

(September 4, 5 & 6 2010)



**Playing Conditions
&
F.A.Q.s**

The Radiant Info Twenty20 USA 2010 - The Playing Conditions

The Radiant Info Twenty20 USA 2010, herein referred to as “The Tournament” or “Tournament”, shall be governed by the ICC Standard T20 International Match Playing Conditions and by the Laws of Cricket (2000 Code 3rd Edition - 2008), except as varied below:

Note: The Tournament Committee reserves all rights to alter the Tournament format and/or structure as deemed and made necessary by circumstances beyond the control of the Tournament Committee, including but not limited to ground, weather and light conditions.

1 Law 1 The Players

1.1 Law 1.1 - Number of Players

Law 1.1 shall be replaced by the following:

- 1.1.1 A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.
- 1.1.2 **Team Squad (‘Roster’)**
 - 1.1.2.1 Each team will provide DreamCricket.com with a list of 14 players (also referred to as the “Team Squad” or “Roster”) from which the playing roster will be drawn
 - 1.1.2.2 The Team Squads shall be submitted to the Tournament Committee (please refer Appendix-1 for details on the Tournament Committee) in writing or via email, a week before the Tournament begins before Friday, August 27, 2010
 - 1.1.2.3 Once accepted and approved by the Tournament Committee, this list of 14 players shall be referred to as the “Approved Team Squad”
 - 1.1.2.4 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)
 - 1.1.2.5 Each team MUST PLAY two players born on or after January 01, 1991 (also referred to as U-19), IN EVERY match of the Tournament, unless injury to such players during the Tournament prevents them from doing so.
 - 1.1.2.6 Any team that wishes to play a team member that is not in original or subsequently changed squad (with proper approval as laid out above) can only act as a substitute, unless the opposing captain consents the full participation of that player as a nominated player.
 - 1.1.2.7 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).
 - 1.1.2.8 If an ID is not available, the player may not play unless the opponents either recognize him or accept him.
- 1.1.3 The following **Playoff Eligibility Criteria** shall also be strictly enforced for players' participation in the Semi Final and Final:
 - 1.1.3.1 Every player taking the field in either Semi Final match must have represented his team at least in one of its two ‘Preliminary’ matches
 - 1.1.3.2 Every player taking the field in the Final must have represented his team at least in two previous matches in the Tournament. Those two matches can be accounted for by participation in two ‘Preliminary’ matches or one ‘Preliminary’ match and one Semi Final

- 1.1.3.3 NO EXCEPTIONS shall be made to the above rules regarding player participation as a ‘nominated player’ in the Semi Final and Final matches of the Tournament
- 1.1.3.4 The opposing captain or team/ Franchise authorities shall have no say in the constitution of a team
- 1.1.3.5 The teams that reach the Final must agree to substitute at least one player with an invited player at the discretion of the Tournament organizer as stipulated by sponsor compliance requirements.

1.2 Law 1.2 - Nomination of Players

Law 1.2 shall be replaced by the following:

- 1.2.1 Each captain shall nominate 11 players plus a maximum of 3 substitute fielders in writing to the ICC Match Referee before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.
- 1.2.2 The nominated players and the 12th man must be from the Tournament approved team squad
- 1.2.3 A player may not play for more than 1 team.
- 1.2.4 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the Umpires/ Scorers Manager, in exceptional circumstances, allows subsequent additions.
- 1.2.5 All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

1.3 Law 1.3 – Captain

The following shall apply in addition to Law 1.3 (a):

- 1.3.1 The deputy must be one of the nominated members of the playing eleven.

1.4 Law 1.4 ‘Ready to Play’

- 1.4.1 Ready to play means a minimum of 7 players, in their official team uniform, are present at the ground and in clear visible view of the umpires.
- 1.4.2 Any team not ready to play, as defined above under the clause regarding being ‘Ready to Play’, at the coin toss shall automatically forfeit the coin toss to the opposite team.

3 Law 3 – The Umpires

3.1 Law 3.1 – Appointment and attendance

Law 3.1 shall be replaced by the following:

The following rules for the selection and appointment of umpires shall be followed as far as it is practicable to do so:

- 3.1.1 The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least two hours before the scheduled start of play.
- 3.1.2 The Umpires/ Scorers Manager shall, in consultation with the rest of the Tournament Committee, appoint umpires to all the matches during the entire Tournament.
- 3.1.3 The Umpires/ Scorers Manager shall also appoint a “3rd umpire” for each Twenty20 match. The fourth umpire shall act as an emergency umpire as well as assist the on-field umpires from outside the boundary in situations that require.
- 3.1.4 Neither team will have a right of objection to an umpire’s appointment.
- 3.1.5 **Umpires Responsibilities**
Umpires

- 3.1.5.1 shall read these 'Playing Conditions' in their entirety before the start of the Tournament in order to ensure a complete understanding of the rules of the game.
- 3.1.5.2 shall arrive at the game site no less than 45 minutes before game time and secure from the team captains/representatives the declared team, at least 15 minutes before the toss.
- 3.1.5.3 shall inform the teams of the start time and enforce the start time rule. They are to ensure that the teams are in compliance with the "7 players" rule before the start of any game.
- 3.1.5.4 shall direct the teams to toss at least 15 minutes before the scheduled start of play and secure for the winner, decision to bat or field.
- 3.1.5.5 shall keep an extra ball in their possession at all times and should consult with the scorer for assistance in the balls and overs count.
- 3.1.5.6 shall enforce rules to prevent and act upon un-sportsman-like conduct (including any and all 'Park Rules' as applicable).
- 3.1.5.7 shall be fair and impartial in order to establish and uphold the integrity of the match in question and the sport in general; failure to adhere to the rules of the game will result in being removed from the match underway as well as banned from participating in any more matches in the rest of the Tournament.

3.8 Law 3.8 – Fitness of Ground, Weather and Light and Law 3.9: Suspension of play for adverse conditions of ground, weather or light

- a) In the event a match is affected by rain, the Umpires shall begin reducing the overs by 1 over for every 4 minutes of rain interruption.
- b) The team batting second shall always bat for the same or less number of overs as that batted for by the first, except in cases where the team batting first were all out within their allotted quota of overs.
- c) In the event of further interruptions at least 6 overs for it to be deemed a match with an 'official result', i.e. with a winner scoring 2 points for the win.
- d) For example, if the team batting first bats for 14 overs, the team batting second may bat 14 overs. For the match to be officially concluded with a winner, the team batting second must bat for at least 6 overs.
- e) The Umpire(s) at all times shall be the sole judges as to suitability of the playing field and conditions.

5 Law 5 – The Ball

5.1 Law 5.2 – Approval and control of balls

Law 5.2 shall be replaced by the following:

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by DreamCricket.com. The 3rd umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket or any other disruption in play. Where day/night matches are scheduled in a series white balls will be used in all matches (including day matches). Each fielding team shall have one new ball for its innings.

5.3 Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

5.3.1 DreamCricket.com will provide used replacement balls.

- 5.3.2 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.
- 5.3.3 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 discolored 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.
- 5.3.4 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.

12 Law 12 – Innings

12.4 Law 12.4 - Length of Innings

12.4.1 Uninterrupted Matches

a) Under normal circumstances, all matches will be of 20 overs duration per Innings, which must be completed within 85 minutes, inclusive of a 5-minute water break after 10 overs, as per guidelines below:

First match (also referred to as the 'AM match') of the day on each of Watsessing Park Fields #1 & #2

- Innings of team batting first shall begin at 10:30 AM and end at 11:55 AM
- Innings of team batting second shall begin at 12:05 AM and end at 1:30 PM

Second match (also referred to as the 'PM match') of the day on each of Watsessing Park Fields #1 & #2

- Innings of team batting first shall begin at 2:30 PM ends at 3:55 PM
- Innings of team batting second starts at 4:05 PM ends at 5:30 PM

b) Each team shall bat for 20 overs unless all out earlier.

c) 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 for the cessation of the first innings.

d) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

e) 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.

12.4.2 Delayed or Interrupted Matches

a) In the event of weather or other exceptional circumstances, the starting times above may be delayed by up to one (1) hour, with all other times adjusted accordingly, before reduction of overs for either or both innings, goes into effect

b) Loss of overs

Any team that is not 'Ready to Play', as defined in the clause 'Ready to Play' of the addendum to Law 1 above, five (5) minutes after the scheduled starting time shall lose one (1) over for every four (4) minutes of delay.

c) 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 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 the innings not being completed 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 12.4.2 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, 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.

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.

d) 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) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed 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, extensions in playing hours 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.

12.4.3 Notwithstanding the clause regarding 'Loss of overs' above, there shall be no penalties for slow over rates. Umpires shall make every effort to ensure that teams bowl their overs within their allotted time.

14 Law 14 – Declaration and Forfeiture

1. Forfeiture of Matches

- a) Any team that is not 'Ready to Play', as defined in the clause 'Ready to Play' of the addendum to Law 1 above, 30 minutes after the scheduled starting time shall be considered as having **forfeited** the match, unless the Tournament Committee permits a late start owing to unavoidable circumstances – with prior notification to the opposing team
- b) If the opposing team is 'Ready to Play', as defined in the clause 'Ready to Play' of the addendum to Law 1 above, then that team shall be declared the winner.
- c) 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.

15.2 Law 15.9 - Intervals for drinks

Law 15.2 of the ICC Standard T20 International Playing Conditions shall be replaced as follows:

- 15.2.1 In an uninterrupted match of 20 overs duration per innings, there shall be a 5-minute drinks break after 10 overs.
- 15.2.2 In matches interrupted due to ground, weather, light or other circumstances, the umpires may decide to forgo the drinks interval and, in such cases, inform the captains of their decision before play resumes.
- 15.2.3 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 (subject to the wearing of bibs – refer to the note in clause 2.1.3).

16 Law 16 - Start of Play; Cessation of Play

Law 16 shall apply subject to the following (see also clauses 15 and 12.4):

16.1 Law 16.1 – Start and Cessation Times

There shall be a 10-minute interval between innings, subject to there being 2 innings of 1 hour 25 minutes each that included a 5-minute drinks interval.

21 Law 21 – The Result

1. The team scoring the most runs in its allotted overs will be the winner.
2. If the team batting second completes 6 or more overs but not its full allocation of overs, then a winner will be decided based on the **Duckworth/ Lewis (D/L) Method**.
3. The D/L Method shall also be used to revise targets for the team batting second if and when the match resumes after interruptions due to conditions of ground, weather and/or light and/or under other exceptional circumstances.
4. **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.

These playing conditions are applicable to all Twenty20 Internationals from 1st October 2009 and supersede the previous version dated 1st October 2008.

Except as varied hereunder the Laws of Cricket (2000 Code 3rd Edition - 2008) shall apply.

Note:

- 1 All references to 'ICC', 'Home Board', 'Board' or 'Governing Body' within the Laws of Cricket or the following ICC Standard T20 International Playing Conditions shall be replaced by 'Tournament Committee' and those to 'ICC Match Referee' or "Referee" shall be replaced by 'Umpires/ Scorers Manager'.
- 2 An altered version of the **ICC Standard T20 International Match Playing Conditions**, as applicable to the **Radiant Info Twenty20 USA 2010**, is presented below.

2 Law 2 - Substitutes and Runners, Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings

Law 2 shall apply subject to the following:

2.1 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:

- 3.1.1 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.
- 3.1.2 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 or, if earlier, when his side has lost five wickets. The restriction in Clauses 2.1.1 and 2.1.2 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 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.
- 3.1.3 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'.

3 Law 3 - The Umpires

3.2 Law 3.2 - Change of Umpire

The following shall apply in place of Law 3.2:

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.

3.4 Law 3.4 - To inform captains and scorers

In addition to Law 3.4 (i)

The host country may provide for the ringing of a bell, which shall be rung 5 minutes before the termination of an interval, when the umpires shall go to the wickets. The host country shall inform the visiting country at the start of the tour that this practice is to be adopted.

3.5 Law 3.8 - Fitness of Ground, Weather and Light and Law 3.9 - Suspension of play for adverse conditions of ground, weather or light

Laws 3.8 and 3.9 shall apply subject to the following:

3.1.1 The safety of all persons within the ground is of paramount importance to the ICC. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc. See also 3.6), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, ICC Match Referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require. See also clause 3.6 below.

Laws 3.8 & 3.9 shall be replaced by:

3.1.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. See 3.5.3 below and Law 7.2 (Fitness of the pitch for play).

3.1.3 Suspension of play for adverse conditions of ground, weather or light

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.

3.6 Law 3.10 Exceptional Circumstances.

The following shall apply in addition to Law 3.10:

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

- 3.6.2 Where play is suspended under Clause 3.6.1 above the decision to abandon or resume play shall be the responsibility of the ICC Match Referee who shall act only after consultation with the head of ground security and the police.

4 Law 4 - The Scorers

4.1 Law 4.2 - Correctness of scores

Attention is drawn to Clause 21.

5 Law 5 - The Ball

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

Law 5.4 shall not apply.

5.4 Law 5.6 - Specifications

Law 5.6 shall not apply.

7 Law 7 - The Pitch

7.1 Law 7.3 - Selection and preparation

- 7.1.1 The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorized access. (The pitch area shall include an area at least 2 meters beyond the rectangle made by the crease markings at both ends of the pitch).
- 7.1.2 The fourth umpire shall ensure that, prior to the start of play and during any intervals, only authorized ground staff, the ICC match officials, players, team coaches and authorised television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:
- a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
 - b) Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).
 - c) No spiked footwear shall be permitted.
 - d) No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
 - e) Access shall not interfere with pitch preparation.
- 7.1.3 In the event of any dispute, the ICC Match Referee will rule and his ruling will be final.

7.2 Law 7.4 - Changing the pitch

Law 7.4 shall be replaced by the following:

- 7.2.1 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 ICC Match Referee.
- 7.2.2 The on-field umpires and ICC Match Referee shall consult with both captains.
- 7.2.3 If the captains agree to continue, play shall resume.
- 7.2.4 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. Repair work will only be considered if there has been malicious damage to a non-crucial part of the pitch;
 - b) whether the alternative pitch can be used;
 - c) whether the match has to be abandoned.
- 7.2.5 When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.

- 7.2.6 In the event of a decision being taken in favor of Clauses 7.2.4 (a) or 7.2.4 (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.
- 7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures herein provided, shall be the responsibility of the on-field umpires.
- 7.2.8 In the event that the existing pitch can be made playable after suitable remedial work in Clause 7.2.4 (a) above, the match shall continue from the point stopped.
- 7.2.9 If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above).
- 7.2.10 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the relevant officials from the Boards involved shall agree on whether the match can be replayed within the existing tour schedule.

7.3 Law 7.5 - Non-turf pitches

Law 7.5 shall not apply.

All matches shall be played on natural turf pitches. The use of PVA and other adhesives in the preparation of pitches is not permitted.

8 Law 8 - The Wickets

Law 8 shall apply

9 Law 9 - The Bowling, Popping and Return Creases

9.1 Law 9.3 - The Popping Crease

Law 9.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 meters)'.

9.2 Additional Crease Markings

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wide balls on the offside the crease markings detailed in Appendix 4 shall be marked in white at each end of the pitch.

10 Law 10 - Preparation and Maintenance of the Playing Area

10.1 Law 10.1 - Rolling

The following shall apply in addition to Law 10.1:

10.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the groundsman.

Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the groundsman, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires.

The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

10.1.2 The umpires may instruct the groundsman to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

10.1.3 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

10.2 Law 10.6 - Maintenance of footholes

The following shall apply in addition to Law 10.6:

The umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.

11 Law 11 - Covering the Pitch

11.1 Law 11.1 - Before the match

The following shall apply in addition to Law 11.1:

The pitch shall be entirely protected against rain up to commencement of play.

11.2 Law 11.2 - During the match

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match.

The covers must totally protect the pitch and also the pitch surroundings, a minimum 5 meters either side of the pitch and any worn or soft areas in the outfield.

11.3 Law 11.3 - Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

Where possible, the bowler's run-ups shall be covered in inclement weather, in order to keep them dry, to a distance of at least 10x10 meters.

12 Law 12 - Innings

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

12.1 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 20 overs. All matches shall be of one day's scheduled duration.

12.2 Law 12.2 - Alternate innings

Law 12.2 shall not apply.

12.3 Law 12.3 - Completed innings

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

12.5 Extra Time

The participating countries may agree to provide for extra time where the start of play is delayed or play is suspended.

12.6 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 scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

13 Law 13 - The Follow-on

Law 13 shall not apply.

14 Law 14 - Declaration and Forfeiture

Law 14 shall not apply.

15 Law 15 - Intervals

Law 15 shall apply subject to the following:

15.1 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 re-scheduled 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 Match Referee may, at his discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes.

Such discretion should only be exercised after determining the adjusted overs per side based on a 20 minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

17 Law 17 - Practice on the Field

17.1 Law 17.1 - Practice on the field

Law 17.1 shall apply subject to the following:

- a) The use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.
- b) Bowling practice on the bowling strips referred to in (a) above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

18 Law 18 - Scoring Runs

Law 18 shall apply.

19 Law 19 - Boundaries

19.1 Law 19.1 - The boundaries of the field of play

Law 19.1 shall apply.

19.2 Law 19.2 - Defining the boundary - boundary marking

Law 19.2 shall apply.

19.3 Law 19.3 - Scoring a boundary

The following shall apply in addition to Law 19.3:

If an unauthorized person enters the playing arena 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 unauthorized person handling the ball. See also Law 19.1 (c).

20 Law 20 - Lost Ball

Law 20 shall apply.

21 Law 21 - The Result

Law 21 shall apply subject to the following:

21.1 Law 21.1 - A win - two innings match

Law 21.1 shall not apply.

21.2 Law 21.2 - A win - one innings match

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

21.3 Law 21.3 – Umpire (Referee) awarding a match

Law 21.3 shall be replaced by the following:

a) A match shall be lost by a side which either

i) concedes defeat or

ii) in the opinion of the Referee refuses to play and the Referee shall award the match to the other side.

b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the Referee of this fact. The Referee shall together with the umpires ascertain the cause of the action. If the Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the Referee shall award the match in accordance with (a)(ii) above.

c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clause 12.4.2 above.

21.4 Law 21.4 - A Tie

Law 21.4 shall apply in addition to the following:

In the event of a tied match the teams shall compete in a one over per side eliminator to determine the winner. Refer attached Appendix 8.

21.5 Law 21.5 - A Draw

Law 21.5 shall not apply.

21.6 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score

21.6.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis Regulations).

21.6.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison

with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (Refer Duckworth/Lewis Regulations).

If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

21.7 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

22 Law 22 - The Over

Law 22 shall apply subject to the addition of the following to Law 22.5:

22.1 Law 22.5 - Umpire miscounting

Whenever possible the third umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

23 Law 23 - Dead Ball

Law 23 shall apply.

24 No Ball

Law 24 shall apply subject to the following:

24.1 Law 24.1 (b) 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, and the ball is to be re-bowled overarm.

24.2 Free Hit after a foot-fault no ball

In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) 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 provisions of clause 41.2 shall apply).

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.

25 Law 25 - Wide Ball

25.1 Law 25.1 - Judging a Wide

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

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.

26 Law 26 - Bye and Leg Bye

Law 26 shall apply.

27 Law 27 - Appeals

Law 27 shall apply.

28 Law 28 - The Wicket is Down

Law 28 shall apply.

29 Law 29 - Batsman out of His Ground

The following shall apply in addition to Law 29:

If the running batsman has grounded any part of his foot behind the popping crease, then any subsequent loss of contact with the ground of his person or bat, during his continuing forward momentum, should not be interpreted as being 'out of his ground'.

30 Law 30 - Bowled

Law 30 shall apply.

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

32 Law 32 - Caught

Law 32 shall apply.

33 Law 33 - Handled the Ball

Law 33 shall apply.

34 Law 34 - Hit the Ball Twice

Law 34 shall apply.

35 Law 35 - Hit Wicket

Law 35 shall apply.

36 Law 36 - Leg Before Wicket

Law 36 shall apply.

37 Law 37 - Obstructing the Field

Law 37 shall apply.

38 Law 38 - Run Out

Law 38 shall apply.

39 Law 39 - Stumped

Law 39 shall apply.

40 Law 40 - The Wicket-Keeper

Law 40 shall apply.

41 Law 41 - Fielder

Law 41 shall apply subject to the following:

41.1 Law 41.1 - Protective equipment

The following shall apply 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.

41.2 Law 41.2 - Restrictions on the placement of fieldsmen

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

41.2.2 In addition to the restriction contained in clause 41.2.1 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 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Fielding Restriction Overs).

b) 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 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field.

(Refer attached Appendix 5). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 meters) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

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

d) During the non Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2 b above.

TOTAL OVERS IN INNINGS	NO. OF OVERS FOR WHICH FIELDING RESTRICTIONS IN CLAUSES 41.2.2 & 41.2.2 C ABOVE WILL APPLY
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

41.2.3 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 above. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

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

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

42 Law 42 - Fair and Unfair Play

42.1 Law 42.3 - The Match Ball - changing its condition

Law 42.3 shall apply, subject to the following:

a) Law 42.3 (e) (ii) shall be replaced with the following:

Inform the captain of the fielding side of the reason for the action taken.

b) The umpires shall report the incident to the ICC Match Referee.

c) The ICC Match Referee shall take action as is appropriate against the player(s) responsible for the conduct under the ICC Code of Conduct.

d) If the ICC Match Referee is unable to identify the player(s) responsible for such conduct, the captain shall take responsibility and will be subject to such action as is appropriate under the ICC Code of Conduct.

e) In the event that a ball has been interfered with and requires replacement the batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

42.2 Law 42.4 - Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

In addition, the umpires shall report the incident to the ICC Match Referee under the ICC Code of Conduct.

42.3 Law 42.5 - Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following:

In addition, the umpire shall report the incident to the ICC Match Referee under the ICC Code of Conduct.

42.4 Law 42.6 - Dangerous and Unfair Bowling

42.4.1 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 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 42.4.1 (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 the allowable short pitched delivery 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 42.4.1 (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.

l) The umpires will then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned.

(Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

The above is not a substitute for Clause 42.5 below which umpires are able to apply at any time.

42.4.2 Law 42.6 (b) Bowling of High Full Pitched Balls

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 crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.

b) In the event of a bowler bowling a high full pitched ball as defined in Clause 42.4.2 (a) above, 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, in addition to calling and signaling no ball, 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 batsman at the wicket and as soon as possible to the captain of the batting side.

f) The umpires will then report the matter to the ICC Match

Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

42.5 Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 42.4.1, 42.4.2 and 42.6 the following shall apply at any time during the match:

42.5.1 42.5.1 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.

42.5.2 42.5.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

a) 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.

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

- c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- d) 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. See Law 22.8 (Bowler Incapacitated or Suspended during an Over).
- e) The bowler thus taken off shall not be able to bowl again in that innings.
- f) 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.
- g) The umpires will then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

42.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed unfair as defined in Clause 42.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

- 42.6.1 Call and signal no ball.
- 42.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.
- 42.6.3 Not allow the bowler to bowl again in that innings.
- 42.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- 42.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the ICC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play/Responsibility of the Captains).

42.7 Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 42.4.1, 42.4.2, 42.5 and 42.6 such cautions and warnings are not to be cumulative.

42.8 Law 42.9 - Time Wasting by the Fielding Side

Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following:

If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:

- a) Call and signal dead ball if necessary, and;
- b) Award 5 penalty runs to the batting side (see Law 42.17).
- c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d) Report the occurrence to the Tournament Committee who shall take such action as is considered appropriate against the captain and the team concerned under the ICC Code of Conduct.

42.9 Law 42.10 - Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

In addition, the umpires will report the incident to the ICC Match Referee under the ICC Code of Conduct.

APPENDIX 1

The “Tournament Committee” for the Radiant Info Twenty20 USA 2010 shall comprise of:

<u>Name</u>	<u>Responsibility</u>	<u>Cell Phone</u>	<u>Email Contact</u>
Venu Palaparathi	Tournament Commissioner	(908) 240 1589	venu.palaparathi@gmail.com
Pirasanna Venugopal	Ground logistics Manager	(201) 658 1702	prexy@yahoo.com
Mahender Bohra	Scoring/ Stats Manager	(201) 923 7381	mahender@dreamcricket.com
Gokul Chakravarthy	Umpires/ Scorers Manager	(845) 558 8384	gokul.chakravarthy@gmail.com
Gokul Chakravarthy	Rules/ FAQs/ Appeals	(845) 558 8384	gokul.chakravarthy@gmail.com

APPENDIX 2

Calculation Sheet for Use When Delays or Interruptions Occur in 1st Innings of T20Is

Time

Net playing time available at start of the match 160 minutes _____ (A)

Time innings in progress _____ (B)

Playing time lost _____ (C)

Extra time available _____ (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 [**G** / **4**] (to 2 decimal places)
(H) _____

Maximum overs per team [**H** / **2**] (rounded up if not a whole number) _____ (I)

Maximum overs per bowler [**I** / **5**] _____ overs

Fielding restrictions [Refer to 41.2.3] _____ overs

Rescheduled Playing Hours

First session to commence or recommence _____ (J)

Length of innings [**I** x **4**] _____ (K)

Rescheduled cessation time **J** + [**K** – **B**] _____

Length of interval _____

Second session commencement time _____ (L)

Rescheduled cessation time = (**L** + **K**) _____

APPENDIX 3

Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of T20Is

Time

Original cessation time of innings _____ (A)

Time at start of interruption _____ (B)

Restart time _____ (C)

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

Extra time available _____ (E)

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

Amended cessation time of innings [A + E] _____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost [F / 4] ignore fractions _____ (I)

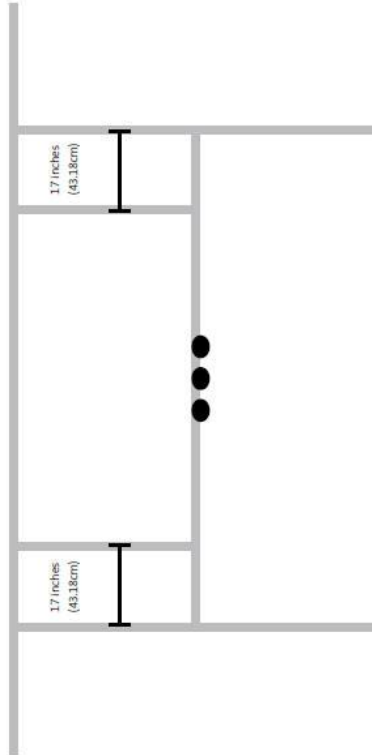
Adjusted maximum length of innings [H – I] _____ (J)

Overs per bowler and Fielding Restrictions

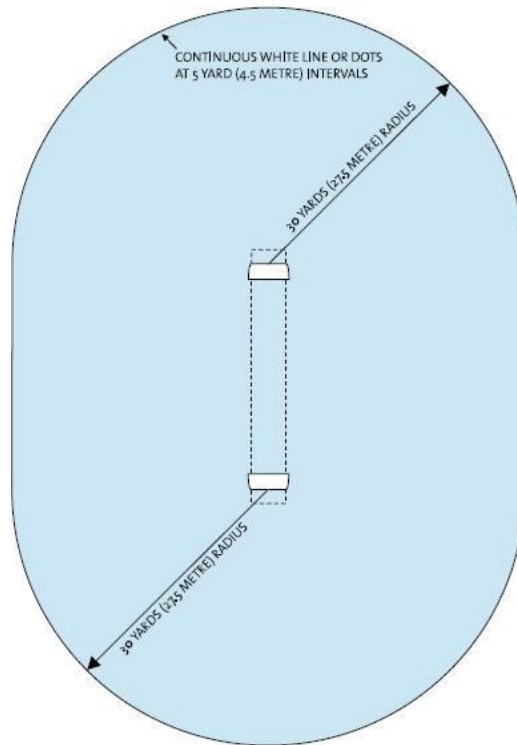
Maximum overs per bowler [J / 5] _____ overs

Fielding restrictions [Refer to 41.2.3] _____ overs

APPENDIX 4 Crease markings



APPENDIX 5 Restriction of the placement of fieldsmen



APPENDIX 8

Procedure for the “One Over Per Side” Eliminator

The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

- 1 Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the ICC Match Referee. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
- 2 If the one over per side eliminator cannot be started before the scheduled or rescheduled cut-off time for the completion of the match, it shall not be played. For the avoidance of doubt, the cut-off time for starting the eliminator will include any previously unused extra time remaining at the end of the match.
- 3 The one over per side eliminator 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 and the ICC Match Referee.
- 4 Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.
- 5 The nominated players are given in writing to the ICC Match Referee.
- 6 The umpires shall stand at the same end as that in which they finished the match.
- 7 The umpires shall choose which end to bowl and both teams will bowl from the same end.
- 8 Each team’s over is played with the same fielding restrictions as apply for a non-Powerplay over in a normal T20 International match.
- 9 The team batting second in the match will bat first in the one over eliminator.
- 10 The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team’s innings shall be used for the “extra” over.
- 11 The loss of two wickets in the over ends the team’s one over innings.
- 12 In the event of the teams having the same score after the one over per side eliminator has been completed, the team that hit the most number of boundary sixes combined from its two innings in both the main match and the one over per side eliminator shall be the winner.
- 13 If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the one over per side eliminator shall be the winner.
- 14 If the number of boundaries from the two innings in both the main match and the one over per side eliminator are equal, the team which took the most number of wickets combined in both the main match and the one over per side eliminator shall be the winner.
- 15 If still equal, a count-back from the final ball of the one over eliminator 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 unbowled 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 wide balls, no ball or penalty runs.

Example:

RUNS SCORED FROM:	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

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

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.

The Radiant Info Twenty20 USA 2010 - Tournament Structure

B.1. Format:

Radiant Info Twenty20 2010 will comprise two groups (A or B) each containing 3 teams.

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 in the 'Preliminary' Round.

The top two teams from each group will advance to the semi-finals (A1 v B2, B1 v A2)

A final will be played between the winners of the semi-finals.

B.2. Match Results:

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

A minimum of 6 overs must be bowled in each innings for any match in the Tournament to have an 'official result' with a winner taking 2 points.

A 'no result' status applies to a match when the team batting second was not able to bat a minimum of 6 overs, due to weather conditions or any other circumstances. Some 'no result' matches may be rescheduled by Tournament Committee at their discretion.

An 'abandoned match' status applies to a match that 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:

The playing hours will be 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 2:30PM for PM Matches.

The 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 colored jerseys to the players. (Pants may be provided if sponsors are identified, otherwise players will be expected to wear white trousers of their own).

No colored pads shall be allowed unless they are the same color as the team uniform. Players NOT wearing their official 2010 team jersey will NOT be allowed to participate in any match.

B.5. Park / Playing Field Rules:

Both 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 the match underway as well as banned from playing any more matches in the rest of the Tournament.

Smoking and speaking on 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 a 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.

Frequently Asked Questions (FAQs)

FAQ-1

What is the Radiant Info Twenty20?

In 2008, DreamCricket.com announced plans for a Premium Nation Twenty20 cricket league, called the DreamCricket League,” that would launch competitions in all regions across the USA. The inaugural “NJ Twenty20” was one such Premium league held in New Jersey in 2008. The 2009 edition of this Tournament, named Radiant Info Twenty20 was also held in New Jersey, but attracted players from all over the USA, playing for 6 franchise-model teams. 2010 brings another edition of the Radiant Info Twenty20, held again over the Labor Day weekend – September 4, 5, & 6, 2010 at the Watsessing Park in Bloomfield, NJ. This year will also see 6 franchise teams play in a Preliminary Round Robin format in 2 groups followed by Semi Finals and Finals.

FAQ-2

What is the entry fee used for?

The 6 Franchises for Radiant Info Twenty20 USA 2010 have already been named and owners identified. These Franchise owners will pay the entry fee.

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 and scorers (totaling up to roughly \$300 per day), Tournament balls and Tournament marketing expenses.

DreamCricket.com's Tournament Committee 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.com is creating the marketing vehicles to change that trend.

The Radiant Info Twenty20 Tournament is a combination of high energy cricket, pioneering marketing effort and volunteerism. In the same spirit, DreamCricket.com will utilize any surplus to develop cricket in the region.

FAQ-3

Why did you choose the month of September for the T20 competition?

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

Also, with the Senior National team back from their WCL Division 4 campaign in Italy and the USACA Junior National Eastern and Western Conferences completed, the best players in the country should be available to participate in this prestigious fixture on the national cricket calendar. The availability of grounds, officials and a majority of the best players add up to the best weekend for this type of a competition. The format and structure of the Tournament also meant that a long weekend would be required to complete all the matches at one go, especially considering the fact that we would be hosting players from the West Coast as well.

FAQ-4

Why did you choose NJ and not the more scenic grounds of Pennsylvania? Why these grounds at the Watsessing Park, Bloomfield?

Firstly, there are no natural turf pitches in the Tri-State area. All pitches 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 Radiant Info Twenty20.

FAQ-5

Do the teams have any responsibilities with respect to hosting a match?

No. The Tournament Committee will handle the logistics related to hosting all the matches.

FAQ-6

Will DreamCricket.com make arrangements for food and beverages?

The Tournament Committee 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.

FAQ-7

Can we bring our families too?

Absolutely! Spectators are most welcome. Everyone should bring their own beach chairs. We are exploring half-time entertainment and games for the finals on Monday, the 6th of September, 2010.

FAQ-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 on-ground commentators to provide the spectators gathered with frequent updates on the PA system at the end of every over for our live audience to stay abreast with the status of the match.

FAQ-9

What type of cricket 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 Gray's or Gray Nicolls high grade white cricket balls.

FAQ-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. The Tournament committee will secure only secure standard liability coverage for the venue and the players.

FAQ-11

Are there sight screens at the grounds?

We are planning to provide these, as long as the ground authorities provide permits for the same.

FAQ-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.

FAQ-13**What about Tournament clothing?**

We are working on getting colored clothing for all teams. We have ordered colored jerseys and matching trousers for all teams in and every effort will be made to get them to match each individual player's size requirements and to have them delivered to the teams in time for the Tournament. The umpires and scorers will also be provided official clothing.

FAQ-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.

FAQ-15**Will scores be updated on www.radiantinfoT20.com and www.USOpenT20.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.

FAQ-16**Are there any conditions and deadlines pertaining to the squads?**

The following rules shall be strictly enforced as regards to the makeup of each squad:

1. Each team shall submit a squad of 14 players, in writing or via email, a week before the Tournament begins before Friday, August 27, 2010
2. Any changes to the squad thus submitted can ONLY be made after seeking and receiving approval from the Tournament Committee at least 48 hours before the Tournament begins.
3. After that, substitutions may be allowed by the Tournament Committee in exceptional situations, after considering the merits of the case.

Read the “Playing Conditions” above for more stipulations regarding teams.