

1. Duration of Matches

Matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 50 overs. A minimum of 20 overs per team shall constitute a match.

1.1 The Players

A match is played between two sides. Each side shall consist of 11 players (the starting players), one of whom shall be the captain and a 12th man. The 12th man shall be the replacement player referred to in 1.2 hereunder.

1.2 Substitutes

Before the toss, both sides are to name 12 players. After the toss, the starting 11 is nominated, and a player can be replaced at the times specified in the Playing Conditions with the replaced player taking no further part in the match.

2. Hours of Play, Intervals and Minimum Overs in the Day

2.1 Start and Cessation Times: [To be determined by the Home Board] subject to: there will be 2 sessions of 3.5 hours each separated by a 45 minutes break.

2.2 Interval Between Innings: The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, in which case a ten minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where play is delayed or interrupted the umpires will reduce the length of the interval as follows:

Time Lost	Interval
Up to 60 minutes	30 minutes
Between 60 and 120 minutes	20 minutes
More than 120 minutes	10 minutes

Note: Refer also to the provisions of Clause 4.2

2.3 Intervals for Drinks: Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 16.6 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

2.4 Extra Time: The participating countries may agree to provide for extra time.

3. Appointment of Umpires:

- a. The West Indies Cricket Board (WICB) shall appoint both on-field umpires from those umpires officiating in First Class matches during their most recent season.
- b. The WICB shall also appoint a third umpire who shall act as the emergency umpire and officiate in regard to TV replays, where applicable. Such appointment must be made from the panel of umpires used by the WICB for First Class matches.

4. Length of Innings:

4.1 Uninterrupted Matches:

- a. Each team shall bat for 50 overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- b. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

Unless otherwise determined by the referee, the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

The interval shall not be extended and the second session shall commence at the scheduled time.

The Match Referee may increase the number of overs to be bowled by the team bowling second if, after consultation with the umpires, he is of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.

- c. If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).
- d. If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided in (c) above.
- e. If the team fielding second fails to bowl 50 overs or the number of overs as provided in 4.1 (b), (c) or (d) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

4.1.2 Penalties for not Achieving Over Rates

The following penalties shall apply if 50 overs in an uninterrupted match, or the amount decided on by the Match Referee in matches where the start is delayed or play is suspended, have not been bowled and the opposition has neither been dismissed nor has a result been achieved within the scheduled hours of play for that session:

- a. If a team fails to bowl the required number of overs by the scheduled cessation time, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the Match Referee, after consultation with the umpires and the scorers, for each over short of the required number of overs at the scheduled or rescheduled cessation time, each member of the team will be fined the equivalent of US \$4.00 per over from his match fee for every over not bowled up to five (5) overs. The over in progress at the cessation time shall count as a complete over.
- b. For each additional over not bowled, a further fine of the equivalent of US \$8.00 per over per selected player will be deducted from his match fee.
- c. The penalty may be reviewed by the Match Referee if, after consultation with the umpires he is of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs. Should the batting team be partially or wholly responsible for time wasting which prevents the bowling team from bowling the required number of overs, the batting team may be penalized at a rate not greater than (a) or (b) above.

- d. In the event of a team fielding second fails to bowl 50 overs, or the number of overs as provided in rule 4.1 (b), (c) and (d) by the scheduled cessation time, play shall continue until the required number of overs has been bowled or a result achieved. The fines in (a) and (b) above will be applicable. The over in progress at the cessation time shall count as a complete over.

4.2 Delayed or Interrupted Matches:

4.2.1 General:

- a. The object shall always be to rearrange the number of overs so that both teams have an opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum of 20 overs have to be bowled to the side batting second to constitute a match subject to the provisions of Clause 4.1 (b).

The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 overs per hour in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- b. If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- c. The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- d. Fractions are to be ignored in all calculations re the number of overs

4.2.2 Delay or Interruption to the Innings of the Team batting First:

- e. If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of Clauses 2.2 and 4.2.1 (a).
- f. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and 4.1 (b) shall apply.
- g. If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, 4.1 (c) shall apply.

4.2.3 Delay or Interruption to the Innings of the Team batting Second:

If there is a suspension in play during the second session, the overs shall be reduced at a rate of 14.28 overs per hour for time lost, except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

5. Restrictions on the Placement of Fieldsmen:

The overs for which fielding restrictions are imposed for the fielding side have been altered allowing the captain of the fielding side to choose when half of these overs are to be bowled. The first 10 overs of each innings will be fixed and then there is an additional 2 blocks of 5 overs which are to be used at some time during the innings.

- 5.1 Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by continuous painted white lines or 'dots' at five yard (4.5m) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter.
- 5.2 At the instant of delivery, there may not be more than 5 fielders on the leg side.
- 5.3 For the first 10 overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 5.4 For the remaining overs only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 5.5 Two inner circles shall be drawn on the field of play. The circles have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The field restriction area should be marked in 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. (Refer to diagram). In the first 15 overs there must be a minimum of two stationary fieldsmen within the 15 yard restriction of the striker at the instant of delivery. When a fast bowler is bowling, the two stationary fieldsmen may be permitted to stand deeper than 15 yards (in the undemarcated area) provided only that they are standing in slip, leg slip and gully positions.
- 5.6 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 5.3 and 5.5 above shall be reduced proportionally in a ratio of 15:50 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total overs in innings	No. of overs for which fielding restrictions in 5.3 and 5.5 above will apply
20-24	6
25-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40-43	12
44-46	13
47-49	14
50	15

- 5.7 Where the number of overs for the team batting second is reduced (including under the provisions of Clause 4.1(b) and/or 4.1(c) above), the restrictions in 5.3 and 5.5 above will apply for the same proportion of the second innings as applied in the first innings (fractions to be ignored).

5.8 In the event of an infringement, the square leg umpire "shall call and signal 'No Ball'".

6 Number of Overs per Bowler:

No bowler shall bowl more than 10 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. This restriction shall not apply to the team fielding second where the provisions of Clause 4.1 (b) have been applied.

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 bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

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

7 No Ball:

A bowler shall be allowed to bowl one short pitched delivery per over (not being a wide or a no ball).

A fast short pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head. (refer Test Match clause 33)

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. The penalty shall be one run for the no ball, plus any runs scored from the delivery.

The above regulation is not a substitute for Law 42.6, which umpires may apply at any time.

Note - the provisions of one allowable fast short- pitched delivery per over shall be superseded by the provisions of Clause 8 - wide bowling.

8 Wide Bowling - Judging a Wide:

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

Any off-side or leg-side delivery which in the opinion of the umpire does not give the batsmen a reasonable opportunity to score shall be called wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called 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.

9 The Ball:

The WICB shall provide white cricket balls of an approved standard for One Day International cricket and spare used balls for changing during a match, which shall also be of the same brand.

The fielding Captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the WICB. The fourth umpire (or third umpire when no fourth umpire is appointed) shall take a new 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, a drinks interval, at the end of each over, or any other disruption in play.

Where day/night matches are scheduled, white balls will be used in all matches (including day matches) in a series. Each fielding team shall have one new ball for its innings.

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.

In the event of a 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 had a 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 batsmen. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

10 The Result:

10.1 A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, subject to the provisions of Clauses 4.1 (b) and 4.2.2 (b) unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

All matches in which both teams have not had an opportunity of batting for at least 20 overs, shall be declared no result.

10.2 Tie

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Clauses 4.1 (b) and 4.2.2 (b) the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

10.3 Delayed or 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 20 overs unless the provisions of 4.1 (b) or 4.2.2 (b) apply), 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.

11 Tournament Structure

11.1 Bonus Point System

One bonus point will be awarded to a team that achieves victory with a run rate that is 1.25 times that of the opposition.

One bonus point will be awarded to a team bowling second that achieves victory within four-fifths of the target score.

An additional bonus point will be awarded for any team that achieves victory with a run rate that is 2.00 times that of the opposition, i.e., 2 bonus points are achieved – 1 bonus point for victory with a run rate 1.25 times that of the opposition and 1 additional bonus point for victory with a run rate 2.00 times that of the opposition.

A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.

Where a side is all out, the number of overs to be used is the maximum number of overs that side was eligible to face.

Where matches are shortened and targets revised through the Duckworth/Lewis system, bonus run rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

11.2 Preliminary Matches.

The competition will be played on a round robin basis in Guyana. The points system will be as follows:

Win	4
Tie	2
No Result	1
Loss	0
Bonus Point	1 point (Run Rate 1.25 times that of the Opposition)
Additional Bonus Point	1 point (Run Rate twice that of the Opposition)

In the event of teams finishing on equal points at the end of the round robin phase of the competition, the higher placed will be the team with the most wins, or when teams have both equal wins and equal points the team which as the winner of the match between them will be the higher placed. If there is still equality, the team with the higher Net Run Rate will advance to the semi finals.

Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

11.3 Semi-Finals

The top four teams (in terms of points), will qualify for the semi finals.

First Semi Finals: 1st vs. 4th

Second Semi Finals: 2nd vs. 3rd

The day for each semi-final match will be determined by the WICB. If there is a tie or no result is achieved in either semi-final, the right to play in the Final will be determined by the team with the most wins in the preliminary round, or if still equal, the higher net run rate in the preliminary round will apply.

11.4 Final Match

The winners of the two semi-finals will contest the final. If there is no result on the scheduled day of play, the match will be replayed on the day immediately following. If there is still no winner, the two teams will be declared joint winners of the Regional Limited Overs Championship.

Both the semi-finals and final will be played in Barbados.

12 **Complement of Teams**

Each competing country will be allowed a squad of fourteen (14) players from which to choose their teams during the duration of the tournament.