



THE KARNATAKA STATE CRICKET ASSOCIATION

M. Chinnaswamy Stadium, Cubbon Road, Bangalore - 560 001.

PLAYING CONDITION No. 4 - ONE-DAY MATCHES (20 overs a side)

APPLICABLE FOR

Group I – T20 Tournament to all Divisions – KSCA T20 Tournament
Group II – T20 Tournament to all Divisions – The Hindu Trophy
Women's Senior T20 Tournament
Corporate Cup

1. LAW 12 - INNINGS

Law 12 shall apply subject to the following:

1.1 Law 12.1 - Number of innings

Law 12.1 shall be replaced by the following:

All matches will be 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.

1.2 Law 12.3 - Completed innings

Laws 12.3 (c), (d) and (e) (ii) shall not apply.

1.3 Length of innings

1.3.1 Uninterrupted matches.

- a) Each team shall bat for 20 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 scheduled time. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

- d) 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.
- e) Penalties shall apply for slow over rates.

1.3.2 Delayed or interrupted matches

- a) Delay or interruption to the innings of the team batting first (see **Appendix 2**).
 - (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 14.11 overs per hour 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 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
 - (iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by team 1 multiplied by 4.25, then the first innings is terminated and the provisions of 1.3.2 (b) below take effect.
 - (iv) 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 14.11 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, interruptions in play and interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required the original time shall be extended to allow for one extra over for each team.
 - (v) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required numbers of overs have been bowled or the innings is completed.
 - (vi) Penalties shall apply for slow over rates.
- b) Delay or interruption to the innings of the team batting second (see **Appendix 3**).
 - (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 14.11 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

- (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 5 overs have to be bowled to the team batting second subject to a result not being achieved 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 14.11 overs per hour. The timing and duration of all relative delays 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.

1.4 Number of overs per bowler

- a) No bowler shall bowl more than 4 overs in an innings.
- b) 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.
- c) 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.
- d) 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.

2. LAW 15 - INTERVALS

Law 15 shall apply subject to the following:

2.1 Law 15.5 - Changing agreed times for intervals - Interval 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 of 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.

However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the interval between innings may be reduced from 20 minutes to not less than 10 minutes.

2.2 Law 15.9 - Intervals for drinks

No drinks intervals shall be permitted.

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.

3. LAW 16 - START OF PLAY; CESSATION OF PLAY

Law 16 shall apply subject to the following:

3.1 Law 16.1 - Start and cessation times

There will be 2 sessions of 1 hour and 25 minutes each, separated by a 20 minutes interval between innings.

3.2 Hours of play:

Match 1:

9.30	a.m.	to	10.55	a.m.	(First session)
10.55	a.m.	to	11.15	a.m.	(Break)
11.15	a.m.	to	12.40	p.m.	(Second session)

Match 2:

1.30	p.m.	to	2.55	p.m.	(First session)
2.55	p.m.	to	3.15	p.m.	(Break)
3.15	p.m.	to	4.40	p.m.	(Second session)

In case of Women's tournaments, the length of innings shall be 75 minutes and over rate shall be 16 overs per hour (3.75 minutes per over). The timings shall be adjusted accordingly.

4. **LAW 21 – THE RESULT**

Law 21 shall apply subject to the following:

4.1 **Law 21.2 - A win - one innings match**

Law 21.2 shall apply in addition to the following:

- a) The side, which has scored in its innings a total of runs in excess of that scored, by the opposite side in its completed innings shall win the match.
- b) The result of the match shall be a tie when the scores are equal at the conclusion of play but only if the side batting last has completed its innings. The winner shall be decided by super over.
- c) If the match is abandoned due to weather, light, ground conditions or any other reason, the winner shall be the one with better run rate, provided team batting second has batted for minimum 5 overs. Otherwise the result of the match shall be decided by super over.
- d) If a match is totally washed out without a ball being bowled on account of ground, weather and light conditions, it will not be replayed and the winner shall be decided by super over.
- e) In the initial knock-out stage, in the event of conditions not permitting super over, the winner will be decided by spin of a coin by the captains in the presence of the umpires. In the league stage, points shall be shared. In the final knock-out except final match, clause 4.3 below will be followed in deciding the winner.
- f) In case of final match ends in a no result or tie, super over shall not be played and the teams will be declared as joint winners.

4.2 **Match points**

Win	-	4 points
Tie or No Result	-	2 points
Loss,	-	0 point

4.3 **Points being equal**

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

- a) In the event of an equality of points the higher number of outright wins in league stage will determine the position in the table of points.
- b) In the event of an equality of outright wins, the team with a win over the other team in the league match shall be placed higher.
- c) Should there be equality in both points and wins, the position shall be determined by the net run rate calculated thus
- d) If for any reason a team does not have net run rate an additional match to decide the qualifier shall be played.

4.4 Net run rate

- a) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the league stage, the average runs per over scored against that team throughout the league stage.
- b) 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.
- c) If a match is declared as no result, excluding a tie, run rate is not applicable.

5. LAW 24: NO BALL

Law 24 shall apply subject to the following:

5.1. Free Hit

In addition to the above, the delivery following a no ball called (for all modes of No ball) shall be free hit for whichever batsman is facing it. If the delivery for a free hit is not a valid delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for free hit was called a wide ball.

Field changes are not permitted for free hit deliveries unless

- a) There is a change of striker (the provision of clause 41.2 shall apply) or
- b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

The umpires will signal a free hit (after the normal No Ball signal) by extending one arm straight upward and moving it in a circular motion.

6. LAW 25: WIDE BALL

6.1. Law 25.1 – Judging a wide

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

Any off side or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

As a guide, on the leg side a ball landing clearly outside the leg stump and going further away shall be called a wide.

7. LAW 31: TIMED OUT

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds to the fall of the previous wicket / retirement of a batsman. The incoming batsman is expected to be ready to make his way to the wicket immediately after a wicket falls / retirement of a batsman.

8. LAW 41 – THE FIELDER

Law 41 shall apply subject to the following:

8.1 Restrictions on the placement of fieldsmen

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

8.1.2 In addition to the restriction contained in clause 8.1.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

- a) Subject to 8.1.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (power play overs)
- b) Two semi-circles shall be drawn on the field of play. The radius of each of the semi-circles shall be of maximum 30 yards (27.43 meters).
- c) During the power play overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the non-powerplay overs no more than 5 fieldsmen shall be permitted outside the field restriction area at the instance of delivery referred to in clause 8.1.2 b above.

8.1.3 In circumstance when the number of overs of the batting team is 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 overs In a innings	No. of overs for which fielding restrictions In clauses 8.1.2 a, 8.1.2 c above will apply
5 - 8	2
9 - 11	3
12 - 14	4
15 - 18	5
19 - 20	6

8.1.4 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required numbers of power play overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

8.1.5 In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'no ball'.

9. LAW 42.6 – DANGEROUS AND UNFAIR BOWLING

9.1 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 popping 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 (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 one of the allowable short pitched deliveries 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 (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.

The above is not a substitute for law 42.7 below which umpires are able to apply at any time.

10. RETENTION OF BALL

The umpires shall retain the match ball used by the fielding team. In case of super over to be played out, the match ball used by the respective fielding team in the main match shall be used in the super over.

Note:

The KSCA general playing conditions, whichever is pertaining to this tournament shall apply.

Appendix A

Procedure for the super over

The following procedure will apply should the provision for a super over be adopted in any match.

1. Subject to weather conditions the super over will take place on the scheduled day of the match at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
2. The amount of extra time allocated to the super over is 30 minutes. Should play be delayed prior to or during the super over, once the playing time lost exceeds the extra time allocated, the super over shall be abandoned.
3. The super over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.
4. The umpires shall stand at the same end as that in which they finished the match.
5. In both innings of the super over, the fielding side shall choose from which end to bowl.
6. Only nominated players in the main match may participate in the super over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super over due to injury, illness or other wholly acceptable reasons, the relevant Laws and playing conditions as they apply in the main match shall also apply in the super over.
7. Any penance time being served in the main match shall be carried forward to the super over.
8. Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 match.
9. The team batting second in the match will bat first in the super over.
10. The loss of two wickets in the over ends the team's one over innings.
11. In the event of the teams having the same score after the super over has been completed, the team whose batsmen have hit the most number of boundaries combined from its two innings in both the main match and the super over shall be the winner.

12. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the super over) shall be the winner.
13. If still equal, a count-back from the final ball of the super over 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 non-bowled 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 ball or penalty runs.

Example:

scored from:	Team1	Team2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6
Total	15	15

In the above example both teams have scored equal number of runs from the 6th and 5th ball of their innings. However team 1 have scored 2 runs from its 4th ball while team 2 have scored a single, so team 1 is the winner.

14. If still equal the following shall apply:
- In the league stage, the result will be a tie and the points shared accordingly.
 - **At the knock-out stage winner will be decided as under:**
Including and up to the semi-finals following procedure to be followed:
 - a) The team with most wins in all previous matches including league matches.
 - b) If still equal, the teams with higher net run rate in all previous matches including the league matches where results are achieved.
 - c) If still equal, the team with the higher number of wickets per balls bowled in all previous matches including the league matches in which results are achieved.

- d) If still equal, then the winner will be decided by spin of a coin by the captains in the presence of the umpires.
- e) In case of Final match, teams will be declared as Joint Winners.

Clause 2 examples

1. Scheduled finish 5.00 p.m. super over scheduled to start by 5.10 p.m. 30 minutes extra time available, so game must start by 5.40 p.m. otherwise super over is abandoned.
2. Match finishes at 5.10 p.m. super over is scheduled to start at 5.20 p.m. with 30 minutes of extra time. It starts at 5.20 p.m. but is interrupted at 5.25 p.m. Play must resume by 5.55 p.m. otherwise super over is abandoned.

Match finishes at 5.20 p.m. super over is scheduled to start at 5.30 p.m. but is delayed, in which case it must start by 6.00 p.m. otherwise super over is abandoned.