



## **BIHAR CRICKET ASSOCIATION**

### **THREE DAY LEAGUE PLAYING CONDITIONS 2022-23**

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  
12:00 pm to 12:40 pm – Lunch  
12:40 pm to 14:40 pm – Second Session  
14:40 pm to 15:00 pm – Tea  
15:00 pm to 16:30 pm – Third Session

Teams should be present at the respective grounds at least 1 hour before the schedule 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 over's per day: On all days 90 over's to be bowled in six hours of playing time. (15 overs per hour of playing time).

Un-interrupted Matches: In a normal day's game a minimum of 90 over's shall be bowled. The game shall not continue for more than 30 minutes (permitted over time) after the schedule close of play.

5. On the last day of the match minimum number of over's (75 over's) or as recalculated have to be bowled before the start of the mandatory hour provided ground, weather and light conditions permit. (Mandatory over's: Minimum of 15 over's or as recalculated)

#### **6. Interrupted Matches:**

- (i) 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 over time.
- (ii) On any day if the match is delayed or interrupted, intervals can be rescheduled in consultation with both the captains.

#### **7. Penalty for slow over rate:**

- (i) Penalty clause will apply for slow over rate which will be calculated at the end of each innings
- (ii) Penalty will be double the run rate scored by the team batting multiplied by number of over bowled short.
- (iii) Fractions are to be ignored at the end of the calculations.
- (iv) Penalty will not be applicable if the side is all out or declares its innings closed within 50 or less overs.
- (v) While calculating penalty the following deductions should be made regarding time lost during play due to the following
  - (a) Two minutes for every wicket taken.

- (b) 4 minutes for each drinks break taken in any session.
- (c) 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.

### 8. Interval for Drinks:

- (i) One drinks 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.
- (ii) An individual player may be given a drink either on the boundary edge or at the fall of wicket on the field provided no playing time is wasted.
- (iii) No other drinks shall be taken on the field without the permission of the Umpires.

**9. No-Ball:** Two bouncers per over is allowed. Subsequent bouncer (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.

### 10. Wide Ball:

- (i) A ball which passes after pitching above the batsman's head to an extent that it prevents the batsman 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.
- (ii) For bowlers, whom the umpires feel are adopting negative tactic by bowling down the leg-side, the limited over's wide interpretation will be applied
- (iii) 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.

### 11. Balls:

- (i) Teams are entitled to claim the second new ball on completion of a minimum of 80 over on turf pitches.
- (ii) New ball shall be taken after 100 over's have been bowled with the old ball. When the ball is replaced the umpires shall inform the batsman and scorers.

**12. 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.

**13. 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 last day) if, requested by either captain if, in the umpires 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.

**14. 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.

### 15. Points system:

- |   |   |                   |
|---|---|-------------------|
| (i) Outright Win  | - | Six Points        |
| (ii) Inning win /Win by 10 wickets  | - | One Bonus Point   |
| (iii) First Inning Lead but not outright win                                  | - | Three Points      |
| (iv) Loss on First Innings  | - | One Point         |
| (v) Tie on first inning without outright result                               | - | One Point each    |
| (vi) Tie on both innings  | - | Three Points each |
| (vii) Outright Loss   | - | Zero Point        |
| (vii) First Innings results not Achieved with or without weather interference | - | One Points Each   |

16. **Umpires:** No protest will be entertained against umpiring decisions. Umpire decision is final.

17. **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 captain and team.

18. **POINTS 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 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 number 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 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 spin of coin.

19. **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.

20. **IMPACT PLAYERS RULE:**

- 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 impact player is a batter and from the start of the match in case of bowler.
- Impact players have to be nominated before the toss and cannot be changed thereafter.
- Nominated impact player must join the team before start of the innings and if not, it cannot be added there after in the match.
- Impact player batter cannot bowl and impact player bowler cannot bat anytime or in any condition during the match.
- Wk cannot be considered as impact player.
- In case of bowler impact player it must be one spinner and one fast bowler. No two completely same proficiency bowler can be used.
- Before the start of the match this should be the team format.

- 1) ab
- 2) bc
- 3) cd (batting impact player-1)
- 4) de (batting impact player-2)
- 5) ef
- 6) fg
- 7) gh
- 8) hi
- 9) ij
- 10) jk
- 11) kl
- 12) lm (spin bowling impact player)
- 13) mn (fast bowling impact player)
- 14) no
- 15) op
- 16) pq
- 17) qr (reserve wk)
- 18) rs
- 19) st
- 20) tu

Note-in case of batting 1<sup>st</sup> both batting impact players can be used and must be informed to the umpires, scorers, observer and opposition captain.

In case of bowling 1<sup>st</sup>, bowling impact players will participate in the match from the start in place of batting impact players even they are not nominated in initial playing 11.

- Once impact player is nominated and opted it will remain same during the match in both the innings. (all four innings).
- Reserve wk will travel with the team even he is not part of 15 member squad and can-do wicket keeping in case of injury to original wk with the consent of both the umpires and observer but cannot field as a substitute.
- If batting impact player bowled by mistake 5 penalty runs will be imposed and all the runs scored will be counted but wicket taken will be reversed. In case of bowlers impact player came to bat all the runs will be deducted and 5 penalty will be imposed and will be barred from further participation in the match.

Bihar Cricket Association





