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* Red color text represent the changes for the present year

TOURNAMENTS - PLAYING CONDITIONS

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THE KARNATAKA STATE CRICKET ASSOCIATION

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

KSCA LEAGUE TOURNAMENTS

A. TYPE OF TOURNAMENTS

1. TOURNAMENTS for GROUP I (Clubs and Institutions in Bengaluru zone)

1.1. Division tournaments

- a) **Division I** : League tournament for Sir Mirza Ismail Shield.
- b) **Division II** : League tournament for Sri M. A. T. Acharya Shield.
- c) **Division III** : League tournament for Sri Nassur Memorial Shield.
- d) **Division IV** : League cum Knock-out tournament for Metro Shield.
- e) **Division V** : League cum Knock-out tournament for Sri J. B. Mallaradhyia Shield.

Note: A second team of any affiliated member will not be permitted as a fresh entrant for any of the above tournaments

1.2. Open tournaments

(Clubs and Institutions of group I, affiliated to the KSCA are eligible to participate in this tournament)

- a) **Y S Ramaswamy Memorial Trophy** : League cum Knock-out tournament.
- b) **KSCA T20 Tournament** : League cum Knock-out tournament.

Note: All affiliated members including the second team of any club, which are participating in the division tournaments, are permitted to participate in the above tournaments.

1.3. Age group tournaments

- a) **Under 14 years** : League cum Knock-out tournament for clubs registered in Group I – Division I, II, III and losing Semi-finalists of IV Division and Finalists of V Division.
- b) **Under 16 years** : League cum Knock-out tournament for clubs registered in Group I – Division I, II, III and losing Semi-finalists of IV Division and Finalists of V Division.
- c) **Under 19 years** : League cum Knock-out tournament for clubs registered in Group I – Division I, II, III and losing Semi-finalists of IV Division and Finalists of V Division.

1.4. Bengaluru and Mofussil clubs tournament

Champion clubs from all Zones and top six teams of Group I, Division II of Bengaluru zone.

2. TOURNAMENTS for GROUP II (Commercial, Banking & Industrial Establishments)

2.1 Division tournaments

- a) **Division I** : League and Super league tournament for KSCA Shield
- b) **Division II** : League cum Knock-out tournament for KSCA Shield
- c) **Division III** : Knock-out tournament for KSCA Shield

2.2 Open tournaments

- a) **The Hindu Trophy** : Institutions of Group II, affiliated to the KSCA are eligible to participate in this tournament.
- b) **Corporate Cup** : Institutions of Group II, affiliated to the KSCA are eligible to participate in this tournament along with Corporate Invitees.

Note: A second team of any affiliated member will not be permitted as a fresh entrant for any of the above tournaments.

3. TOURNAMENTS for WOMEN'S

- a) **Women's Senior League** : League cum Knock-out tournament for KSCA Shield
- b) **Women's Senior T20** : Knock-out tournament for

4. TOURNAMENTS for SCHOOLS

- a) **Boy's under 14 years, Division I** : League cum Knock-out tournament for B. T. Ramaiah Shield.
- b) **Boy's under 14 years, Division II** : League cum Knock-out tournament for B. T. Ramaiah Shield.
- c) **Boy's under 14 years, Division III** : League cum Knock-out tournament for B. T. Ramaiah Shield.
- d) **Boy's under 16 years, Division I** : League cum Knock-out tournament for KSCA Shield.
- e) **Boy's under 16 years, Division II** : League cum Knock-out tournament for KSCA Shield.
- f) **Boy's under 16 years, Division III** : League cum Knock-out tournament for KSCA Shield.
- g) **Girl's under 16 years** : League cum Knock-out tournament for KSCA Shield.

5. TOURNAMENTS for COLLEGES

- a) **Men's Inter Collegiate** : League cum Knock-out tournament for KSCA Shield
- b) **Women's Inter Collegiate** : League cum Knock-out tournament for KSCA Shield

6. TOURNAMENTS for INTER ZONAL

- a) **Under 14 years** : League cum Knock-out tournament for KSCA Shield.
- b) **Under 16 years** : League cum Knock-out tournament for KSCA Shield.

- c) **Under 19 years** : League cum Knock-out tournament for KSCA Shield.
- d) **Under 23 years / 25 years** : League cum Knock-out tournament for S. A. Srinivasan Memorial Trophy.

B. ENTRY FEE for TOURNAMENTS

1. GROUP I TOURNAMENTS

- a) Division I, II & III : Rs. 300/- per team.
- b) Division IV : Rs. 200/- per team.
- c) Division V : Rs. 150/- per team.
- d) Y S Ramaswamy Memorial Trophy : Rs. 250/- per team.
- e) Twenty 20 Tournament : Rs. 250/- per team.
- f) Under 14 years : Rs. 250/- per team.
- g) Under 16 years : Rs. 250/- per team.
- h) Under 19 years : Rs. 250/- per team.

2. GROUP II - TOURNAMENTS

- a) Division I : Rs. 5000/- per team.
- b) Division II : Rs. 5000/- per team.
- c) Division III : Rs. 2000/- per team.
- d) The Hindu Trophy : Rs. 3000/- per team.
- e) Corporate Cup : Rs. 15000/- per team.

Note: Institutional Members (IM) and Institutional Associates (IA) of KSCA shall pay the annual subscription fees of Rs. 50/- (Rupees Fifty only) during every financial year.

3. INTER SCHOOL TOURNAMENTS

- All Tournaments
- Private Schools : Rs. 2000/- per team
- Government Schools : Rs. 100/- per team

4. INTER COLLEGIATE TOURNAMENTS

- Men's Inter Collegiate Cup
- Private Colleges : Rs. 5000/- per team
- Government Colleges : Rs. 100/- per team

C. FORMATS of TOURNAMENTS

1. Group I Tournaments

- a) **Division I:** Not more than 12 teams in the division. Each team will play every other team once on round robin basis. All matches shall be of two day duration and played as per KSCA Playing condition no. 1.
- b) **Division II:** Not more than 12 teams in the division. Each team will play every other team once on round robin basis. All matches shall be of two day duration and played as per KSCA Playing condition no. 1.
- c) **Division III:** Not more than 12 teams in the division. Each team will play every other team once on round robin basis. All matches shall be of one day duration and played as per KSCA Playing condition no. 2.
- d) **Division IV:** Not more than 48 teams in the division. Teams will be divided into 8 zones of not more than 6 teams in each zone. Each team will play every other team in its respective zone once. Two teams securing highest number of points in each zone shall qualify for the Super league. These 16 teams qualified for the Super league will be divided into 4 zones of not more than 4 teams in each zone. Each team will play every other team once in their respective zone. Team securing highest number of points in each zone shall qualify for the semi-finals. Matches in the League stage and Semifinals and Final matches shall be of two day duration and played as per KSCA Playing condition no. 5.
- e) **Division V:** The teams participating shall be divided into zones as per the entries received. Each team will play every other team in its respective zone once. Top team from each zone shall qualify for the Knock-out stage. Matches in the League stage and Quarterfinals shall be of one day duration and played as per KSCA Playing condition no. 2. Semifinals and Final matches shall be of two day duration and played as per KSCA Playing condition no. 5.
- f) **Y S Ramaswamy Memorial Trophy:** Clubs and institutions of Group I, other than the 8 Quarter-finalists of the previous year's final Knock-out stage will play the initial Knock-out stage of the tournament. The teams entering round of last 8 in the initial Knock-out stage shall qualify to play the League stage. In the League stage, 8 teams of initial Knock-out stage will join 8 Quarter finalists of the previous year's final Knock-out stage. These 16 teams will be divided into 4 zones of not more than 4 teams each. Each team will play every other team once in their respective zone on round robin basis. Top 2 teams of each zone shall qualify for the Quarter-finals. All matches shall be one day duration and played as per KSCA Playing condition no. 2.

The final Knock-out stage shall be played as per prevalent BCCI One day Playing conditions.

- g) **KSCA T20 Tournament:** Clubs and institutions of Group I, other than the 8 Quarter-finalists of the previous year's final Knock-out stage will play the initial Knock-out stage of the tournament. The teams entering round of last 8 in the initial Knock-out stage shall qualify to play the League stage. In the League stage, 8 teams of initial Knock-out stage will join 8 Quarter-finalists of the previous year's final Knock-out stage. These 16 teams will be divided into 4 zones of not more than 4 teams each. Each team will play every other team once in their respective zone on round robin basis. Top 2 teams of each zone shall qualify for the Quarter-finals. All matches shall be of one day duration and played as per KSCA Playing condition no. 4. The final Knock-out stage shall be played as per prevalent BCCI T20 Playing conditions.
- h) **Inter Club under 14 years:** The teams participating shall be divided into zones as per the entries received. Each team will play every other team in its respective zone once. Top two teams from each zone shall qualify for the Knock-out stage. All matches at League stage shall be of one day duration and played as per KSCA Playing condition no. 2. All matches at Knock-out stage shall be of two day duration and played as per KSCA Playing condition no. 1.
- i) **Inter Club under 16 years:** The teams participating shall be divided into zones as per the entries received. Each team will play every other team in its respective zone once. Top two teams from each zone shall qualify for the Knock-out stage. All matches at League stage shall be of one day duration and played as per KSCA Playing condition no. 2. All matches at Knock-out stage shall be of two day duration and played as per KSCA Playing condition no. 1.
- j) **Inter Club under 19 years:** The teams participating shall be divided into zones as per the entries received. Each team will play every other team in its respective zone once. Top two teams from each zone shall qualify for the Knock-out stage. All matches at League stage shall be of one day duration and played as per KSCA Playing condition no. 2. All matches at Knock-out stage shall be of two day duration and played as per KSCA Playing condition no. 1.
- k) **Bengaluru and Mofussil Clubs:** Champion teams of each Zone and top 6 teams of Group I, Division II will participate in this tournament. All matches shall be of one day duration and played as per KSCA Playing condition no. 2.

2. Group II tournaments

- a) **Division I:** Not more than 12 teams in the division. The teams will be divided into 2 zones of not more than 6 teams in each zone. Each team will play every other team in its respective zone once. Top 3 teams from each zone shall qualify for the Super League. In Super League, each team will play every other team once on round robin basis. Top 2 teams of super league will play final. All matches shall be of one day duration and played as per KSCA Playing condition no. 2.
- b) **Division II:** Not more than 32 teams in the division. The teams will be divided into 8 zones of not more than 4 teams in each zone. Each team will play every other team in its respective zone once. Top 2 teams from each zone will qualify for the Knock-out stage. All matches shall be of one day duration. All matches shall be of one day duration and played as per KSCA Playing condition no. 2.
- c) **Division III:** Teams other than those allocated to Divisions I and II and newly affiliated teams in this category will be eligible to participate in this Knock-out tournament. All matches shall be of one day duration and played as per KSCA Playing condition no. 2.
- d) **The Hindu Trophy:** The format will be decided based on the entries received in this League cum Knock-out tournament. All matches shall be of one day duration and played as per KSCA Playing condition no. 4.
- e) **Corporate Cup:** The format will be decided based on the entries received in this League cum Knock-out tournament. All matches shall be of one day duration and played as per KSCA Playing condition no. 4.

3. Women's tournaments

- a) **Women's Senior league:** Format will be decided as per the entries received. All matches shall be of one day duration and played as per KSCA Playing condition no. 2.
- b) **Women's T20 tournament:** Format will be decided as per the entries received. All matches shall be of one day duration and played as per KSCA Playing condition no. 4.

4. School tournaments

4.1. Boys' under 14 years

- a) **Division I:** Not more than 16 teams in the division. The teams will be divided into 4 zones of not more than 4 teams in each zone. Each team will play every other team in its respective zone once. Top 2 teams from each zone shall qualify for the Knock-out stage. All matches shall be of one day duration and played as per KSCA Playing condition no. 2.
- b) **Division II:** Not more than 32 teams in the division. The teams will be divided into 8 zones of not more than 4 teams in each zone. Each team will play every other team in its respective zone once. Top 2 teams from each zone shall qualify for the Knock-out stage. All matches shall be of one day duration and played as per KSCA Playing condition no. 2.
- c) **Division III:** Teams other than those allocated to Divisions I and II and newly affiliated teams in this category will be eligible to participate in this tournament. Each zone shall consist of not more than 3 teams. Top team from each zone shall qualify for the Knock-out stage. All matches shall be of one day duration. League stage shall be played as per KSCA Playing condition no. 3 and Knock-out stage shall be played as per KSCA Playing condition no. 2.

4.2. Boys' under 16 years

- a) **Division I:** Not more than 16 teams in the division. The teams will be divided into 4 zones of not more than 4 teams in each zone. Each team will play every other team in its respective zone once. Top 2 teams from each zone shall qualify for the Knock-out stage. All matches shall be of two day duration and played as per KSCA Playing condition no. 1.
- b) **Division II:** Not more than 32 teams in the division. The teams will be divided into 8 zones of not more than 4 teams in each zone. Each team will play every other team in its respective zone once. Top 2 teams from each zone shall qualify for the Knock-out stage. All matches shall be of one day duration and played as per KSCA Playing condition no. 2.
- c) **Division III:** Teams other than those allocated to Divisions I and II and newly affiliated teams in this category will be eligible to participate in this tournament. Each zone shall consist of not more than 3 teams. Top team from each zone shall qualify for the Knock-out. All matches shall be of one day duration. League stage shall be played as per KSCA Playing condition no. 3 and Knock-out stage shall be played as per KSCA Playing condition no. 2.

4.3. **Girls' under 16 years:** Format will be decided as per the entries received. All matches shall be of one day duration and played as per KSCA Playing condition no. 3.

5. College tournaments

- a) **Men's:** This tournament shall be played on Knock-out basis. All matches shall be of one day duration and played as per KSCA Playing condition no. 2.
- b) **Women's:** Format will be decided as per the entries received. All matches shall be of one day duration and played as per KSCA Playing condition no. 3.
- 6. **Inter Zonal tournaments for under 14 & 16 years:** Six teams from Bengaluru zone and one team each from six Mofussil zones shall participate in these tournaments. The teams will be divided into 2 zones of not more than 6 teams in each zone. Top 2 teams from each zone shall qualify for the Semifinals. All matches shall be of two day duration and played as per KSCA Playing condition no. 1.
- 7. **Inter Zonal tournaments for under 19 & 25 years:** Four teams from Bengaluru zone and two combined Mofussil teams (selected after inter Mofussil tournament) shall play the tournament. Each team will play every other team once on a round robin basis. Top 2 teams shall play the Final match. All matches shall be of two day duration and played as per KSCA Playing condition no. 1..

Note: The Tournament Committee may vary the number of teams from each zone as per requirement.

D. PROMOTIONS:

1. Group I tournaments

- a) The top two teams securing highest points in Division II & III League tournaments and the finalists of Division IV League cum Knock-out tournament will be promoted to divisions I, II & III respectively.
- b) The Semi-finalists of the Division V League cum Knock-out tournament will be promoted to the Division IV League cum Knock-out tournament.

2. Group II tournaments

- a) The finalists of the Division II League cum Knock-out tournament will be promoted to the Division I League tournament.
- b) The semi-finalists of the Division III Knock-out tournament will be promoted to the Division II League cum Knock-out tournament.

3. School Tournaments under 14 & 16 years

- a) The finalists of the Division II and Semifinalists of Division III League cum Knock-out tournament will be promoted to the Division I & II League cum Knock-out tournament respectively.

E. RELEGATIONS

1. Group I tournaments

- a) Out of the participating teams. Two teams securing the lowest number of points in the league tournaments of Divisions I, II & III and four teams securing the lowest number of points in the League cum Knock-out tournament of Division IV, irrespective of the zones, will be relegated to the next lower Division i.e., Division II, III, IV & V respectively.
- b) In case more than two teams in Divisions I, II & III League tournaments and four teams in Division IV League cum Knock-out tournament, irrespective of the zones, have earned the same number of points (at lower level) at league stage, the clause "points being equal" of respective playing conditions will be applied to decide the last two or last four positions (as the case may be).

2. Group II tournaments

- a) Out of the participating teams, irrespective of zones, two teams securing the lowest number of points in the Division I league tournament will be relegated to Division II League cum Knock-out tournament.
- b) Out of the participating teams, irrespective of zones, four teams securing the lowest number of points in the league stage of Division II League cum Knock-out tournament will be relegated to the Division III Knock-out tournament.

- c) In case more than two teams in the Division I League tournament and more than four teams in Division II League cum Knock-out tournament, irrespective of zones, have earned the same number of points (at lower level) at league stage, the clause "points being equal" of respective playing conditions will be applied to decide the last two or last four positions (as the case may be).

3. School Tournaments under 14 & 16 years

- a) Out of the participating teams. Two teams securing the lowest number of points in the League cum Knock-out tournament of Division I and four teams in Division II, irrespective of the zones, will be relegated to the next lower Division i.e., Division II & III League cum Knock-out tournaments respectively.
- b) In case more than two teams in Division I and more than four teams in Division II League cum Knock-out tournaments irrespective of the zones, have earned the same number of points (at lower level) at league stage, the clause "points being equal" of respective playing conditions will be applied to decide the last four positions (as the case may be).

Note:

- a) The Managing Committee shall have the power to fill up the vacancies caused for any other reason by promoting the requisite number of teams to make up the allocated number of teams in the divisions concerned. These promotions shall be only from the teams in the lower divisions in the order of merit and at the start of new season.
- b) Member clubs allocated to a particular division and not participating in the league in the season will be relegated to the next lower division due to non-participation.



THE KARNATAKA STATE CRICKET ASSOCIATION

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

RULES AND REGULATIONS FOR REGISTRATION OF CRICKET PLAYERS IN KARNATAKA

A. General

1. Players to represent the club / institution in the tournaments conducted by the association shall be selected only from the registered players of the club / institution.
2. Each side is expected to play with the full complement of eleven players.
3. No player shall play for more than one team other than as mentioned in clause B (5) & (6).
4. The list of fixtures is normally sent by post and non-receipt of the fixtures will not be considered as an excuse for teams failing to turn up for matches. A list of scheduled matches will be notified on the notice board of the association and they are official and final. Same list will also be available in the Karnataka State Cricket Association (KSCA) website www.k sca.c ricket
5. The dates and venues will be fixed and umpires shall be appointed for all the matches by the KSCA. The dates once fixed for the matches shall be binding on the teams and shall not be altered. The KSCA will not entertain requests for postponement.

B. Registration

1. Every player who intends to play league and tournaments conducted by the association shall be registered annually with the KSCA. He may register with the association through the private club / gymkhana / institution for which he is interested to play, subject to the approval of the KSCA. A player who is not so registered shall not be eligible to play during the season for any club in the tournaments conducted or recognised by the KSCA or the Board of Control for Cricket in India (BCCI).

A player who seek to change the club from which he played the previous season can change within the last date of registration, however, in case, if he has not registered with any club within the last date and later if he wants to change the club from which he played

previous year, he shall take an NOC from the President/Secretary of the club for which he represented previous year

2. If a team plays any match with unregistered or fake players, the match will be awarded to the opponents. Further, necessary action as deemed fit by the Tournament Committee / Managing Committee shall be taken against the erring team.
3. Institutions having their establishments in Karnataka shall register their bonafide employees working within the territory of Karnataka as their players and not otherwise. In the event of a player not opting to play for any private club, he may still seek registration through their employer. Institutions can register six guest players subject to Clause C 1 below.
4. A Player who seeks registration with the KSCA through private clubs / gymkhana / institutions should be a Domicile of Karnataka for a minimum period of 2 continuous years immediately prior to the season seeking registration, however, Students and employees on transfer are exempted from this. Registration form shall be within the prescribed time shall be charged Rs.2/- as registration fee.
5. The mode and formalities of registration shall be notified in the circular issued before the start of the season.
6. Players, who are seeking registration may register and play in any of the two zones classified as primary and secondary zone. The zones are Bengaluru, Dharwad, Mangaluru, Mysuru, Raichur, Shivamogga and Tumakuru.
 - a. **Primary zone:**
If a player who is pursuing his studies or is employed in any of the establishment (one of the Group II clubs) or is a bonafide resident in one particular zone, then that zone shall be the primary zone for such player. However, a student who is pursuing his studies may choose the primary zone of his choice.
 - b. **Secondary zone:**
Any zone other than the primary zone shall be the secondary zone for a player. A player may also seek registration in any one secondary zone by filling the registration / acceptance form. Any player who has submitted his form may change his option, but such a change of option will be treated as transfer and will be governed by the rules applicable to transfer of a player (Refer Clause G2).
 - c. **Representative matches:**
Any player who is seeking selection to play zonal tournaments has to appear for selection trials in his/her primary zone only.

7. Consequent to the above any player registered with the KSCA shall be eligible to play for three leagues i.e. one in primary zone, one in secondary zone and one in group II tournaments for his/her employer or as a guest player.
8. All the players who are seeking registration shall produce "DOCUMENTARY PROOF" of their bonafide resident status of the state of Karnataka. Documentary proof shall be any one of the following;

Voter's ID card / Ration card / Passport / College ID card with address / Driving License / Aadhaar Card.
9. A player shall possess any one of the above to be eligible for selections or to represent Karnataka in representative tournaments or matches conducted by KSCA, BCCI or any other recognised cricket associations.
10. Students, employees or professionals from states or associations other than Karnataka, to be eligible for playing representative cricket in Karnataka should have played league or school cricket in Karnataka for a minimum of two continuous years immediately prior to the season seeking representation.

C. Eligibility of registration for Institutions / Establishments

Only employees/students registered are eligible to play for the institutions under Group II. The appointing authority/administrative officer/personnel officer shall certify that they are employees / students and also shall sign the list of players submitted for registration. All those registered should be working or studying or residing in Karnataka.

1. A maximum of six guest players per team is allowed. Out of these players, three players could be below 22 years (born on or after **01.09.1996**) and three could be below 25 years (born on or after **01.09.1993**) and one of these should be from Mofussil zones. In a match, a maximum of four guest players can play in the playing eleven.
2. The guest players registered shall abide by rule B 7 above.

Eligibility on fresh appointment / change of employment

- a) A registered player may play for the institution on fresh employment on production of necessary certificates signed by the competent authority provided he has not represented any other institution prior to his appointment in KSCA tournaments.

- b) A player of an institution in group II may play for another institution in group II on change of employment provided he/she should not have played for other institution prior to the appointment in the same tournament and in the same season.
- c) Similarly a player can play for his school/college on his joining the institution provided he has not represented any other individual institution in any tournament in the same season.

In all the above cases permission is to be obtained from KSCA in writing before playing the match.

D. Registration with more than one club

1. A player shall not be registered with more than one club / gymkhana during the year for group I in the same zone. However, clause G (2), rules for transfer shall apply.
2. A player registered with more than one club in one season in the same zone will not be allowed to participate in any KSCA tournaments during that season.
3. Players registered for teams in group I in any zone can play for their club and also represent his employer in group II.
4. Any private club in any Mofussil zone can register a maximum of five players from other zones and field a maximum of two players in the playing eleven in any given match.
5. The private clubs in Bengaluru zone can register a maximum of eight players from secondary zone. However, only a maximum of five players of secondary zone can play in the playing XI in any match.

E. Participation in other tournaments

1. Tournament not approved

Registered players shall not play in any tournaments or matches not approved or recognised by the association. In the event of any infringement of this rule, the concerned player/players shall be liable for such disciplinary action as may be decided upon by the managing committee of the association.

2. Approved tournaments

- a) Registered players are permitted to participate in tournaments or matches approved by KSCA or by any other state associations or by the BCCI, representing any affiliated/non-affiliated teams, provided prior permission is obtained from the parent association, through the clubs with whom they are registered subject to following restrictions.

- I. A player registered with KSCA having participated in league tournaments of the association is not permitted to play in tournaments conducted by other state associations, representing clubs in their jurisdiction and vice versa.
- II. A player who is registered for a club / institution shall not play for any other club / institution during the same year in the same zone subject to the following exceptions:
 - b) Students registered for club may play for their colleges or schools in the inter-schools, inter-collegiate for any other university matches besides playing for the clubs for whom they are registered.
 - c) Persons employed in offices and commercial establishments may play for their Institutions in which they are employed in bonafide tournaments approved by the KSCA or any other state association or the BCCI.

F. Period of registration

For the purpose of registration a year means the commencement of the new season to the end of that season as the case may be.

Registration of players should be completed before the last date for registration as prescribed for the respective tournament/s with an entry fee for the respective tournament and player's registration fee as applicable.

G. Rules governing additional registration and transfer

1. Additional registration

A player who does not file his registration with the KSCA within the time prescribed, may register with any club in group I with an additional registration fee of Rs.25/-. Such application is to be made in the prescribed form and must be submitted at least, before the close of **THREE working days (within office hours) in case of fresh registration and TWO working days for players who have already been issued U I D number by KSCA**, to the match day in which he intends to play. Additional registration is not permitted in a knock-out tournament or the knock-out phase of a league cum knock-out tournament.

2. Transfer

- a) Transfers are not permitted in knock-out tournaments or at the knock-out stage of the league cum knock-out tournaments. A player can take a transfer from one club to another only once within the period of registration, subject to other conditions governing the rules of transfer.

- b) Option exercised by the players of Mofussil zones to play for a club in group I is binding. However, transfer from one club to another in group I can be permitted from lower to higher or higher to lower divisions. The same is not permitted between the clubs of the same division.
- c) Such transfer is effected on application by the player in the prescribed forms along with a transfer fee of Rs.25/- and must be submitted at least, before the close of previous working day (within office hours) to the match day in which he intends to play.

H. List of players

- 1. The list of players for the season to be submitted by a club in group I and group II is a minimum of fifteen players and a maximum of thirty players including five additional registrations. In case of teams not submitting all the twenty five names originally, they are permitted to additionally register the names of the balance players. In any event the total number of players registered (including additional registration, transfer of players and inclusive of secondary zone players) shall not exceed thirty numbers.
- 2. All the players registered with KSCA in the group I league / knockout tournaments to obtain photo identity card and produce them on demand by any official.

I. Ineligibility to participate

Any player / players, against whom any suspension or disciplinary action has been taken by any Zone of KSCA or any other state association or by BCCI, shall not be permitted to play for any club in any tournament in Karnataka during the period of suspension.

J. Selection of players

- 1. Any player selected by the KSCA or other state association or by the BCCI, to play in any representative, charity or exhibition matches shall be relieved by his club for such matches and report to the Hon. Secretary of the association when called upon to do so.
- 2. Players who have obtained NOC from KSCA for representing any other state and who intends to play league or any other tournament in Karnataka in subsequent year or same year, should seek permission from KSCA prior to his participation in such league or other tournament.

K. Infringement

In the event of any infringement of the rules of registration by the player of a club without good and sufficient reason, he shall be liable

for such disciplinary action as may be decided upon by managing committee of the KSCA.

L. Interpretation

1. The interpretation of these rules / playing conditions and their construction and effect shall rest with the managing committee of the KSCA and any ruling given by the said committee shall be conclusive, final and binding upon the players and clubs. No appeal against the decision of the said committee shall be entertained.
2. The Managing Committee shall have the power to delegate all or any of its power under these rules regarding registration of players to the tournament committee or any sub-committee on an appeal.

THE PREAMBLE – THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

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.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. **Fair and unfair play**

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. **The umpires are authorised to intervene in cases of:**

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4. **The Spirit of the Game involves RESPECT for:**

- Your opponents
- Your own captain and team
- The role of the umpires
- The game and its traditional values

5. **It is against the Spirit of the Game:**

- To dispute an umpire's decision by word, action or gesture

- To direct abusive language towards an opponent or an umpire
- To indulge in cheating or any sharp practice, for instance:
 - (a) to appeal knowing that the batsman is not out
 - (b) to advance towards an umpire in an aggressive manner when appealing
 - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

6. Violence

There is no place for any act of violence on the field of play.

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.



THE KARNATAKA STATE CRICKET ASSOCIATION

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

PLAYING CONDITIONS FOR LEAGUE AND KNOCKOUT TOURNAMENTS KSCA GENERAL PLAYING CONDITIONS

Except as varied hereunder, the Laws of Cricket (2000 Code 6th Edition - 2015) shall apply with any subsequent amendments.

Law 42.17 (Penalty Runs) shall apply only to playing condition No. 1. However, 5 penalty runs under Law 41 shall apply to all playing conditions.

1. LAW 1 – THE PLAYERS

1.1 Law 1.1 - Number of players

Law 1.1 shall be replaced by the following:

A match is played between two sides. Each side shall consist of eleven players, one of whom shall be captain.

1.2 Law 1.2 – Nomination of players

In addition to Law 1.2 – Nomination of players

No change in nomination shall be permitted after the umpires walk on to the field of play to start the match.

1.3. Late coming of team / teams and nomination

- a) The team/s shall be present well in time to sign and exchange the list of players before the toss (i.e., at least 15 minutes prior to scheduled or rescheduled start of the match) for prompt start of play. If a team is not present at the scheduled or rescheduled time for the match to start, the umpires shall award the match to the opponent team provided one team is present in time. If both the teams do not arrive before the scheduled or rescheduled time for the match to start, both the teams will be awarded zero points. However, for inter school tournaments one hour additional time from the scheduled time for the match to start is permitted.
- b) It is the sole responsibility of the captains for the nomination and signing of the playing eleven before the toss. The list will be exchanged by the captains and handed over to the umpire/s before the toss. One of the umpires shall accompany the captains for the

toss. However, if any of the nominated player/s have not signed or are absent at the time of the toss, they shall sign the nomination list latest, before the umpires are to walk on to the field to start the match, failing which the team/s shall play with only those number of players who have signed the nomination list and those who are present at the start of the match.

- c) If the team/s has nominated less than eleven players at the time of the toss, the team/s shall play with only those players nominated. No nominations shall be made after the toss.
- d) If the captain is not available, a deputy should nominate the players and go for toss. The deputy should be one of the nominated members of playing eleven.
- e) **Minimum of one point** will be deducted from the team/s for each player who has not signed the nomination list or is absent at the start of the match up to a **maximum of two points** for all groups and all divisions league matches.

1.4 The above clause 1.3 (e) shall not be applicable for any of the school tournaments and KSCA inter zonal tournaments.

2. LAW 2 - SUBSTITUTES AND RUNNERS; BATSMAN OR FIELDER LEAVING THE FIELD; BATSMAN RETIRING; BATSMAN COMMENCING INNINGS

2.1 Law 2.1 - Substitutes and runners

Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted.

Law 2.1 (b) shall be amended as follows:

The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player at the start of the match, or at any subsequent time.

2.2 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:

2.2.1..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, **subject to a maximum cumulative penalty time of 120 minutes (40 minutes for Playing condition 3&4). If any unexpired penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.** Additionally, for multi day matches, such absence or penalty time absent shall be carried over into a new day's play and in the event of a follow-on or forfeiture, this restriction will, if necessary, continue into the second innings.

2.2.2..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, **subject to a maximum cumulative penalty time of 120 minutes (40 minutes for Playing condition 3&4).** However, once his side has lost five wickets in its batting innings, he may bat immediately. **If any unexpired penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.**

The restriction in clauses 2.2.1 and 2.2.2 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 batsman or 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. Similarly, if at the commencement of an interruption in play through ground, weather or 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, provided he comes on to the field on resumption of play.

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

2.2.4 Substitutes shall not be allowed if a player leaves the field for any examinations or known schedules.

2.2.5 **Substitutes can keep wickets with the consent of the Umpires.**

3. LAW 3 – THE UMPIRES

3.1 Law 3.1 - Appointment and attendance

- a) Umpires will be appointed by the KSCA.
- b) Neither team shall have a right of objection to an umpire's appointment.
- c) Umpires shall be present on the ground at least one hour before the scheduled start of play.

3.2 On no account the match shall be called off. If the pitch is prepared, even if both the umpires are absent, the teams shall appoint the umpires and play out the match, failing which; both the teams will be awarded zero points. If one of the teams is prepared to play and other refuses to play, the match will be awarded to the team, which is willing to play. The willing team will intimate the office of KSCA in writing immediately.

3.3 If one of the appointed umpires is present, he shall appoint the other umpire and proceed with the match. His decision of appointing the other umpire is binding on both the teams. The side refusing to play shall be deemed to have lost the match and shall be treated as "walk over".

3.4 Law 3.2 - Change of umpire

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.

3.5 Law 3.8 - Fitness for play and Law 3.9 – Suspension of play in dangerous or unreasonable conditions

Law 3.9 shall be replaced by:

3.5.1 Suspension of play in dangerous or unreasonable conditions

- (a) All references to ground include the pitch. See Law 7.1 (Area of pitch).
- (b) If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to

restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.

The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

- (c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
- (d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

3.5.2 If a shadow from the fielder falls across the striker's 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.

3.5.3 Play may be suspended due to safety and security concerns by the umpires on the advice of the head of the relevant ground authority, the head of ground security or the police.

3.5.4 Where play is suspended under clause 3.5.5 above, the decision to abandon or resume play shall be the responsibility of the umpires who shall act only after consultation with the head of ground security and the police.

4. LAW 5 – THE BALL

4.1 Law 5.2 - Approval and control of balls

- a) For the tournaments or matches, where the association is providing the cricket ball/s, it is mandatory to use only those supplied.

- b) For the tournaments or matches, where the association is not providing the cricket ball/s, all the teams shall use only such cricket ball/s that has been approved by the association. Breach of these rules will invite serious consequences. In the event, any team does not carry cricket ball/s approved by the association for the tournament, it will be treated as a default on the part of the club / team and umpires may be forced to award the match to the opponent. This may kindly be noted by all the teams participating in various tournament and avoid such situation.
- c) Expenses of all the matches regarding lunch, cricket balls, transport etc., shall be borne by the competing teams. However, for all group I matches, KSCA will provide one cricket ball per match. Any team using second new ball in a match may collect the ball after the match from the association. Please note that the second new ball shall be of the same make as that of the first ball used.
- d) **Replacement balls:** Teams participating in the KSCA tournaments shall carry additional balls (old & new balls as per the approved cricket balls for 2015 season).

4.2 Law 5.6 - Specifications

Law 5.6 shall not apply.

5. LAW 6 – THE BAT

Law 6.2 to 6.6 shall be replaced by:

5.1 Width and length

The bat overall shall not be more than 38 inches/96.5 cm in length. The blade of the bat shall be made solely of wood and shall not exceed 4¼ in/10.8 cm at the widest part. The blade of the bat shall have a conventional 'flat' face.

5.2 Covering the blade

The blade may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 in/1.56 mm in thickness.

5.3 Law 6.8 shall apply subject to the following:

Law 6.8 (b) (iv) shall be replaced by:

(iv) any additional materials permitted under 6.2 above.

6. LAW 7 – THE PITCH

6.1 Law 7.4 - Changing the pitch

Law 7.4 shall be replaced by the following:

- 6.1.1 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 captains.
- 6.1.2. If the captains agree to continue, play shall resume.
- 6.1.3. 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.
 - b) whether an alternative pitch can be used.
 - c) whether the match has to be abandoned.
- 6.1.4. In the event of a decision being taken in favour of clauses 6.1.3 (a) or 6.1.3 (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.
- 6.1.5. The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures as provided herein, shall be the responsibility of the on-field umpires.
- 6.1.6. In the event that the existing pitch can be made playable after suitable remedial work or an alternative pitch is used as in clause 6.1.3 (a) above the match shall continue from the point stopped. The playing time lost between the stoppage time of the match and the actual restart time of the match will be covered by the provisions of clause "Start of Play; Cessation of Play" of respective playing conditions.
- 6.1.7. If a new pitch is prepared as in Clause 6.1.3 (b) above, the match shall be restarted from the first ball (including toss). The match shall be played out for the remaining time available.
- 6.1.8. If the decision is to abandon the match as in Clause 6.1.3 (c) above, the relevant officials from the tournament Committee shall agree on whether the match can be replayed within the existing scheduled.

7. LAW 11 – COVERING THE PITCH

7.1. Law 11.1 - Before the match

The following shall apply in addition to Law 11.1:

For the matches played on turf pitches, the pitch shall be entirely protected against rain up to the commencement of play.

7.2. Law 11.2 - During the match

Law 11.2 shall be replaced by the following:

- a) For the matches played on turf pitches, the pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match. It shall be wholly covered at the termination of each day's play or providing the weather is fine, within a period of one hour thereafter.
- b) Where the matches are played on matting wicket; in case of mat being wet, the umpires shall allow it to be replaced provided spare mat is available; further, if covers are available the matting shall be covered in case of rain as in 6.1 above.

7.3. Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

All covers shall be removed not later than 2½ hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

In case of inclement weather and seasonal problems like fog, heavy dew etc. the ground curator may be instructed by the umpires as to when and how to remove the covers and umpires may also specify the time for removing and placing back the covers.

8. LAW 14 – DECLARATION AND FORFEITURE

Law 14 shall apply for **Playing conditions no.1 & 5**. However, declaration is not permitted in the last innings of the match for all playing conditions. **The decision once notified cannot be changed.**

9. LAW 15 - INTERVALS

9.1. Law 15.9 - Intervals for Drinks

One drinks break per session shall be permitted. 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.

Drinks interval to count as playing time for the purpose of law 2.5 (fielder absent or leaving the field)

If a wicket falls or a batsman retires when 3 minutes or less remain before the agreed time for the interval, the interval shall be taken immediately. Note: Earlier 2 minutes is now replaced with 3 minutes.

LOST BALL LAW STANDS DELETED

The same covered in Dead Ball law – When either Umpire calls Dead Ball, runs scored at the instance along with runs in progress if crossed shall be scored, along with penalties applicable.

DELIBERATE SHORT RUNS

5 Penalty runs are awarded from the first and subsequent instance of the offence (The warning procedure earlier has been dispensed with)

10. LAW 19 – BOUNDARIES

Law 19 shall apply subject to the following:

10.1. Law 19.3 – Scoring a boundary

The following shall be in addition to Law 19.3:

If an unauthorised person enters the field of play 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 unauthorised person handling the ball. See also Law 19.1 (c).

11. LAW 21 – THE RESULT

11.1 Conceding

- a) No team shall be permitted to concede a match in any of the tournaments.
- b) Once the match begins and a team does not continue with the match it shall be considered as conceding the match.
- c) If a team concedes a match in League or League cum Knock-out tournament, two points shall be deducted from their tally of points and the match shall be awarded to the opponents. In case of Knock-out tournament, the match shall be awarded to the opponents.
- d) If a team concedes for the second time in the same League or

League cum Knock-out tournament, in addition to above, **necessary action as deemed fit by the Tournament Committee / Managing Committee shall be taken against the erring team.**

11.2 Walk over

- a) Absenting of a team or only certain number of players present and not filling the nomination form is considered as "walk over".
- b) If a team absents in a match in League or League cum Knock-out tournament, two points shall be deducted from their tally of points and the match shall be awarded to the opponents. In case of Knock-out tournament, the match shall be awarded to the opponents.
- c) If a team absents for the second time in the same League or League cum Knock-out tournament, in addition to above, **necessary action as deemed fit by the Tournament Committee / Managing Committee shall be taken against the erring team.** Further, the matches played by them in the league shall be treated as null and void.

11.3 Target score

For playing conditions no. 2, 3 & 4, the revision of target score shall be as follows.

- a) The target score shall be based on the overall run rate achieved by the team batting first, inclusive of penalties if any, whenever the number of overs for the team batting second is less than the team batting first, run rate attained shall be multiplied by the number of overs allocated, fractions rounded upwards shall be the target.
- b) If a team is all out in less than the allocated overs, the overs allocated shall be taken for the calculation and not the overs in which they were dismissed.
- c) If the innings of the team batting first is terminated in the midst of an over, the actual overs bowled including part of over shall be considered for calculation of run rate.

Example:

Team batting first innings is terminated at 234 for 5 in 40.4 overs and team batting second's innings is revised to 26 overs. The following is the method to calculate the run rate and revised target.

Since the over is not completed, to calculate the run rate we have to first convert the overs to number of valid balls i.e., 40.4 overs will be 244 balls. Now divide the runs scored by number of balls and multiply by 6.

Run rate of team 1 = $234 / 244 \times 6 = 5.7541$
Target = $5.7541 \times 26 = 149.6066$

Hence the target for team 2 in 26 overs shall be 150 runs.

- d) The above method of calculation shall also apply to calculate the run rate in case of announcing the result after the termination of team batting second's innings.

BYES & LEG BYES OF A NO BALL

Byes and Leg Byes of a No Ball are now accounted for separately. 1 run for a No Ball and the remaining scored as Byes or Leg Byes as applicable.

DEAD BALL

The ball shall not become dead if it becomes trapped in the wicket keeper/fielder's helmet. This means, that the batsman can be out caught/stumped/run out after ball touches/lodges in the helmet of the wicket keeper or fielder.

12. LAW 24 – NO BALL

Law 24 shall apply subject to the following:

12.1. Law 24.1 – 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 followed by dead ball, and the ball is to be re-bowled over arm.

- a. Illegal Bowling Action – First Instance: No Ball followed by first and final warning; Second instance: No Ball and bowler suspended for the innings.
- b. Ball Delivered pitches more than **ONCE** before reaching the popping crease shall be called a No Ball.
- c. Ball delivered if pitches outside the pitch shall be called No Ball
- d. Ball delivered touches the fielder before reaching the striker shall be called No ball followed by Dead Ball.

PRACTICE ON THE FIELD

In case of infringement by batsman or fielder, first and final warning shall apply to the team. For further offence award 5 penalty runs to either side as applicable. Note that the procedure of suspending bowler and 30min/1hour clause stands deleted.

APPEALS

- a. **Captain withdrawing the appeal** – Captain may withdraw an appeal till the instant ball comes into play for the next delivery or if

the innings has been completed, the instance when the Umpires leave the field.

- b. **Batsman leaving under misapprehension** – Umpire can recall the outgoing batsman till the instant ball comes into play for the next delivery unless it's the last wicket in which case it can be up to the instant when the Umpires leave the field.

13. LAW 37 – OBSTRUCTING THE FIELD

Law 37 shall apply.

For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to affect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batsman crossing the pitch, law 42.14 shall also apply.

14. LAW 40 – THE WICKET KEEPER

In addition to law 40.1;

The wicket keeper shall compulsorily wear external leg guards and wicket keeping gloves.

15. LAW 41 – THE FIELDER

Law 41 shall apply subject to the following:

15.1. Law 41.1 – Protective equipment

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.

If the Ball in play when touches the discarded clothing or equipment of the fielder, 5 penalty runs shall be awarded to the batting side and the ball shall not count as one of the over. Note that this shall not apply if ball touches clothing or equipment which has fallen off accidentally.

16. LAW 42 – FAIR AND UNFAIR PLAY

Law 42 shall apply subject to the following:

16.1. Law 42.6 (b) – Dangerous and unfair bowling

Law 42.6 (b) shall be replaced by the following:

- a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not is it likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in clauses 15.1 (a) the umpire at the bowler's end shall, call and signal no ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, 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.

- c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) 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.
- d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- e) 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.

16.2. Action by the umpires for dangerous and unfair bowling

Should the umpires initiate the caution and warning procedures set out in laws 42.6 (as varied in playing conditions), 42.7 and 42.8 such cautions and warnings are not to be cumulative.

16.3. Law 42.10 - Batsman wasting time

Law 42.10 shall apply, subject to the following:

If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within 2 minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

In addition, the umpires shall not levy any penalty for the fielding side for slow over rate for the amount of time wasted.

16.4 Law 42.14 Batsman damaging the pitch

In additions to Law 42.14; the following shall apply.

The umpires may direct the batsman concerned to change the spiked shoes.

16.5 Law 42.15 – Bowler attempting to run out non-striker before delivery

Law 42.15 shall be replaced by the following:

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal dead ball as soon as possible.

a. **Deliberate attempt to distract striker – 5 penalty runs awarded for first and subsequent offences.**

b. **Deliberate distraction, obstruction or deception of batsman – Deception word is added to cover mock fielding which is an illegal offence.**

c. **Match Ball – Changing its condition – The provisions written here shall supersede all other laws and playing conditions: Umpire shall change the ball with a one with similar wear and award 5 penalty to the batting side.**

d. **Batsman damaging the pitch – Following is added - The striker cannot take guard within the protected area or cannot stand so close to it that frequent encroachment is inevitable. The rest of the law applies for the offence.**

17. PENALTY FOR NOT ACHIEVING OVER RATE

17.1 A team shall bowl a minimum of 15 overs per hour of play on an average. A penalty of **10 runs per over (6 runs per over for school tournaments)** shall be awarded for every over bowled short. This will be added to the score of the batting side at the end of the innings. This penalty will be applicable to both sides, irrespective of whether a decision has been arrived or not. Run rate will be calculated after adding the penalty runs if any.

17.2 Total runs in each innings after the addition of penalty runs shall be taken into account for arriving at a result.

17.3 Fractions resulting in the calculation of overs will be ignored. Part of an over bowled will be treated as a full over for penalty purpose.

17.4 Any loss of time due to retrieval of balls, change of implement / equipment, medical attention, injury time, tightening of mat etc., and other stoppages which may hinder the over rate of fielding side shall be reduced from the total duration of the innings for the purpose of slow over rate.

17.5 For playing condition no. 1, an allowance of 1 minute per wicket taken shall be deducted from the playing time while arriving at the calculation for slow over rate.

17.6 For playing condition no. 4. an allowance of 1 minute each for the 6th, 7th, 8th, 9th wicket taken shall be given provided they are taken prior to the start of the last over.

17.7 For playing condition no. 4. an allowance of 1 minute shall be given for every 3 complete overs reduced in an interrupted match.

17.8 For playing condition no. 1. There will be no penalty for slow over rate, if the innings of a side comes to an end in any of the ways in 50 overs or less, except for below.

a) If an innings is scheduled for 50 overs or less and the fielding team has utilised the entire playing time allotted to bowl the required overs without an innings being completed as in law 12.3 (a), (b), (c) & (d), the penalty for slow over rate shall apply.

b) If an innings which is scheduled to 50 overs or less and is interrupted due to adverse conditions of ground, weather and light and no further play is possible, penalty for slow over rate shall not apply.

17.9 For playing condition nos. 2, 3 & 4. In the event of a team being all out in less than its full quota of overs, the calculation of its run rate shall be based on the full quota of overs to which it would have been entitled to and not on the number of overs in which the team was dismissed.

17.10 For playing condition nos. 2, 3 & 4. There will be no penalty for slow over rate for the fielding team, if they take the opposite side all out in scheduled/rescheduled cessation time. However, if the last over of the innings commences before the scheduled/ rescheduled closing time for that innings, the extra time to complete the over shall not be taken for penalty purposes.

17.11 For playing condition nos. 2, 3 & 4. Penalty for slow over rate will be applicable only if it constitutes a match.

17.12 For playing condition no. 5. There will be no penalty for slow over rate, if the innings of a side comes to an end in any of the ways

within the scheduled/rescheduled length of innings or less, except for below.

- a) If an innings is scheduled for 'n' number of overs and the fielding team has utilised the entire playing time allotted to bowl the required overs without an innings being completed as in Law 12.3 (a), (b), (c) & (d), the penalty for slow over rate shall apply.
- b) If an innings which is scheduled to 'n' number of overs or less and is interrupted due to adverse conditions of ground, weather and light and no further play is possible, penalty for slow over rate shall not apply.

18. DRESS CODE

A player should be in proper cricketing attire (white clothing & predominantly white shoes unless specified otherwise). The umpires are the sole authority in implementing the dress code. The Umpires shall ask the concerned player to leave the field if the dress code is not followed.

19. FOOTWEAR

On matting wickets use of spiked shoes by the bowlers and batsmen is not permitted.

20. PLAYERS CONDUCT

- 20.1 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.
- 20.2 Players and team officials shall not at any time engage in conduct, which could bring the game into disrepute. The coaches and/or the support staff of the teams are not allowed to coach from outside the field and also not allowed to enter the field.
- 20.3 In the event of manager, captain, coach or support staff misbehaving with any of the match officials or players or enters the field of play during play, the match officials shall report the same to the association; the association shall take necessary action as deemed fit.
- 20.4 In the event of a player found guilty of misbehavior or of using offensive comments on the field such as:-
 - a) Swearing at the umpires, batsman, bowler or any other player.
 - b) Showing public dissent at the umpire's decision.
 - c) Kicking the stumps or indulging in any ungentlemanly and unsporting conduct which might bring the game into disrepute, the umpire

concerned shall in the first place, call and signal "dead ball" and shall give a first and final warning.

- 20.5 In the event of any bowler found guilty again (second instance) in that innings, the umpire shall suspend the bowler from further bowling in that innings and allow another bowler to complete the over from the same end, provided this bowler shall not bowl two overs or part thereof consecutively in that innings.
- 20.6 In the event of any member of the fielding side found guilty again (second instance) the umpire shall direct the captain of the fielding side to send the concerned fielder out of the field for that session and no substitute shall be allowed in his absence.
- 20.7 In the event of a batsman found guilty again the umpire shall report to the executive authority of the batting side and to the governing body responsible for the conduct of the match as well as the Hon. Secretary, KSCA to take any suitable action.
- 20.8 In the event of any player manhandling the umpire or any other player, the umpire shall direct the captain of the player's side to send the concerned player off the field, if, the captain himself is involved he shall be ordered off the field. The player thus sent off the field shall not be part of the match then onwards. If, a bowler is sent off, the unfinished over, if any, shall be completed by any other member of the fielding side provided this bowler shall not bowl two overs or part thereof consecutively in that innings. If, a batsman is found guilty of this offence, he shall be asked to retire and shall be barred from taking further part in the match. In addition no substitute/s shall be allowed for such player/s who has/have been sent out.
- 20.9 In addition to taking action as stated above, the umpires shall also report the occurrence to the captain of the opposing side who has erred as soon as the players leave the field for an interval.
- 20.10 The umpire shall also report to the executive authority of the fielding side and to the governing body responsible for the conduct of the match as well as to the Hon. Secretary, KSCA to take any further action against the concerned player/s.
- 20.11 If the captain does not comply with the decision of the umpire to send the player/s off the field, or if he himself is involved and does not go off, it will amount to refusal to continue the game. In such circumstances both the umpires consult with each other, treat this as conceding the match as per clause 10.1 and award the match to the opposite side and report the matter to the Association.

21. PROTEST

No protest on the decision of the umpires shall be entertained, if however any breach of laws, rules and regulations, playing

conditions etc., are brought to the notice of the Association, suitable action as deemed fit will be taken by the association. Protest if any, shall accompany with a fee of **Rs.2000/-** and should be submitted to the association within 24 hours after completion of the match in case of knockout matches and 48 hours in case of league matches. If the protest is upheld fee shall be refunded.

22. THE COMMITTEE

The tournament committee appointed by the managing committee of the association shall be in charge for the conduct of the tournaments. The tournament committee shall have the power to consider the report of the umpires and take necessary action regarding the ground condition and the conduct of players / teams and such other powers as are necessary for the conduct of the tournament.

Interpretation of these rules, regulations and playing conditions shall rest with the tournament committee of the association and any ruling given by the said committee shall be conclusive, final and binding upon the players and teams. Appeal against the decision of said committee will not be entertained. The tournament committee shall have the power to dispose of all the matters concerned with the tournaments.

In the event of tournament committee is not able to meet or take decisions; the cricket committee shall have the power to dispose of all the matters. In case of the cricket committee is also not able to meet or take the decisions; the managing committee shall have the power to dispose of all matters concerned with all KSCA tournaments.

Note:

Matches should be played in true spirit of the game, failing which strict action will be taken against the team/s.



THE KARNATAKA STATE CRICKET ASSOCIATION

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

PLAYING CONDITION No. 1 – TWO DAY MATCHES

APPLICABLE FOR

Group I – Division I (League)

Group I – Division II (League)

Inter School under 16 years – Division I

KSCA Inter Zonal Tournaments for under 14, 16, 19 and 25 years

Group I – Division I, II & III – under 14, 16 & 19 years (Semi-final and Final)

1. LAW 12: INNINGS

Law 12 shall apply subject to the following

Law 12.1 (Number of innings) shall be replaced by the following

1.1. Matches shall be of two day duration with two innings a side.

1.2. First innings of each side limited to **100 overs**.

1.3 In the Inter Zonal tournaments No Bowler shall bowl not more than 1/5th Of the allotted overs in the first innings.

2. LAW 15: INTERVALS

2.1 Law 15.3 - Duration of intervals

2.1.1 Luncheon interval: The interval shall be of 40 minutes duration.

2.1.2 Tea interval: The interval shall be of 20 minutes duration.

2.2 Law 15.8 - Tea interval-9 wickets down

Law 15.8 shall apply.

In addition, the provisions of law 15.8 as applicable to the tea interval shall also apply to the lunch interval.

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

Law 16 shall apply subject to the following:

3.1 Start and cessation times

a) All matches shall be of six hours and forty minutes schedule play per day.

- b) Hours of play:
- | | | | | | |
|-------|------|----|-------|------|------------------|
| 9.30 | a.m. | to | 12.00 | noon | (First session) |
| 12.00 | noon | to | 12.40 | p.m. | (Lunch) |
| 12.40 | p.m. | to | 2.40 | p.m. | (Second session) |
| 2.40 | p.m. | to | 3.00 | p.m. | (Tea) |
| 3.00 | p.m. | to | 5.10 | p.m. | (Last session) |

3.1.1 Minimum overs in the day

Subject to clause 3.1.2 below:

- (a) On days other than the last day, play shall continue on each day until the completion of a minimum target of 100 overs (or a minimum of 15 overs per hour) or the completion of the scheduled or rescheduled cessation time, whichever is the later but provided that play shall not continue for more than 30 minutes beyond the scheduled or rescheduled cessation time (permitted overtime). For the sake of clarity, if any of the minimum target number of overs has not been bowled at the completion of the permitted overtime, play shall cease upon completion of the over in progress. The overs not bowled shall not be made up on any subsequent day.
- (b) On the last day, a minimum of 85 overs (or a minimum of 15 overs per hour) shall be bowled during the playing time other than the last hour of the match where clause 3.1.6 below shall apply. If any of the minimum of 85 overs, or as recalculated, have not been bowled when one hour of the scheduled playing time remains, the last hour of the match for the purposes of clause 3.1.6 shall be the hour immediately following the completion of these overs.

3.1.2 Reduction in minimum overs

Except in the last hour of the match, for which clause 3.1.6 makes provision, if play is suspended due to adverse weather or light or any other reason (other than normal intervals) for more than half an hour on any day, the minimum number of overs shall be reduced by 1 over for each full 4 minutes of the aggregate playing time lost.

3.1.3 Making up lost time

- (a) On the day

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 normal intervals, the playing time on that day shall be extended by the amount of time lost up to a maximum of half an hour.

- (b) On the last day only (refer Appendix 1)

Clause 3.1.3 (a) applies. However, for the purposes of this clause, the definition of playing time shall exclude the last hour. No time is

made up in respect of any interruptions that commence after the start of the last hour.

Should play be interrupted prior to the last hour being signaled, the playing time lost will be made up (subject to the maximum of half an hour described in (a) above) with the previously scheduled time for the last hour being updated to reflect the time made up during this interruption.

In order to determine the minimum overs to be bowled prior to the last hour and the rescheduled starting time for the last hour, it is necessary to complete the template in Appendix 1.

3.1.4 Change of intervals

- a) If play has been suspended for any reason other than normal intervals for 30 minutes or more prior to the commencement of the scheduled or rescheduled tea interval on that day, the tea interval shall be delayed for half an hour.
- b) Notwithstanding the provisions of clause (a) above, the timings of intervals can be altered under Law 15.5 at any time on any day if playing time has been lost on that day.

3.1.5 Change of innings

Where there is a change of innings during a day's play (except where the change of innings occurs at lunch or tea or when play is suspended for any reason) 2 overs will be deducted from the minimum number of overs to be bowled.

The over in progress at the end of an innings is regarded as a completed over for the purposes of determining the minimum number of remaining overs to be bowled in the day.

3.1.6 Last hour

Law 16.6, 16.7 and 16.8 will apply except that a minimum of 15 overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on 1 over for each full 4 minutes.

On the final day, if both captains (the batsmen at the wicket may act for their captain) accept that there is no prospect of either side achieving a victory, they may agree to call off the match after the time for the commencement of the tea interval has been reached. **However, in case of Inter-Zonal Tournaments at the start of Mandatory overs.**

3.1.7 Notwithstanding any other provision, there shall be no further play on any day, other than the last day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within 2 minutes of the scheduled cessation time or thereafter. This shall also apply to the additional time permitted in order to complete the minimum over requirement for the day. If an over is interrupted in these circumstances stumps shall be drawn for the day and the over shall be completed on the resumption of play.

3.1.8 An over completed on resumption of a new day's play shall be disregarded in calculating minimum overs for that day.

4. LAW 5: THE BALL

4.1 Law 5.4 - New ball in a match of more than one day's duration

Law 5.4 shall be replaced by the following:

The captain of the fielding side shall have the choice of taking a new ball at any time after 60 overs have been bowled with the previous ball. **There shall be a mandatory change with a new ball after 80 overs, if the captain has not opted earlier.** The umpire shall indicate to the other umpire, batsmen and the scorer/s whenever a new ball is taken into play.

However, if a match is played on matting pitch, the captain of the fielding side shall have the choice of taking a new ball at any time after 50 overs have been bowled with the previous ball. There shall be a mandatory change with a new ball after 60 overs, if the captain has not opted earlier.

4.2 Law 5.6 - Specifications

Law 5.6 shall not apply.

5. LAW 21: THE RESULT

Law 21 shall apply subject to the following:

5.1 League matches

The winner shall be decided on the basis of two innings:

- The side, which has scored a total of runs in excess of that scored, by the opposite side in its two completed innings shall win the match.
- 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.
- If a match is concluded in a way other than (a) or (b) above, it shall count as a draw.

- A match abandoned without a ball being bowled shall not be replayed and shall be treated as a draw

5.2 Knock-out matches

- The side, which has scored a total of runs in excess of that scored, by the opposite side in its two completed innings shall win the match.
- If two innings are not completed, the winner will be the side, which takes the lead in the first innings. If no decision can be arrived even on first innings, the match shall be decided by spin of coin by the captains in the presence of umpires. In case of final, the teams shall be declared as joint winners.
- In the event of tie on first innings, the winner will be decided by spin of coin only if the match has not been played to a further conclusion. Similarly, if the match ends in overall tie on two innings or, if the result cannot be arrived at for any other reason, the winner will be decided by spin of coin by the captains in the presence of umpires. In case of final, the teams shall be declared as joint winners.
- A match abandoned without a ball being bowled shall not be replayed and the result will be decided by the spin of coin by the captains in the presence of umpires. In case of final, the teams shall be declared as joint winners.

5.3 Match points

Situation	Points
Outright win	5
Team leading on first innings and both innings not completed	3
Team losing in the first innings and both innings not completed	1
For a tie, where both teams have completed two innings	2 each
For a tie on the first innings and no outright win	2 each
Drawn match with no first innings result	2 each
Abandoned match without a ball being bowled	2 each
Team losing outright	Minus 1

5.4 Points being equal

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

- In the event of an equality of points the higher number of outright wins will determine the position in the table of points.
- In the event of an equality of outright wins, the team with an outright win over the other team in the league match shall be placed higher.
- In the event of both (a) and (b) being same, the team with a lesser outright loss shall be placed higher.

- d) Should there be equality in above; the net wicket rate shall determine the position.

5.5 Net wicket rate

A team's net wicket rate is calculated as under:

- a) Divide the total number of runs scored by the team by the total number of wicket lost by it.
- b) Divide the total number of runs scored against the team by the total number of wickets taken by it.
- c) Divide the former (a) by the latter (b) and the team having the higher percentage shall be considered to have the better performance.
- d) For the purpose of the calculations and for individual averages, a team declaring the innings closed shall be deemed to have lost only the number of wickets, which have actually fallen.

6. LAW 25: WIDE BALL

Law 25.1 Judging a wide shall apply but in addition:

For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over wide interpretation shall be applied.

For bowlers attempting to utilise the rough outside the batsman's leg stump, not necessarily as a negative tactic, the strict limited over wide interpretation shall be applied.

STUMPS DRAWN

Except on the final day:

- a. In the event of play being suspended for any reason at or after the most recently scheduled or rescheduled cessation time, stumps shall be drawn upon play being suspended.
- b. In the event of the players already being off the field for suspension of play at the most recently scheduled or rescheduled cessation time, stumps shall be drawn upon play being suspended.

7. LAW 42.6: DANGEROUS AND UNFAIR BOWLING

7.1 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 two fast short-pitched deliveries 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 bowler's 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 two fast short-pitched deliveries 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 third 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 two fast short pitched deliveries 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 which umpires are able to apply at any time.

Note:

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



THE KARNATAKA STATE CRICKET ASSOCIATION

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

PLAYING CONDITION No. 2 - ONE-DAY MATCHES (50 overs a side)

APPLICABLE FOR

Group I - Division III
Group I - Division IV (League and Super League)
Group I - Division V (League and Quarter-finals)
Group I - Division I, II & III - under 14, 16 & 19 years (League)
Group II - Division I
Group II - Division II (All matches)
Group II - Division III (Knock-out)
Group I - Bengaluru and Mofussil Clubs
Men's Inter Collegiate
Inter School under 16 years - Division II
Inter School under 16 years - Division III (Knock-out)
Inter School under 14 years - B T Ramaiah Shield - Division I
Inter School under 14 years - B T Ramaiah Shield - Division II
Inter School under 14 years - B T Ramaiah Shield - Division III (Knockout)
YS Ramaswamy Memorial Tournament (Initial knockout)
Women's Senior League
Women's Inter Collegiate

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 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.

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.

- Each team shall bat for 50 overs unless all out earlier.
- 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 40 minutes. 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.
- If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- 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.
- Penalties shall apply for slow over rates.

1.3.2 Delayed or interrupted matches

- Delay or interruption to the Innings of the team batting first (**see Appendix 2**).
- When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour, in the total remaining time available for play.
 - 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 a result not being achieved earlier.
 - As soon as the total minutes of playing time remaining is less than the completed overs faced by team 1 multiplied by 4, then the first innings is terminated and the provisions of 1.3.2 (b) below take effect.
 - 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 15 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 intervals shall be taken into account. 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 number of overs has 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 15 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.

Example 1:
Team batting first's innings is completed at 12.05 hrs. Team batting second's innings starts at 12.15 hrs and breaks for lunch at 12.50 hrs. Time by which the innings has started earlier is 35 minutes (12.50 – 12.15). In case of any interruption up to 35 minutes, there shall be no revision of overs.

Example 2:
Team batting first's innings is completed at 12.30 hrs. Team batting second's innings starts at 13.30 hrs. Time by which the innings has started earlier is 20 minutes (13.50-13.30). In case of any interruption up to 20 minutes, there shall be no revision of overs.
- (iii) To constitute a match, a minimum of 20 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 15 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 10 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

- a) 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 scheduled interval.
- b) If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a 10 minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.
- c) Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced as follows:

If up to 20 minutes of actual playing time is lost, then the interval will be reduced by the amount of actual playing time lost.

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

Law 16 shall apply subject to the following (see also clauses 2):

3.1 Law 16.1 - Start and cessation times

There will be 2 sessions of 3 hours and 20 minutes each, separated by a 60 minutes interval between innings.

3.2 Hours of play:

9.30	a.m.	to	12.50	p.m.	(First session)
12.50	p.m.	to	1.50	p.m.	(Lunch)(see clause 2.1)
1.50	p.m.	to	5.10	p.m.	(Second session)

In case of Women's tournaments, the length of innings shall be 190 minutes and over rate shall be 15.79 overs per hour (3.8 minutes per over). The timings shall be adjusted accordingly.

3.3 Laws 16.6, 16.7 and 16.8 shall not apply.**3.4** Laws 16.9, 16.10, and 15.11 shall apply in so far as they are relevant to a one innings limited overs type match.**4. LAW 21 – THE RESULT**

Law 21 shall apply subject to the following:

4.1 Law 21.2 - A win - one innings match**4.1.1 League stage**

- 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.
- 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 20 overs. Otherwise the result of the match shall be treated as no result.

4.1.2 Knock-out stage

- 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.
- c) If the match is abandoned due to weather, light and ground conditions or any other reason, the winner shall be the team with better run rate, provided team batting second has batted for a minimum of 20 overs. Otherwise the result of the match shall be treated as no result.
- d) If no result has been arrived other than tie; the match shall be rescheduled on a later date. Match will also be rescheduled in case of match washed out without a ball being bowled.
- e) However, for Y S Ramaswamy Memorial Trophy (final knock-out), matches shall not be rescheduled and clause (f) below shall apply.
- f) If no decision is arrived even after rescheduling the match or if a match ends in tie, the winner will be decided as follows;
 - I. The team with the higher number of outright wins including the first phase (for Y S Ramaswamy Memorial Trophy, league stage) will be declared winner.
 - II. In the event of an equality of outright wins, the team with a win over the other team in the League including the first phase (for Y S Ramaswamy Memorial Trophy, league stage) will be declared winner.
 - III. Should there be equality in both points and wins; the winner will be the one with better net run rate.
- IV. For the above clause (I), if a team earns a bye, it shall be considered as a win.**
- V. In case of Final match, the teams will be declared Joint Winners.**

4.1.3 Y S Ramaswamy Memorial Tournament (Initial knock-out) and Group II, Division III

- 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. In case of a tie, the team which has lost lesser number of wickets will be declared as Winner. In case of equality in number of

wickets lost, the result will be decided by spin of coin by the captains in the presence of the umpires.

- c) If the match is abandoned due to weather, light and ground conditions or any other reason, the winner shall be the team with better run rate, provided team batting second has batted for a minimum of 20 overs. Otherwise the result of the match shall be treated as no result. In case of no result, the result will be decided by spin of coin by the captains in the presence of the umpires.

4.2 Match points

Win	-	4 points
Tie/No result	-	2 points
Loss	-	0 point

4.3 Points being equal

If two or more teams secure equal number of points, then the irrelative 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 including the first phase 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 including the first phase matches 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 including the first phase, if applicable, 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

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 41: THE FIELDER

Law 41 shall apply subject to the following:

7.1 Restrictions on the placement of fieldsmen

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

7.1.2 In addition to the above, the following fielding restriction shall apply:

- a) Two semi-circles shall be drawn on the field of play. The radius of each of the semi-circles shall be a maximum of 30 yards (27.43 meters).
- b) No more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause (a) above.

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

8. LAW 42.6: DANGEROUS AND UNFAIR BOWLING

8.1 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 two fast short-pitched deliveries 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 two fast short-pitched deliveries 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 third 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 two fast short pitched deliveries 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 which umpires are able to apply at any time.

Note:

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



THE KARNATAKA STATE CRICKET ASSOCIATION

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

PLAYING CONDITION No. 3 - ONE-DAY MATCHES (30 overs a side)

APPLICABLE FOR

Inter School under 16 years - Division III (League)
Inter School under 14 years – B T Ramaiah Shield - Division III (League)
Inter School Girls' under 16 years

1. LAW 12 - INNINGS

Law 12 shall apply subject to the following (see also clauses 15 and 16 below):

1.1 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 30 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 30 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, the over in progress shall be completed and the innings of the team batting second shall be limited to the same number of overs as the innings of the team batting first.
- c) If the team batting first is dismissed in less than 30 overs, the team batting second shall be entitled to bat for 30 overs except as in (d) below

- d) If the team batting first is all out and the last wicket falls at or after the scheduled time for cessation of first session, the innings of the team batting second shall be limited to the same number of overs as the team batting first (an over in which the last wicket falls to count as a completed over).
- e) If the team fielding second fails to bowl required 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) 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 15 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 15 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, 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 15 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 intervals shall be taken into account. 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, the over in progress shall be completed and the innings of the team batting second shall be limited to the same number of overs as the innings of the team batting first.

- (vi) If the team batting first is dismissed in less than its allotted overs, the team batting second shall be entitled to bat for full allotted overs except as in (d) below
 - (vii) If the team batting first is all out and the last wicket falls at or after the rescheduled time for cessation of first session, the innings of the team batting second shall be limited to the same number of overs as the team batting first (an over in which the last wicket falls to count as a completed over).
 - (viii) 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 15 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) If the innings of side batting first is curtailed to less number of overs due to slow over rate by the bowling team, the time by which the cessation time of team batting second is advanced shall be first utilised for any revision of overs due to suspension or interruption.
- Example:**
Team bowling first have bowled only 27 overs in the allotted 120 minutes. Team batting second will get only 27 overs and the scheduled cessation time is advanced by 12 minutes, i.e., the length of innings shall be 108 minutes. In case of any interruption, time lost up to 12 minutes, there shall be no revision of overs.
- (iv) To constitute a match, a minimum of 15 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
 - (v) 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.

- (vi) A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. The timing and duration of all relative delays and interruptions in play will be taken into consideration in specifying this time.
- (vii) 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.
- (viii) Penalties shall apply for slow over rates.

1.4 Number of overs per bowler

- a) No bowler shall bowl more than 6 overs in an uninterrupted innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for team batting second, no bowler may bowl more than 1/5th of the total overs allowed.
- c) The restriction shall not apply to the team fielding second, where the team fielding first has not bowled full quota of its overs.
- d) Where the total overs are not divisible by 5, one additional over shall be allowed to maximum number per bowler necessary to make up the balance.
- e) In the event of a bowler breaking down and being unable to complete an over, another bowler shall bowl the remaining part of the over. Such part of an over shall count as a full over only in so far as each bowler's limit is concerned.

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

Law 16 shall apply subject to the following (see also clauses 2):

2.1 Law 16.1 - Start and cessation times

There will be 2 sessions of 3 hours and 20 minutes each, separated by a 60 minutes interval between innings.

2.2 Hours of play:

Match 1

8.30	a.m.	to	10.30	a.m.	(First session)
10.30	a.m.	to	10.40	a.m.	(Interval)
10.40	p.m.	to	12.40	p.m.	(Second session)

Match 2

1.20	p.m.	to	3.20	p.m.	(First session)
3.20	p.m.	to	3.30	p.m.	(Interval)
3.30	p.m.	to	5.30	p.m.	(Second session)

In case of Women's tournaments, the length of innings shall be 115 minutes and over rate shall be 15.79 overs per hour (3.8 minutes per over). The timings shall be adjusted accordingly.

2.3 Laws 16.6, 16.7 and 16.8 shall not apply.

2.4 Laws 16.9, 16.10, and 15.11 shall apply in so far as they are relevant to a one innings limited overs type match.

3. LAW 21 – THE RESULT

Law 21 shall apply subject to the following:

3.1. Law 21.2 - A win - one innings match

3.1.1. League stage

- 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.
- 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 15 overs. Otherwise the result of the match shall be treated as no result.

3.1.2. Knock-out stage

- 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. In case of a tie, the team which has lost lesser number of wickets will be declared as winner. In case of equality in number of wickets lost, the result will be decided by spin of coin by the captains in presence of the umpires.
- c) If the match is abandoned due to weather, light and ground conditions or any other reason, the winner shall be the team with better run rate, provided team batting second has batted for a minimum of 15 overs. Otherwise the result of the match shall be treated as no result. In case of no result, the result will be decided by spin of coin by the captains in presence of the umpires.

- 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 winner shall be decided by spin of coin by the captains in presence of the umpires. In case of final, the teams will be declared joint winners.

3.2. Match points

Win	-	4 points
Tie/No result	-	2 points
Loss	-	0 point

3.3. Points being equal

If two or more teams secure equal number of points, then the irrelative 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 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.**

3.4. 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.

4. LAW 24: NO BALL

Law 24 shall apply subject to the following:

4.1 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.

5. LAW 25: WIDE BALL**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.

6. LAW 41: THE FIELDER

Law 41 shall apply subject to the following:

6.1. Restrictions on the placement of fieldsmen

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

6.1.2. In addition to the above, the following fielding restriction shall apply:

- a) Two semi-circles shall be drawn on the field of play. The radius of each of the semi-circles shall be a maximum of 30 yards (27.43 meters).

- b) No more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause (a) above.

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

7. LAW 42.6: DANGEROUS AND UNFAIR BOWLING**7.1. 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 bowler's 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.

- l) 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 which umpires are able to apply at any time.

Note:

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



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:

- 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.
- 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.
- 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.
- 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.
- 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.
- 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.



THE KARNATAKA STATE CRICKET ASSOCIATION

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

PLAYING CONDITION No. 5 – TWO DAY MATCHES (Limited overs)

APPLICABLE FOR

Group I – Division IV (Semi-finals and final)

Group I - Division V (Semi-finals and final)

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 consist of two innings per side with first innings of each side limited to 55 overs and second innings of each side limited to 30 overs. All matches shall be of two day's scheduled duration.

1.2 Law 12.3 - Completed innings

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

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

Where the match is delayed or interrupted in the first session, the length of the interval will be reduced as follows:

If up to 20 minutes of actual playing time is lost, then the interval will be reduced by the amount of actual playing time lost.

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

Law 16 shall apply subject to the following (see also clauses 2):

3.1 Law 16.1 - Start and cessation times

There will be 2 sessions of 3 hours each, separated by a 60 minutes interval between innings.

3.2 Hours of play:

9.30 a.m.	to	12.30 p.m.	(First session)
12.30 p.m.	to	1.30 p.m.	(Lunch)(see clause 2.1)
1.30 p.m.	to	4.30 p.m.	(Second session)

3.3 Laws 16.6, 16.7 and 16.8 shall not apply.

3.4 Laws 16.9, 16.10, and 15.11 shall apply in so far as they are relevant to a one innings limited overs type match.

4. LAW 5: THE BALL

4.1 Law 5.4 - New ball in a match of more than one day's duration

Law 5.4 shall not apply.

5. LAW 21 – THE RESULT

Law 21 shall apply subject to the following:

5.1 Law 21.1 - A win - two innings match

- The winner shall be decided on the basis of two innings. The side which has scored a total of runs in excess of that scored by the opposite side in its two completed innings shall win the match.
- If two innings are not completed, the winner will be the side, which takes the lead in the first innings. If no decision can be arrived even on first innings, the match will be rescheduled on the later date. Match will also be rescheduled in case it is abandoned without a ball being bowled.
- If no decision can be arrived even after the rescheduling the match, the winner will be decided as follows:
 - The team with the higher number of outright wins, including the first phase will be declared winner.
 - In the event of an equality of outright wins, the team with a win over the other team in the league including the first phase will be declared the winner.
 - Should there be equality in both points and wins; the winner will be the one with better net run rate.
- In case of final, if no result is achieved including a tie and 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 Trophy shall be shared.

6. LAW 22: THE OVER

The penalty for slow over rate as per KSCA general playing conditions clause 16 shall apply.

7. LAW 25: WIDE BALL

Law 25.1 – Judging a wide

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

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 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.

8. LAW 41: THE FIELDER

Law 41 shall apply subject to the following:

8.1 Restrictions on the placement of fieldsmen

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

In the event of an infringement of the above fielding restrictions, the striker 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 two fast short-pitched deliveries (in case of second innings of both the teams, one short pitch 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 two fast short-pitched deliveries (in case of second innings of both the teams, one short pitch 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 third fast short pitched ball (in case of second innings of both the teams, second 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 two fast short pitched deliveries in an over (in case of second innings of both the teams, one short pitch delivery), the umpire shall advise the bowler that this is his final warning for the innings.
- l) 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 which umpires are able to apply at any time.

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 penalty 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.

APPENDIX 1

Calculation template for last day of multiday match

This template applies to any interruption on the last day which causes a loss in actual playing time, (i.e. an interruption longer than the amount of extra time available) and where play resumes after the scheduled last hour.

Where play resumes prior to scheduled last hour, then the calculation of overs remaining in the day is performed as per days other than last day, with the scheduled time for the last hour affected only by the adding of any extra time.

Lines A, B, C, D and E should be completed at the start of an interruption on the final day. If play resumes without any lost playing time, or prior to the scheduled last hour, then this sheet can be discarded.

Once the length of interruption exceeds D and actual playing time is lost, then line F can be completed.

Lines G and H can be completed immediately if the interruption starts after tea, otherwise as soon as the interruption includes the tea interval.

- A. Start of interruption _____
- B. Minimum overs remaining before start of last hour as at time A (See Note 1) _____
- C. Time required to bowl minimum overs @ 4 mins per over (B x 4) _____
- D. Extra time available as at time A _____
- E. Scheduled time for last hour as at time A _____
- F. Rescheduled time for last hour (time basis) (D + E) _____
- G. Length of intervals covered by interruption:
- enter 40 (lunch), 20 (tea), 60 (both) or 0 (neither) _____
- H. Rescheduled time for last hour (overs basis) (A + C + D + G) _____
- I. Later of F and H above _____
- J. Time play resumes _____

Case A: If J is earlier than I, play resumes prior to the last hour

K. Minutes playing time lost (J – A – D – G) _____

L. Overs lost @ 4 mins per over (see note 2) _____

M. Minimum overs before start of last hour (B – L) (See Note 1) _____

The last hour then starts at the later of the time in Line F and the completion of the overs in Line M _____

Case B: If J is not earlier than I, play resumes in the last hour

K. Time for last hour to finish (I plus 60 minutes) _____

L. Minutes remaining in last hour (K – J) _____

M. Overs remaining in last hour (L / 4 mins or part thereof) (See Note 1) _____

Note 1: If an interruption occurs part-way through an over, in row B enter the number of full overs remaining, ignoring the part over. Then in row M, add back the part over to the minimum overs to be bowled on resumption.

Note 2: The actual overs lost for a given interruption will also reflect any earlier interruptions in the day, so that one over is lost in the day for each full four minutes of aggregated playing time lost. For example, 15 minutes loses 3 overs, but another 15 minute delay loses 4 overs.

APPENDIX 2A

Calculation sheet for use when delays or interruptions occur in first innings of one day matches

Time

Net playing time available at start of the match _____minutes (A)

Time innings in progress _____ (B)

Time lost _____ (C)

Extra time available 0 Minute (D)

Time made up from reduced interval _____ (E)

Effective playing time lost [C - (D + E)] _____ (F)

Remaining playing time available [A - F] _____ (G)

G divided by 4 (to 2 decimal) _____ (H)

Max overs per team [H/2] (rounded up fractions) _____ (I)

Max overs per bowler [I / 5]

Rescheduled playing hours

First session to commence or recommence _____ (J)

Length of innings [I x 4] (round up fractions) _____ (K)

Rescheduled cessation time (round up fraction) [J + (K-B)] _____ (L)

Length of interval _____ (M)

Second session commencement time [L+M] _____ (N)

Rescheduled cessation time = [N + K] _____ (O)

APPENDIX 2B

Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time _____ (P)

Rescheduled cut-off time allowing for full use of any extra time provision

_____ (Q)

Minutes between P and Q _____ (R)

Potential overs to be bowled [R / 4] (round up fractions) _____ (S)

Number of complete overs faced to date in first innings _____ (T)

If S is greater than T then revert to Appendix 2A

If S is less than or equal to T then the first innings is terminated and go to Appendix 3A

APPENDIX 3A

Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix 2B) _____ (A)

Scheduled length of innings: [A x 4] (round up fractions) _____ (B)

Start time _____ (C)

Scheduled cessation time [C + B] _____ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [A / 5] _____ overs

Duration of Power play overs (initial, batting side) _____

APPENDIX 3B

Calculation sheet for use when interruption occurs after the start of the second Innings

Time

Time at start of innings _____ (A)

Time at start of interruption _____ (B)

Time innings in progress _____ (C)

Restart time _____ (D)

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

Additional time available: (Any unused provision for 'extra time' or for earlier than scheduled

start of second innings) _____ (F)

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

Overs

Maximum overs at start of innings _____

_____ (H)

Overs lost [G / 4] (rounded down) _____ (I)

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

Rescheduled length of innings [J x 4] (rounded up) _____ (K)

Amended cessation time of innings [D + (K – C)] _____ (L)

Overs per bowler _____

Maximum overs per bowler [J / 5] _____ overs

BCCI PLAYING CONDITIONS

As and when, any tournament or tournament matches are played under the prevalent BCCI Playing Conditions, then the following changes shall apply to the same.

A. CHANGES ACROSS ALL FORMATS

1. Save for All India or Invitation tournaments, Clause 1. 'Law 1 – The Players' of KSCA General Playing Conditions shall apply for all other matches and tournaments.
2. Clauses 3.1.1, 3.1.2 and 3.1.3 pertaining to umpires appointment as per neutrality shall not apply.
3. For matches, where TV umpire has been appointed, clauses 3.2.2 and 3.2.7 shall apply or else clause 3.2 in whole shall not apply.
4. Clause 3.6 Light meters shall not apply.
5. Under clause Minimum Over Rate, penalty for slow over rate shall be 10 runs per over.
6. No financial penalty for any of the COC offences

B. MULTI DAY MATCHES

1. Clause 16.2.3 pertaining to 'Extended day' shall not apply.
2. Clause 21.5.2 – paragraphs and sentences pertaining to 'Extended day' of the match to achieve result in Knock-out matches shall not apply.
3. Clause 21.5.3 pertaining to tampering of the pitch shall not apply.
4. Appendix B: Guidelines for applying Playing Conditions and the use of Light meter shall not apply.

C. ONE DAY MATCHES

1. Clause 5.1.1 – Note pertaining to brand of the ball shall not apply and the matches shall be played with the ball as supplied by the Association.
2. Clause 5.1.2 shall apply when white balls are used. For clarity, when the match is played with red ball, only one ball per innings shall be used.
3. Clause 16.2 – Hours of Play shall be as mentioned by the Association in the fixtures.
4. Clause 21.7 – application of VJD shall apply from second stage Quarterfinal onwards
5. Appendix 1A – 'D. Extra Time available shall be 0 minute.

D. T20 MATCHES

1. Clause 2.2.1 – penalty time shall be 40 minutes
2. Clause 5.1 – ball to be used shall be as supplied by the KSCA.
3. Clause 16.2 – Hours of Play shall be as mentioned by the Association in the fixtures.
4. Clause 21.7 – application of VJD shall apply from second stage Quarterfinal onwards
5. Appendix 1A – 'D. Extra Time available shall be 0 minute.



THE KARNATAKA STATE CRICKET ASSOCIATION

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

APPROVED CRICKET BALLS

The following brands of cricket balls have been approved for use in the tournaments conducted by KSCA. However if the cricket balls are supplied by KSCA then the same shall be used.

A. For Group I – Division I and II

1. SG Test / Tournament balls as supplied by KSCA.

B. For Group I – Division III, Group II – Divisions I to III, Y. S. Ramaswamy Memorial Trophy tournament, the Hindu Trophy tournament and the Corporate Cup.

- | | | |
|----------------------------|---|---|
| 1. S.G.Test | : | M/s Sanspariels Greenlands Pvt. Ltd., Meerut. |
| 2. S.G.Tournament | : | M/s Sanspariels Greenlands Pvt. Ltd., Meerut. |
| 3. S.G. League | : | M/s Sanspariels Greenlands Pvt. Ltd., Meerut. |
| 4. S F Test | : | M/s Stanford Co. Meerut. |
| 5. Hatrick-Body Line | : | M/s Mahajan Brothers, Jalandhar. |
| 6. B.D.M. Challenge | : | M/s Mahajan Brothers, Jalandhar. |
| 7. Henex Vijay Super | : | M/s Vijay Sports Greenland, Delhi. |
| 8. Stanford County Special | : | M/s Stanford Co. Meerut. |
| 9. Vats Supreme | : | M/s Vats Sports, Meerut. |
| 10. Mustang Super League | : | M/s Players Choice, Bengaluru. |
| 11. Googly County Special | : | M/s Googly Sports. |
| 12. Nelco Tournament | : | M/s Nelco Sports. |
| 13. Nelco Super League | : | M/s Nelco Sports. |
| 14. Duke of Windsor | : | M/s Robinson Sports. |

15. SP County : M/s Sanmig Sports, Delhi.
16. Kimati Goldy : M/s Kimati Products.
17. Kimati Dimpy : M/s Kimati Products.
18. Puma EVO Power : M/s Puma Sports India Pvt. Ltd.
19. Puma EVO Speed : M/s Puma Sports India Pvt. Ltd.
20. Puma Platinum : M/s Puma Sports India Pvt. Ltd.
21. Puma Pulse Red : M/s Puma Sports India Pvt. Ltd.
22. Dukes Special County : M/s British Cricket Ball Ltd., UK
23. Dukes Crown Red : M/s British Cricket Ball Ltd., UK
24. Super Turf : M/s Vibgyor

C. For Group I – Divisions IV & V. In addition to the below listed, the approved cricket balls listed in A & B above can also be used.

1. S.G.Club : M/s Sanspariels Greenlands Pvt. Ltd., Meerut.
2. B.D.M.Kapildev : M/s B. D. Mahajan & Sons Pvt. Ltd., Meerut.
3. B.D.M.Special Crown : M/s B. D. Mahajan & Sons Pvt. Ltd., Meerut.
4. Henex : M/s Vijay Sports Greenland.
5. Mahajan Arun : M/s Mahajan Brothers, Jalandhar.
6. Hatrick Super Tuff : M/s Mahajan Brothers, Jalandhar.
7. Hatrick Red Royal : M/s Mahajan Brothers, Jalandhar.
8. Silly Point Richard Deadly: M/s Mahajan Brothers, Jalandhar.
9. Famex : M/s Khanna Sports Industries Pvt.Ltd. Meerut.
10. Stanford Yorker : M/s Stanford Co. Meerut.
11. Vats : M/s Vats Sports, Meerut.
12. Mustang Flipper : M/s Players Choice, Bengaluru.
13. Googly Club : M/s Googly Sports
14. Score master : M/s Robinson Sports
15. Taz : M/s Vibgyor

All the clubs are requested to use only the approved balls. This list supersedes all such lists circulated earlier in the previous seasons.

For all women's/girl's and school tournaments, balls as and when approved / supplied by KSCA shall be used.

The Mofussil teams while playing matches at Bengaluru will only use the balls approved for the tournaments specified.

The clubs / institutions at Mofussil zones may use the balls approved for tournaments of Bengaluru zone and for the tournaments conducted by the respective zone they may use balls approved by the zonal committee if any.

March 2018

Hon. Secretary