3 Law 3.4 - To inform captains and scorers

In addition to Law 3.4 (i)

The host country shall provide for the ringing of a bell, which shall be rung 5 minutes before the termination of an interval, when the umpires shall go to the wickets.

3.4 Law 3.8 - Fitness of Ground, Weather and Light

Law 3.9 - Suspension of play for adverse conditions of ground, weather or light Laws 3.8 and 3.9 shall apply subject to the following:

- 3.4.1 If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. In these circumstances the provisions of Laws 3.9 (b) (i) and 3.9 (c) (i) shall not apply.
- 3.4.2 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- 3.4.3 If a shadow from the fielder falls across the strikers half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

3.5 Light Meters

- 3.5.1 It is the responsibility of the ICC to supply light meters to the umpires in accordance herewith.
- 3.5.2 There shall be one light meter per match.
- 3.5.3 At the completion of the tournament the light meters are to be returned to the ICC.
- 3.5.4 The following procedure will apply for the use of light meters on the field of play:
 - a Once the umpires have judged the light to be unfit for play, the umpires shall offer the light to the batting side and immediately take a reading of the light level.
 - b The reading should be taken from the pitch, pointing the light meter (if the hand held version) at the sightscreens and in any other direction as the umpires see fit.

- c Once the umpires have agreed the reading it should be noted and used as a benchmark reading for the remainder of the stoppage.
- d Only when the reading has subsequently increased above the benchmark reading should the umpires consider the light level is sufficient for play to resume.

3.6 Clothing and sightscreens

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

3.6.2 Sight screens shall be black.

4 Law 4 - The Scorers

4.1 Correctness of scores

Attention is drawn to Clause 21.

5 Law 5 - The Ball

Law 5 shall apply subject to the following:

5.1 Law 5.2 - Approval and control of balls

Law 5.2 shall be replaced by the following:

The ICC shall provide white Kookaburra Turf cricket balls and spare used balls for changing during a match, which shall also be of the same brand.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by ICC. The third umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.

The umpires shall retain possession of the match ball(s) 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 a wicket, a drinks interval, or any other disruption in play. 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:

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.

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.

If the ball is to be replaced, the umpire shall inform the batsman. 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

6.1 Law 6.1 - Width and length

The following shall apply in addition to Law 6.1: The blade of the bat shall have a conventional 'flat' face.

7 Law 7 - The Pitch

Law 7 shall apply subject to the following:

7.1 Law 7.3 Selection and preparation

The following will apply in addition to Law 7.3:

The third umpire shall ensure that, prior to the start of play and during any intervals, only authorised ground staff, the ICC match officials, players, team coaches and authorised television personnel 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.

- d 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.
- e Access shall not interfere with pitch preparation.

In the event of any dispute, the umpires will rule and their 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 and immediately advise the ICC representative.
- 7.2.2 The on-field umpires and the ICC representative 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 one of the options in the following sequence:
 - a whether the existing pitch can be repaired. Repair work will only be considered if there has been malicious damage to a non-crucial part of the pitch;
 - b whether the alternative pitch can be used;
 - c whether the match has to be abandoned.
- 7.2.5 When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.
- 7.2.6 In the event of a decision being taken in favour of Clauses 7.2.4 (a) or 7.2.4 (b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.
- 7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures herein provided, shall be the responsibility of the on-field umpires.
- 7.2.8 In the event that the existing pitch can be made playable after suitable remedial work in Clause 7.2.4 (a) above, the match shall continue from the point stopped.

7.2.9 If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above).

7.2.10 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the ICC shall determine whether the match can be replayed within the existing tournament schedule.

7.3 Law 7.5 - Non-turf pitches

Law 7.5 shall not apply.

8 Law 8 - The Wickets

8.1 Law 8.2 - Size of stumps

Law 8.2 shall apply.

9 Law 9 - The Bowling, Popping and Return Creases

9.1 Law 9.3 - The Popping Crease

Law 9.3 shall apply.

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 D shall be marked in white at each end of the pitch.

10 Law 10 - Preparation and Maintenance of the Playing Area

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 footholes

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 bowler's run-ups shall be covered to a distance of at least 5 x 5 metres.

11.4 Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

The covers shall be removed no earlier than 7.00am provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

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 50 overs.

All matches shall be of one day's scheduled duration save:

- 12.1.1 For the semi-finals and final as well as the ranking play-off matches and ranking finals, a reserve day shall be provided.

The match shall be continued from the scheduled day as follows:

Every effort is made to complete the match on the scheduled day with any necessary reduction in overs taking place and only if the minimum number of overs necessary to constitute a match cannot be bowled on the scheduled day will the match be completed on the reserve day.

- 12.1.2

In the preliminary group matches both Sunday 3rd July and Wednesday 6th July have been allocated as a reserve day on which 'no result' matches shall be replayed from the scheduled day. 'No result' matches shall be rescheduled in the following order of priority and as follows:

Round 1 - If all of the matches in Round 1 are declared 'no result', they will be rescheduled to be played on Sunday 3rd July.

Round 2 - If all of the matches in Round 2 are declared 'no result', they will be rescheduled to be played on Sunday 3rd July provided it has not already been utilised by a rescheduled Round 1 as above.

Rounds 1 and 2 – if all of the matches in Rounds 1 and 2 are declared 'no result', Round 1 will be rescheduled to be played on Sunday 3rd July and Round 2 will be rescheduled to be played on Wednesday 6th July.

Round 3 - If all of the matches in Round 3 are declared 'no result', they will be rescheduled to be played on

Wednesday 6th July provided it has not already been utilised by a rescheduled Round 1 or Round 2 as above.

Round 4 - If all of the matches in Round 4 are declared 'no result', they will be rescheduled to be played on Wednesday 6th July provided it has not already been utilised by a rescheduled Round 1, Round 2 or Round 3 as above.

Rounds 3 and 4 – if all of the matches in Rounds 3 and 4 are declared 'no result', Round 3 will be rescheduled to be played on Wednesday 6th July provided it has not already been utilised by either a rescheduled Round 1 or Round 2 as above. In this circumstance Round 4 will not be able to be rescheduled.

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) (iii) shall not apply.

12.4 Length of Innings

12.4.1 Uninterrupted Matches.

- a Each team shall bat for 50 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 interval shall not be extended and the second session shall commence at the schedule time. The team batting second shall receive its full quota of 50 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 50 overs, the team batting second shall be entitled to bat for 50 overs.
- d If the team fielding second fails to bowl 50 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 Penalties shall apply for slow over rates (refer ICC Code of Conduct as applies to the Development Program).

12.4.2 Delayed or Interrupted Matches

- a Delay or Interruption to the Innings of the Team Batting First (see Appendix B)
 - (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 14.28 overs per hour, 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 20 overs have to be bowled 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 14.28 overs per hour. 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 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 of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.
 - (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 have been bowled or the innings is completed.

- (v) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
 - (vi) Penalties shall apply for slow over rates (refer to ICC Code of Conduct as applies to the Development Program).
- b) Delay or Interruption to the innings of the Team Batting Second (see Appendix C)
- (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 14.28 overs per hour, which is inclusive of the provision of drinks intervals, 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 20 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 its allocated overs.
 - (v) A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour. With the exception of drinks intervals, 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.
- (vii) Penalties shall apply for slow over rates (refer ICC Code of Conduct as applies to the Development Program).

12.5 Extra Time

The hours of play shall be extended by a maximum of one hour in cases where the start is delayed or play is suspended.

12.6 Number of Overs per Bowler

No bowler shall bowl more than 10 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.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed 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.

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

The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the

team batting first has completed its innings at least 30 minutes prior to the scheduled interval, in which case a ten minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where play is delayed or interrupted the umpires will reduce the length of the interval as follows

Time Lost	Interval
Up to 60 minutes	30 Minutes
Between 60 and 120 Minutes	20 Minutes
More than 120 Minutes	10 Minutes

Note: Refer also to Clause 12.4.2

15.2 Law 15.9 - Intervals for drinks

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

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.

16 Law 16 - Start of Play; Cessation of Play

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

16.1 Start and Cessation Times

- a) The scheduled hours of play will be 10.45 to 18.30. The same timings will apply for any reserve days.
- b) There will normally be two sessions of play of 3 hours 30 minutes each, separated by an interval of 45 minutes from 14.15 to 15.00.
- c) See also clause 12.

16.2 Laws 16.6, 16.7 and 16.8 shall not apply.

16.3 Laws 16.9, 16.10, and 16.11 shall apply in so far as they are relevant to a one innings limited overs type match.

17 Law 17 - Practice on the Field

17.1 Law 17.1 - Practice on the field

The following shall apply in addition to Law 17.1:

The use of the square for practice on any day of any match will be restricted to any netted practice area on the square set aside for that purpose.

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

19.1.1 The playing area shall be a minimum of 140 yards (128.01 metres) from boundary to boundary square of the pitch. The pitch shall be a minimum 60 yards (54.86 metres) from one boundary square of the pitch. When this minimum distance is used, the pitch has to be a minimum 80 yards (73.15 metres) from the opposite square boundary. The straight boundary at both ends of the pitch shall be a minimum of 60 yards (54.86 metres). Distances shall be measured from the centre of the pitch to be used.

Any ground on which a Test or One Day International has been played prior to 1st July 1995 which can not conform with these minimum dimensions shall be exempt from this playing condition. Any new ground must conform to these minimum dimensions.

19.1.2 Sightscreens shall be provided at both ends of all grounds. Advertising shall be permitted on the sightscreen behind the striker, providing it is removed for the subsequent over from that end. Such advertising shall not contain flashing or flickering images and particular care should be taken by the operators that the advertising is not changed at a time which is distracting to the umpire.

19.2 Law 19.2 - Defining the boundary - boundary marking

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by the ICC from time to

time. Where appropriate the rope should be a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 metres) between the boundary and the fence.

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 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

21.3 Law 21.4 - A Tie

Law 21.4 shall apply in addition to the following:

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

21.4 Law 21.5 - A Draw

Law 21.5 shall not apply.

21.5 Prematurely Terminated Matches - Calculation of the Target Score

21.5.1 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 either team has to be revised to a lesser number than originally allotted (minimum of 20 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 current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Appendix 2)

21.5.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (refer Appendix 2). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

21.6 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

21.7 Competition Format

The 12 participating nations have been divided into two groups consisting of 6 teams each as follows:

Group A

Bermuda
Denmark

Group B

Canada
Holland

Ireland	Namibia
Uganda	Oman
UAE	Scotland
USA	PNG

Each team will play every other team in its group once.

At the end of the group matches the top two teams from each group will progress to the semi finals as follows:

SF1	A1	v	B2
SF2	A2	v	B1

The winners of SF1 and SF2 will contest the ICC Trophy Final.

The teams finishing in positions 3 to 6 in each group will play in ranking play-offs to determine positions 5 to 12.

The ranking play-offs will take place as follows:

RP3	A3	v	B4
RP4	A4	v	B3
RP5	A5	v	B6
RP6	A6	v	B5

The losers of the semi-finals as well as the winners and losers of the play-offs will play in the ranking finals to determine their final positions as follows:

Losers SF1	v	Losers SF2	3 rd and 4 th place
Winner RP3	v	Winner RP4	5 th and 6 th place
Loser RP3	v	Loser RP4	7 th and 8 th place
Winner RP5	v	Winner RP6	9 th and 10 th place
Loser RP5	v	Loser RP6	11 th and 12 th place

21.8 Points

21.8.1 Group Matches

The following points system will apply to the Group Matches:

Win	2
Tie or No Result	1
Loss	0

In the event of teams finishing on equal points within their respective group, the order of finishing will be determined as follows:

- a) If there are teams with equal points in the Group Matches then in such case the team with the higher net run rate in the Group Matches will be placed in the higher position.
- c) If following the net run rate calculation above there are teams which are still equal, then the team with the higher number of wickets taken per balls bowled in the Group Matches in which results were achieved will be placed in the higher position.
- d) In the highly unlikely event that teams cannot be separated by the above this will be done by drawing lots.

21.8.2 Semi-finals and Ranking Play-offs

If a Semi-Final or a ranking play-off is tied or there is no result, the team with the highest net run rate in the Group matches in which results were achieved shall proceed to the Final or the ranking final as the case may be.

If both teams have equal net run rates then the team with the higher number of wickets taken per balls bowled in the Group Matches in which results were achieved shall proceed to the Final or the ranking final as the case may be.

If still equal, the finalist shall be determined by the drawing of lots.

21.8.3 Final and Ranking Finals

If the Final is tied or there is no result, the teams will be declared joint winners of the ICC Trophy.

However, for the purpose of determining final positions, if the Final or any of the ranking finals is tied the team with the highest net run rate in all of its previous matches in which results were achieved shall be placed in the higher position.

If both teams have equal net run rates then the team with the higher number of wickets taken per balls bowled in all of its previous matches in which results were achieved shall be placed in the higher position.

21.8.4 Net Run Rate

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

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.

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 Duckworth/Lewis, 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 Duckworth/Lewis 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.

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 third umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

23 Law 23 - Dead Ball

Law 23 shall apply.

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.

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:

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 legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a 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 or result from a wide ball, which is not a no ball, shall be scored wide balls.

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 shall apply.

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.

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 - 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 Restriction of the Placement of Fieldsman

41.2.1 Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.43 metres) by a straight line drawn on the field on the same side of the pitch. The field restriction area 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 (18cm) in diameter.

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

- 41.2.3 For the first 15 overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 41.2.4 For the remaining overs only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 41.2.5 Two inner circles shall be drawn on the field of play. The circles have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The field restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. (Refer attached Appendix 1). In the first 15 overs there must be a minimum of two stationary fieldsmen within the 15 yards (13.72 metres) field restriction of the striker at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip and gully positions.
- 41.2.6 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in Clauses 41.2.3 and 41.2.5 above shall be reduced proportionally in a ratio of 15:50 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total overs in innings No. of overs for which fielding restrictions in Clauses 41.2.3 and 41.2.5 above will apply

20-23	6
24-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40-43	12
44-46	13
47-49	14
50	15

41.2.7 W

here the number of overs for the team batting second is reduced, the restrictions in Clauses 41.2.3 and 41.2.5 above will apply for the same proportion of the second innings as applied in the first innings (fractions to be ignored).

41.2.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpires shall call and signal ‘No Ball’.

42 Law 42 - Fair and Unfair Play

42.1 Law 42.3 - The Match Ball - changing its condition

42.1.1 Law 42.3 shall apply, subject to the following:

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

- a Inform the captain of the fielding side of the reason for the action taken.

42.1.2 And in addition to Law 42.3:

- a The umpires shall report the incident to the ICC Tournament Referee under the ICC Code of Conduct.
- b In the event that a ball has been interfered with and requires replacement 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.

42.2 Law 42.4 - Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

42.2.1 In addition, the umpires shall report the incident to the ICC Tournament Referee under the ICC Code of Conduct.

42.3 Law 42.5 - Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following:

42.3.1 In addition, the umpire shall report the incident to the ICC Tournament Referee under the ICC Code of Conduct.

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 ICC Tournament Referee who 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, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not is it likely to inflict physical injury on the striker.
- b A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and

unfair, whether or not it is likely to inflict physical injury on the striker.

- c In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2 (a) and 42.4.2 (b) above (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball and 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.
- 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.
- e The bowler thus taken off shall not be allowed to bowl again in that innings.
- f 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.
- g The umpires will then report the matter to the ICC Tournamant Referee who 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 ICC Tournament Referee who 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 dangerous and 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 bowlers end shall:

42.6.1 Call and signal no ball.

42.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.

42.6.3 Not allow the bowler to bowl again in that innings.

42.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

42.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the ICC Tournament Referee who 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:

42.8.1 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 ICC Tournament Referee who shall take such action as is considered appropriate against the captain and the team concerned under the ICC Code of Conduct.

42.9 Law 42.10 Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

42.9.1 In addition, the umpires will report the incident to the ICC Tournament Referee under the ICC Code of Conduct.

42.10 Use of Electronic 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.

APPENDIX B

Calculation Sheet for Use When Delays or Interruptions Occur in First Innings of One Day Internationals

Net playing time available at start of the match 420 minutes (A)
Time innings in progress _____ (B)
Playing time lost _____ (C)
Extra time available _____ (D)
Time made up from reduced interval _____ (E)
Effective playing time lost [C – (D + E)] _____ (F)
Remaining playing time available (A – F) _____ (G)

Overs and Fielding Restrictions

Overs in match [$G / 4.2$] round up fraction and +1 if necessary _____ (H)
Max. overs per team [$H / 2$] _____ (I)
Max. overs per bowler [$I / 5$] _____ overs
Fielding restrictions [$I \times 0.3$] _____ overs
Fielding restrictions innings 1 _____ overs
Fielding restrictions innings 2 _____ overs [Note carefully Clause 41.2.7 is applied]

Rescheduled Playing Hours

First session to commence or recommence _____ (J)
Length of innings [$I \times 4.2$] _____ (K)
Rescheduled cessation time [(J + K) – B] _____
Length of interval _____
Second session commencement time _____ (L)
Rescheduled cessation time = (L + K) _____

APPENDIX C

Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of One Day Internationals

Time

Original cessation time of innings _____ (A)

Time at start of interruption _____ (B)

Restart time _____ (C)

Length of interruption [C – B] _____ (D)

Extra time available _____ (E)

Total playing time lost [D – E] _____ (F)

Amended cessation time of innings [A + E] _____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost [F / 4.2] ignore fractions _____ (I)

Adjusted maximum length of innings [H – I] _____ (J)

Overs and Fielding Restrictions

Max. overs per bowler [J / 5] _____ overs

Fielding restrictions [J x 0.3] _____ overs

**APPENDIX D
CREASE MARKINGS**



