



T-20 Cricket Tournament - 2008

FAQs and Rules of Play

(September 22, 2008)

A. Frequently Asked Questions (FAQs)

A.1. What is the DreamCricket Twenty20 League?

DreamCricket Twenty20 League is a national super-premium league that will launch competitions in all regions across USA. The NJ Twenty20 is one such super-premium league. Similar competitions will be held in Dallas, TX and in the Bay Area, CA, by Spring of 2009. In 2009, DreamCricket will conduct USA Twenty20 featuring all-star teams from the regions.

A.2. What is the entry fee used for?

The entry fee covers some of the tournament expenses. The entry fee uses include prize money (roughly 70%), clothing (25%), and ground permits (5%).

There are other expenses that are currently not covered by the entry fees. These include umpiring (some \$80 per umpire per day), tournament balls, and tournament marketing expenses.

DreamCricket will endeavor to supplement the entry fee with sponsorships to the fullest extent possible. However, it is noted that sponsor-interest has lagged player-interest and spectator-interest in USA. DreamCricket is creating the marketing vehicles to change that trend.

The NJ Twenty20 is a tournament that is a combination of high energy cricket, pioneering marketing effort and volunteerism. In the same spirit, DreamCricket will spend any surplus to develop cricket in the region.

A.3. Why did you choose the month of October for the T20 competition?

The tournament start date coincides with the end date of local leagues.

We understand that some of the players are expected to be in Florida over the Oct 11th weekend for the National Senior Championship. The remaining weeks are free of scheduling conflicts.

A.4. Why did you choose NJ and not the more scenic grounds of Pennsylvania? Why these grounds (Weston Rd, Colonial Park, Edison, S. Brunswick, SomCav, Warinanco Park)?

Firstly, there are no natural turf wickets in the Tri State area. All wickets are clay with jute matting. Secondly, New Jersey's selection as the location is strategic considering that players are expected to come from New York, Philadelphia, Connecticut and the DC area.

Since teams are expected to play two matches in a single day, we chose the grounds after considering proximity to other grounds in addition to playability. That way, a team that has just driven ~100 miles would not have to finish a match and then drive another 50 miles for its second match. Our aim is not to showcase the best grounds in New Jersey - but to create a tournament that is most convenient under the circumstances. We thank the permit holders of these grounds for cooperating with NJ Twenty20.

A.5. Do the teams have any responsibilities w.r.t. hosting a match?

Yes, teams will be expected to help with readying the ground prior to each match and packing up the ground supplies at the end of each match. DreamCricket will have two organizers at each ground but they will look for help from the players of each team to help out with installing or removing the matting, marking the boundaries etc. Thankfully, all the grounds we have selected have matting on premises.

Although we expect to have two volunteers at each ground, and we hope to have two umpires as well for each match - there is a high likelihood that we may seek your assistance with some tasks ranging from scoring to square leg umpiring.

A.6. Will DreamCricket make arrangements for food and beverages?

Teams are requested to bring their own water and beverages.

DreamCricket will order food for teams that are playing two matches on a given day (and will pass through the cost to the teams).

Of course, DreamCricket is working with friendly restaurants to provide food at subsidized cost and with beverage companies to sponsor drinks. We will keep you posted if we are successful with obtaining sponsorships.

A.7. Can we bring our families too?

Absolutely. Spectators are welcome. Everyone should bring their own beach chairs. We are exploring half-time entertainment and games for the finals on October 18th.

A.8. What is the nature of the partnership with EBC Radio?

We will provide occasional updates via EBC Radio 1170AM. On Saturdays, between 2PM and 4PM, we will provide a two hour live coverage of the tournament. The finals will be covered live for the entire duration. We will also have an on-ground commentator for some matches.

A.9. What ball do you propose to use?

We expect Reebok to sign up as an equipment sponsor. In that case, we will use Reebok white 5.5 oz balls. Otherwise, we plan to use Brown & Willis or CA balls of high quality.

A.10. Is insurance necessary to play in the tournament?

Yes. Every player will be required to sign a waiver form prior to start of the tournament.

A.11. Are there sight screens at the grounds?

No.

A.12. Is the schedule likely to change?

Yes. Although significant changes at this stage are unlikely, they cannot be ruled out. Please check your schedules periodically - especially as you get closer to the weekend for venue changes. We will alert you of any changes in the actual opponent or date of your match.

A.13. What about tournament clothing?

We are working on getting color clothing for all teams. We have ordered color jerseys for all teams and every effort will be made to get you jerseys in time for the tournament. Since time was short, we might have you pick up your jerseys from our shop in Hillsborough or we might bring them to the venue. We will keep you posted as and when the jerseys get ready.

As for pants, we are working on this separately but are running into shortages for some sizes and some colors. There is a chance that we will have to ask you to wear your white cricket trousers.

A.14. Is there going to be TV coverage?

We are working on this with some media companies. There is a good chance that we will have highlights coverage if not live coverage. A lot depends on how much resources the media partners want to commit.

A.15. Will scores be updated on www.NJT20.com when the match is in progress?

Yes. We will have a score relay team whose job it will be to SMS the scores to our Control Room.

A.16. Can the roster still be changed?

Up to 2 members of the full list of 15 players can be changed until September 25th. After that, substitutions may be allowed by Tournament Organizers in exceptional situations, after considering the merits of the case.

A.17. What are Fantasy Cricket and Doosra?

DreamCricket will set up some derivative games for the NJ Twenty20 before September 25th. Fantasy cricket allows the player to pick his own team. Doosra is a Brackets game. Enjoy!

B. Rules of Play

B.1. Format:

DreamCricket NJ League will comprise two groups (A or B) each containing 6 teams each. The participating teams will be designated to a specific group (A or B). Teams will play in a Round Robin format within their respective groups. The top two teams from each group will advance to the semi-finals (A.1 vs B2, B1 vs A2) A final will be played between the winner of the semi-finals.

B.2. Match Results:

Win	2 points
Loss	0 points
No Result	1 point
Abandoned	1 point

A match is “official” if both teams were able to bat a minimum of 6 Overs. No Result applies when the team batting second was not able to bat a minimum of 6 Overs, due to weather conditions or other extraordinary circumstances. Some No Result Matches may be rescheduled by Tournament Directors at their discretion. Abandoned Match applies when the match never got started, due to weather conditions or other extraordinary circumstances. Some Abandoned Matches may be rescheduled by Tournament Directors at their discretion.

B.3. Playing Hours:

As detailed in playing conditions below.

Teams/players must be ready, fully dressed in their official team uniforms and on the field ready to play at the designated times.

Match start time is 10:00 AM for AM matches and 2:00PM for PM Matches.

Coin Toss and exchange of match roster will take place 30 minutes prior to scheduled start.

B.4. Official Team Uniforms

DreamCricket.com will provide color t-shirts to the players. (Pants may be provided if sponsors are identified, otherwise players will be expected to wear white trousers of their own). No color pads allowed unless they are same color as team uniform. Players NOT wearing their official 2008 team t-shirt will NOT be allowed to participate in any match.

B.5. Park / Playing Field Rules:

All playing fields are clay pitches with jute matting.

Possession and consumption of alcohol and other illegal substances are strictly prohibited on any park property or playing fields. Any player found with alcohol on the playing field will be ejected immediately from playing any more games.

Smoking and cell phones are strictly prohibited on the field of play. This applies to players as well as Umpires. Umpires may use cell phones only for match purposes in lieu of walkie-talkie.

B.6. THERE WILL BE ZERO TOLERANCE FOR FIGHTING/ PROFANITY BEING USED ON THE FIELD AND SURROUNDING PLAYING FIELD AREAS.

Team member/player who threatens park employees, Umpires, Scorers, Volunteers, other team players, or Tournament Officials will be subject to disciplinary actions.

We encourage the captain of each team to stress upon your players to be mindful of their behavior towards those present on park property. We all know, cricket has the potential to attract avid fans and entire families and we urge all to be respectful and considerate. Especially in the presence of children, but even otherwise, since cricket, above all else is a gentlemen's game.

C. Playing Conditions

C.1. General - Team

Each team will provide DreamCricket with a list of 15 players (“submitted list”) from which the playing roster will be drawn.

Each team playing in a match will consist of 11 players, with a 12th man on standby. All players must be from the submitted list. No additional invited players may participate in the tournament after tournament start (unless previously agreed to by Tournament Organizers in good faith owing to accident or injury or other unpredictable circumstance that the Tournament Organizers deem as sufficient reason for the change).

Exchange of match roster will take place 30 minutes prior to scheduled start (9:30 AM for the 10:00AM start and 1:30PM for the 2:00PM start. It can be emailed the previous night.

Each name on the roster will be roll-called and must produce a PHOTO-ID (driver’s license, passport, green card or other acceptable form of id). If an id is not available the player may not play unless the opponents (a) recognize him or (b) accept him.

A player may not play for more than 1 team.

C.2. Suitability - Inclement weather

In the event the match is affected by rain, the Umpires shall begin reducing the Overs by 1 over for every 4 minutes of rain interruption. The team batting 2nd, should bat the same amount of Overs as the first, OR in the event of further interruptions at least 6 Overs for it to be deemed an Official Game. In other words, if the team batting first bats 14 overs. The team batting second may bat 14 overs. For the match to be officially concluded, they should bat at least 6 overs.

The Umpire(s) at all times shall be the final judge as to suitability of the playing field.

C.3. Innings Duration

Under normal circumstances, all matches will be of 20 Overs duration per Innings, which must be completed within 90 minutes, inclusive of a 3-minute water break after 10 Overs, as per guidelines below

- First Match
Innings of team batting first starts at 10:00 AM ends at 11:30 AM
Innings of team batting second starts at 11:40 AM ends at 1:00 PM
- Second Match
Innings of team batting first starts at 2:00 PM ends at 3:30 PM
Innings of team batting second starts at 3:40 PM ends at 5:10 PM
- There will be a 10-minute break between Innings
- In the event of weather or other exceptional circumstances, the starting times above may be delayed up to one (1) hour, with all other times adjusted accordingly, before reduction of Overs for the match goes into effect.

C.4. Batting

The team scoring the most runs in its allotted Overs will be the winner.

If the team batting second completes 6 or more Overs but not its full allocation of Overs, then the winner will be the one with the **better Overall Run-Rate. No D/L rules will be used!**

C.5. Wides

A penalty of one run for a wide plus any runs scored from the delivery.
Any leg-side delivery automatically shall be called a wide.

C.6. No Balls

A penalty of one run for the no ball plus any runs scored from the delivery.
No ball rules of regular cricket apply.

A bowler shall be allowed to bowl one short pitched delivery per over (not being a wide or no ball). In the event of the bowler bowling more than one fast short-pitched delivery in an over, the umpire shall call and signal no ball.

C.7. Coin Toss

The coin toss and exchange of nominated players list shall occur 15 minutes before the scheduled start of play.

Any team **not ready to play** (See C10 below) at the coin toss shall lose the coin toss.

C.8. Loss of Overs

Any team **not ready to play** 5 minutes after the scheduled starting time shall lose 1 over for every 4 minutes of delay.

C.9. Forfeiture of Matches

Any team **not ready to play** 30 minutes after the scheduled starting time shall be considered as having forfeited the match. [unless Tournament Organizer permits a late start owing to unavoidable circumstances - with prior agreement or notification of the other team]

If the other team is ready to play then that team will be declared the winner.

Any team forfeiting two matches shall be suspended from the tournament and all its scheduled opponents, including games already played and regardless of the results of those games, will be declared winners by default.

C.10. Ready to Play

Ready to play means a minimum of 7 players, in their official team uniform, present at the ground and in clear visible view of the umpires.

C.11. Match Clock

The umpires shall be the sole timekeepers of the match and of any extensions of the match clock.
Any Over in progress at the scheduled stop time shall be completed.

C.12. Playoffs Eligibility

The finalist teams must agree to substitute one player with an invited player at the discretion of the tournament organizer in line with sponsor compliance.

C.13. Umpires Responsibilities

Umpires are requested to read the rules in its entirety before the start of the tournament in order to ensure a complete understanding of the rules of the game.

Umpires must arrive at the game site no less than 30 minutes before game time and secure from the team captains/representatives the declared team.

Umpires should inform the teams of the start time and enforce the start time rule. They are to collect the declared team list and ensure the teams are in compliance with the 7 players present rule before the start of any game.

Umpires should direct the teams to toss and secure for the winner, decision to bat or field.

Umpires should keep an extra ball in their possession at all times and should consult with the scorer for assistance in the balls and Overs count. Balls to be provided by DreamCricket.com.

Umpires should enforce rules to prevent and act upon un-sportsman like conduct (including Park Rules above).

Umpires must be fair and impartial for the integrity of the game; failure to adhere to the rules of the game will result to being removed from the game and future participation of games during the tournament.

C.14. Fielder absent or leaving the field

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.

The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes: 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.

The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

C.15. Ball lost or becoming unfit for play

In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear. DreamCricket.com will provide used balls.

In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.

If the ball is to be replaced, the umpire shall inform the batsman. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

C.16. Length of Innings

Uninterrupted Matches.

Each team shall bat for 20 overs or 1.5 hours (whichever is sooner) 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 not be extended and the second session shall commence at the schedule 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 (1.5 hours) for the cessation of the first innings.

If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs or 1.5 hours (whichever is sooner).

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.

C.17. Delayed or Interrupted Matches

Delay or Interruption to the Innings of the Team Batting First

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 (1 over every 4 minutes) 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 6 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.

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, extensions in playing hours, interruptions in play, and the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.

If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.

C.17. Delay or Interruption to the innings of the Team Batting Second

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.

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.

To constitute a match, a minimum of 6 overs have to be bowled to the team batting second subject to the innings not being completed earlier.

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.

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, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.

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.

C.18. Number of Overs per Bowler

No bowler shall bowl more than 4 overs in an innings.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

The scorecard shall show the total number of overs bowled and the number of overs bowled by each bowler.

C.19. A win

Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play, a result can be achieved only if both teams have had the opportunity of batting for at least 6 overs, unless one team has been all out in less than 6 overs or unless the team batting second scores enough runs to win in less than 6 overs.

Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play, all matches in which both teams have not had an opportunity of batting for a minimum of 6 overs, shall be declared no result.

C.20. A Tie

In the event of a tied match the teams shall compete in a bowl out to determine the winner. Refer attached Appendix 1.

C.21. A Draw

Shall not apply.

C.22. Underarm No Ball

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled over arm.

C.23. Free Hit after a foot-fault no ball

The delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate 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 the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker.

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

C.24. Wide Ball

Judging a Wide

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

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

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

C.25. Timed Out

The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls. 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 of the fall of the previous wicket.

C.26. Restrictions on the placement of fieldsmen

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

In addition to the restriction 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 below.

These additional fielding restrictions shall apply to the first 6 overs of each innings (Fielding Restriction Overs).

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by markings as permissible by the umpire.

During the Fielding Restriction Overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During the non Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.

In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction 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 innings	No. of overs for which fielding restrictions apply
1-6	1
1-9	2
1-13	3
1-17	4
17-19	5

Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number

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 number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

Note: If a team has less than 11 players fielding, the "inside the circle" requirements shall have priority. The "missing" players shall be counted as being "outside the circle".

C.27. The Bowling of Fast Short Pitched Balls

A bowler shall be limited to one fast short-pitched delivery per over.

A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

In addition, 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.

For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over

In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined 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.

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.

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.

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.

The bowler thus taken off shall not be allowed to bowl again in that innings.

C.28. Bowling of High Full Pitched Balls

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

A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

In the event of a bowler bowling a high full pitched ball as defined above (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

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.

The bowler thus taken off shall not be allowed to bowl again in that innings.

The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

C.29. Dangerous and Unfair Bowling - Action by the umpire

Regardless of any action taken by the umpire as a result of the above, the following shall apply at any time during the match:

The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.

Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

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.

The bowler thus taken off shall not be able to bowl again in that innings.

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.

C.30. Deliberate bowling of High Full Pitched Balls

If the umpire considers that a high full pitch delivery which is deemed dangerous and unfair was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

Call and signal no ball.

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

Not allow the bowler to bowl again in that innings.

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

Report the occurrence to the other umpire, and to the captain of the batting side

C.31. Time Wasting by the Fielding Side

If there is any deliberate waste of time by any member of the fielding side the umpire shall:

Call and signal dead ball if necessary, and issue a warning to the fieldsman and the fielding captain.

Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.

If there is any further deliberate waste of time by any member of the fielding side the umpire shall:

Call and signal dead ball if necessary, and;

Award 5 penalty runs to the batting side

Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.

C.32. Batsman Wasting Time

If there is any deliberate waste of time by any batsman the umpire shall:

Issue a warning to the batsman

Inform the other umpire, the fielding captain and as soon as possible the captain of the batting side of what has occurred.

If there is any further deliberate waste of time by the any batsman previously warned the umpire shall:

Cause 5 penalty runs to be deducted from the batting side total

Inform the other umpire, the fielding captain and as soon as possible the captain of the batting side of what has occurred.

APPENDIX 1

Procedure for the Bowl Out

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

1. In normal circumstances the bowl out shall commence 10 minutes after the conclusion of the match.
2. The bowl out will take place on the same pitch the match was played.
3. A full set of stumps, including bails, will be pitched at both ends of the designated pitch.
4. The bowlers will all bowl from the same end.
5. Each team will provide a previously used ball for the bowl out. The umpire at the bowler's end shall be responsible for custody of the balls.
6. 5 minutes prior to the start of the bowl out, the captains shall toss a coin for the right to decide which team bowls first or second in the bowl out. The referee will supervise the toss in the normal manner.
7. The captains shall nominate their five bowlers in writing to the referee prior to the toss. Such bowlers must be from the 11 nominated players for that match. The wicket keeper may be one of the nominated bowlers in which case one of the players not nominated as a bowler in the bowl out shall perform the wicket keeping responsibilities during the bowl out.
8. Following the toss the nominated bowlers (and, if the captain is not one of the bowlers, the captain), the wicket keepers and the coaches from each side will take up a position on the field at mid wicket/extra cover outside the 30 m circle. The remainder of the players and team officials shall be required to remain beyond the boundary.
9. The on-field umpires shall take up their normal positions at the bowler's end and at square leg respectively.
10. The nominated bowlers shall each bowl a delivery making a total of 10 deliveries (5 from each team). The deliveries are taken alternatively by the teams. The bowlers must bowl in the same sequence as the list of players nominated and communicated by the team captains to the referee prior to the toss for the bowl out. The team with the most number of hits after five deliveries each shall be declared the winner.
11. If, after both teams have bowled 5 deliveries, both have scored the same number of hits on the wicket, or have not scored any hits, a second series of deliveries must be started with the same players, subject to injury (see point 12 below), and shall continue until one team has scored a hit more than the other from the same number of deliveries. That team shall be declared the winner. The sequence of bowlers need not be the same as in the previous series and the captain shall have the freedom of choice at the time of each delivery as to which of the 5 nominated bowlers shall bowl. In the second series, all 5 nominated bowlers shall bowl a delivery before any of them are eligible to bowl a further delivery.
12. If any of the nominated bowlers is injured during the bowl out (at any time after the toss has been taken), the injured bowler may be replaced by another player who was a member of the 11 players nominated for the match. For the sake of clarity, the replacement bowler may not be one of the other nominated bowlers.
13. The umpires will be responsible for making sure only the nominated bowlers actually bowl, that the correct sequence is followed and that no bowler bowls more than once until permitted to do so.
14. The wicket keeper will not be permitted to stand up to the stumps.
15. The teams shall be entitled to a warm up period prior to the toss for the bowl out. Players shall be entitled to measure and practice their run ups during this warm up period provided no player shall be entitled to bowl any delivery on the square itself. Once the toss has taken place no further practice deliveries, measurement or practice of run ups shall be allowed (whether on the square or outfield).

16. The umpires will be responsible for officially recording the number of 'hits' on the wicket. In the case of an infringement the umpire shall call and signal 'no ball' and the delivery shall be considered a miss and will not be retaken. A hit achieved with a "fair" delivery shall be signalled by the bowling end umpire in the manner of an out dismissal.
17. The umpires' decision shall be final as to the fairness of the delivery and the result of the bowl out.