



**Affiliated to BCCI**

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## **PLAYING CONDITIONS**

The following playing conditions are applicable during the Three-days League of the Bihar Cricket Association Senior Men's Inter District Tournament: -

1. **All the matches** will be played as per MCC Laws (2000 code 5th edition 2010) and current BCCI playing conditions except as varied hereunder
2. **All matches** shall be of two innings per side.
3. **Hours of Play:** - 9:30 am to 12:00 pm - First Session
  - A. 12:00 pm to 12:40 pm – Lunch
  - B. 12:40 pm to 14:40 pm – Second Session
  - C. 14:40 pm to 15:00 pm – Tea
  - D. 15:00 pm to 16:30 pm – Third Session

Teams should be present at the respective grounds at least 1 hour before the scheduled start of the match for the smooth conduct of the league matches, each team should nominate its playing XI prior to the toss.

4. **Number of overs per day:** - 90 overs to be bowled per day in six hours of playing time. (15 overs per hour of playing time).

**A. In case of Un-Interrupted Matches:** - 90 overs minimum shall be bowled. The game shall not continue for more than 30 minutes (permitted over time) after the scheduled close of play. On the last day of the match, a Minimum number of overs (75 overs) or as recalculated have to be bowled before the start of the mandatory hour provided ground, weather and light conditions permit. (Mandatory overs: Minimum of 15 overs or as recalculated)

**B. Interrupted Matches:**

- Subject to weather and light, except in the last hour of the match in the event of play being suspended for any reason other than the normal interval the playing time on that day shall be extended up to a maximum of 30 minutes in addition to permitted overtime.
- On any day if the match is delayed or interrupted, intervals can be rescheduled in consultation with both the captain.

5. **Penalty for slow over rate:**

- Penalty clause will apply for the slow over rate which will be calculated at the end of each inning.



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- Penalty will be double the run rate scored by the team batting multiplied by the number of overs bowled short.
- Fractions are to be ignored at the end of the calculations.
- Penalty will not be applicable if the side is all out or declares its innings closed within 50 or less overs.
- While calculating the penalty, the following deductions should be made regarding time lost during play due to the following
  - ✓ Two minutes for every wicket taken.
  - ✓ 4 minutes for each drink's break taken in any session.
  - ✓ Actual time lost due to any circumstances beyond the control of the fielding side.

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

#### **6. Interval for Drinks: -**

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

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

#### **8. Wide Ball: -**

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

#### **9. Balls:**



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- Teams are entitled to claim the second new ball on completion of a minimum of 80 over on-turf pitches.
- A new ball shall be taken after every 100 overs have been bowled with the old ball. When the ball is replaced the umpires shall inform the batter and scorers.

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

**11. Extra Time:** The umpires may decide to play 30 minutes (minimum of 8 over's) extra time at the end of any day (other than the last day) if, requested by either captain if, in the umpire's opinion, it would bring about a definite result on that day. If the umpires do not believe a result can be achieved, no extra time shall be allowed.

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

**13. Points system:**

A. Outright Win	-	Six Points
B. Inning win /Win by 10 wickets	-	One Bonus Point
C. First Inning Lead but not outright win	-	Three Points
D. Loss on First Innings	-	One Point
E. Tie on the first inning without outright result	-	One Point each
F. Tie on both innings	-	Three Points each
G. Outright Loss	-	Zero Point
H. First Innings results not Achieved with or Without weather interference	-	One Point Each

**14. Umpires:** - No protest will be entertained against umpiring decisions. Umpire's decision is final.

**15. Responsibility of Captains:** - The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the laws. The Spirit of the game involves respect to:

- Your Opponents.
- The role of the umpires.
- Your own team.



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**16. Point Being Equal:** - If two or more teams secure equal points, then their relative points 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 will determine the position in the table,
- B.** Should there be equality in wins the team which gets more number of first innings lead,
- C.** If still equal the position shall be determined by the below-mentioned average calculation.
  - 1.** Divide the total number of runs scored by a team by the number of wickets lost by it.
  - 2.** Divide the total of runs scored against the team by the total number of wickets taken by it.
  - 3.** Divide the former (1) by the latter (2) and the team having a higher percentage shall be considered to have the better performance.

After applying **A, B and C** above, if teams cannot be separated then if three or more teams are equal will be decided on lots and if two teams are equal will be decided on the spin of the coin.

**17. Protest:** - Protest if any must be sent within 24 hours of the conclusion of the match. Six copies of the protest memorandum duly attested by the concerned President / Secretary of the DCA along with a protest fee of Rs.500/- (on DCA Cheque only) must be sent to the Hon. President of the Association. The fee will be refunded only if the protest is upheld. In all cases, the decision of the Association's Technical Committee will be final and binding.

**18. Impact Players Rules:** -

- A team can nominate 2 impact players before the start of the match and can use them after the end of 1<sup>st</sup> inning of the match if the impact player is a batter and from the start of the match in the case of a bowler.
- Impact players have to be nominated before the toss and cannot be changed thereafter.
- Nominated impact player must join the team before the start of the innings and if not, it cannot be added thereafter in the match.
- Impact player batter cannot bowl and impact player bowler cannot bat anytime or in any condition during the match.
- Wicket Keeper (**W.K.**) cannot be considered an impact player.
- In the case of a bowler, an Impact player must be one spinner and one fast bowler. No two completely same proficiency bowlers can be used.



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- Before the start of the match both teams have to submit their player's list indicating impact players in below mentioned format:

The following players have been selected to play for District Association /Zone name				
Sl. No.	Name of Players	Proficiency	Mobile Number	Remarks
1	Player Name			<b>Captain</b>
2	Player Name			<b>Vice-Captain</b>
3	Player Name			Batting Impact Player -1
4	Player Name			Batting Impact Player -2
5	Player Name			<b>Wicket Keeper</b>
6	Player Name			
7	Player Name			
8	Player Name			
9	Player Name			
10	Player Name			
11	Player Name			
12	Player Name			<b>Impact Player- Spin Bowler</b>
13	Player Name			<b>Impact player- Fast Bowler</b>
14	Player Name			
15	Player Name			
16	Players Name			<b>Reserve Wicket Keeper</b>

**Note: -**

1. In the case of batting 1st both batting impact players can be used and must be informed to the umpires, scorers, observer and opposition Captain.
2. In case of bowling 1st, bowling impact players will participate in the match from the start in place of batting impact players even if they are not nominated in the initial playing 11.
3. Once the impact player is nominated and opted it will remain the same during the match in both innings. (all four innings)
4. Reserve Wicket keeper will travel with the team, even if he is not part of 15 members squad and can-do wicket-keeping in case of injury to the original Wicket Keeper with the consent of both the umpires and observer but cannot field as a substitute.
5. If bating impact player bowled by mistake, 5 penalty runs will be imposed and all the runs scored will be counted but the wicket taken will be reversed. In the case of the bowlers, the



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impact player who came to bat, all the runs will be deducted and 5 penalty runs will be imposed and will be barred from further participation in the match.

Bihar Cricket Association

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