





## TUANKU JA'AFAR CUP 2002

### **4. HOURS OF PLAY, INTERVALS AND MINIMUM OVERS IN THE DAY**

#### **4.1 START AND CESSATION TIMES:**

<u>SESSION 1</u>	<u>LUNCH</u>	<u>SESSION 2</u>
0930-1300	1300-1340	1340-1710

#### **4.2 INTERVAL BETWEEN INNINGS**

If the innings of the team batting first is concluded within thirty minutes of the scheduled lunch break, the lunch interval will commence immediately and be of the scheduled duration with the time of the second session adjusted accordingly to start 45 minutes after the completion of the first innings and ending 3.5 hours later. If the first innings is concluded at least 30 mins prior to the scheduled lunch interval a ten minute break will occur and the team batting second will commence it's innings and the interval occur as scheduled.

<u>Time lost</u>	<u>Interval</u>
Up to 60 minutes	30 Minutes
Between 60 and 120 minutes	20 Minutes
More than 120 minutes	10 Minutes

Note : Refer also the provisions in Clause 7.2

#### **4.3 INTERVALS FOR DRINKS**

Drinks breaks shall be taken after the 17<sup>th</sup> and 34<sup>th</sup> over of each innings.

Any player may receive a drink either on the boundary edge or, at the fall of a wicket on the field, provided that no playing time is lost. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be appropriately dressed in cricket attire.

### **5. APPOINTMENT OF UMPIRES & SCORERS**

#### **5.1 UMPIRES**

A Panel of Umpires from Hong Kong, Malaysia, and Singapore will officiate throughout the competition. Appointment of umpires will be at the discretion of the Organising Committee.

#### **5.2 SCORERS**

The Organising Committee will provide an official scorer for each match. Individual teams may also have their own scorers for their matches. The scores maintained by the Official Scorer shall prevail.

### **6. THE TOSS**

The Captains, dressed in cricket attire, shall toss for the choice of innings on the field of play 30 minutes before the scheduled or rescheduled time for the match to start. The Referee/Umpires will accompany the Captains and supervise the Toss.

### **7. LENGTH OF INNINGS**

#### **7.1 UNINTERRUPTED MATCHES**

(a) Each team shall bat for 50 (six ball) 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 Umpires may increase the number of overs to be bowled by the team bowling second if, after consultation he/they are 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 of interval,



## TUANKU JA'AFAR CUP 2002

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 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.

(e) If the team fielding second fails to bowl the required number of overs as provided in 7.1 (b), (c) or (d) by the scheduled cessation time, the target of the team batting second shall be reduced by the average of runs scored in the 10 best overs of the team batting first multiplied by the number of overs short bowled at the scheduled cessation time. The over in progress shall count as completed over. The hours of play shall be extended until the required number of overs are bowled or a result is achieved or until bad light stops play. The Referee/Umpires may reduce the penalty if, after consultation he/they are of the opinion that events beyond the control of the fielding team prevented that team from bowling the required number of overs by the cessation time.

### **7.2 DELAYED OR INTERRUPTED MATCHES**

The Laws of Cricket shall prevail: i.e. reduce the overs to be faced by one over for each complete span of 3 minutes lost. If for example 3 overs are lost by rain or bad light in the first innings, the number of overs to be faced in the 2<sup>nd</sup> innings shall be reduced by the like amount. At least 25 overs per side must be played to constitute a result.

### **8. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN**

Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stumps at either end of the pitch. The radius of each semi circle is 30 yards (27.5m) and 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, markers or 'dots' at 5 yard (4.5m) intervals, each 'dot' to be covered if

possible by white plastic or rubber disc measuring approx 7 inches (18cm) in diameter.

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

**For the first 15 overs**, 9 fieldsmen shall be inside the field restriction marking at the instant of delivery. For the remaining overs 4 fieldsmen shall be inside the field restriction marking at the instant of delivery. If the fielding side has less than 11 players on the field the above restrictions shall still apply.

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 by 'dots'. The segment of the circle reserved for the slip positions shall not be demarcated. (Refer Appendix 1).

**In the first 15 overs** there must be a minimum of 2 **stationary** fieldsmen within this 15 - yard field restriction at the instant of delivery. The two stationary fieldsmen may be permitted to stand deeper than 15 yards (in the un-demarcated area) provided only that they are standing in orthodox slip positions and not in short third -man positions.

Where play is delayed or interrupted affecting the innings of the team batting first in the first 15 overs of the game and the total number of overs available is thereby reduced, the number of overs in regard to the above 15-over field restrictions shall be reduced proportionately for both teams.(i.e. if the team batting first loses 2 overs because of rain, the fielding restriction of 9 men in the circles shall be reduced to 13 overs.) Where the innings of the team batting second is delayed or interrupted, the number of overs in regard to field restrictions shall be the same as the first innings. (i.e 13 overs in the above scenario)

In the event of an infringement of the above, either Umpire shall call and signal 'No Ball'.

### **9. NUMBER OF OVERS PER BOWLER**

No bowler shall bowl more than 10 (six ball) overs in an innings. In a delayed or interrupted match where



## TUANKU JA'AFAR CUP 2002

the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total allowed. This will not apply if a bowler has completed his quota of overs before the interruption to play.

In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. 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 if possible show the total number of overs bowled and the number of overs bowled by each bowler.

### **10. NO BALL**

**Short Pitched Bowling** - If a ball passes or would have passed above shoulder height of the striker standing in his normal batting stance at the crease, either Umpire shall call and signal No Ball.

The Laws of cricket shall apply in relation to the bowling of full-pitched balls, which pass or would have passed the striker above waist high.

### **11. WIDE BOWLING - JUDGING A WIDE**

Umpires are instructed to apply very strict and consistent interpretation in regards to this Law in order to prevent negative bowling wide of the wicket. Any offside or leg side delivery, which in the opinion of the Umpire does not give the batsman a reasonable Opportunity to play a cricket shot shall be called and signalled "Wide".

### **12. THE BALL**

Each fielding team shall have one new ball for its innings. Organisers shall provide a Kookabura 'Match' red four-piece cricket ball, which will be used in all matches. Each fielding team shall have one new ball for its innings.

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 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.

### **Ball Lost or becoming unfit for play**

In the event of a ball during the play being lost or, in the opinion of the umpire, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in the opinion has had a similar amount of wear. If the ball is to be replaced, the umpires shall inform the batsman.

### **13. THE RESULT**

**13.1** A result can be achieved only if both teams have had the opportunity of batting for at least 25 overs, unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.

All matches, in whom both teams have not had an opportunity of batting for a minimum of 25 overs, shall be declared 'No Result'.

### **13.2 TIE**

In matches in which both teams have had the opportunity of batting for the agreed number of overs, 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.

### **13.3 DELAYED OR INTERRUPTED MATCHES - CALCULATION OF TARGET SCORE**

If the innings of the team batting second is delayed or interrupted and it is not able to receive its full quota of overs, the target score shall be calculated according to the Duckworth-Lewis method.

### **14. POINTS**

#### **14.1 PRELIMINARY MATCHES**

The points system shall be as follows:

Win	2,
Tie or No Result	1,
Loss	0.

In the event of the teams finishing on equal points, the right to play in the Final match will be decided by the most wins in the preliminary matches or,



## TUANKU JA'AFAR CUP 2002

when teams have both equal wins and equal points, the team which was the winner of the preliminary match (played between them) will be placed in the higher position or, if still equal, the higher net run rate. Run rate shall be total runs scored in the previous games divided by total number of wickets lost.

\*+

### **14.2 FINAL**

If no result is achieved in a final then the winner shall be:

- (a) The team with higher points in the preliminary round or if finishing equal,
- (b) The team with most number of wins in the preliminary round matches or if still equal,
- (c) The team which was the winner of the preliminary match (if played between them) or if still equal,
- (d) Team with better run rate (run over wickets as above) or if still equal,
- (e) Decided by spin of the coin.

### **15. SUBSTITUTES**

The Laws of Cricket apply

### **16. LAW 3.8 - FITNESS OF GROUND, WEATHER AND LIGHT**

The Laws of Cricket apply.

### **17. THE BAT**

The Laws of Cricket apply.

### **18. LAW 7 - THE PITCH**

The Laws of Cricket apply.

In the event of any dispute, the Referee/Umpires in consultation with Organising Committee, will rule and this ruling will be final.

### **19. THE PITCH Surface**

ALL MATCHES AT HKCC AND KCC SHALL BE PLAYED ON NATURAL TURF PITCHES unless weather conditions dictate otherwise. . Players should have suitable footwear for both types of surface. No metal spiked footwear shall be allowed in games on synthetic pitches. Organising Committee reserves the

right to play any match on artificial turf pitch before the start of the match or during a match as it thinks fit.

### **19.1 Law 10.1 - Rolling of Pitch.**

The Laws of Cricket apply.

### **20. LAW 11 - COVERING OF THE PITCH BEFORE AND DURING A MATCH**

Where possible ground authorities shall have covers available to protect the pitch overnight and from rainstorms during the game.

### **21. PRACTICES ON THE FIELD**

At no time on any day of the match shall there be any bowling or batting practice on the pitch or the square except in official netted practice pitch areas. In addition there shall be no bowling or batting practice on any part of the square or the area immediately parallel to the match pitch after the commencement of play on any day.

### **22. BOUNDARIES**

The Laws of Cricket apply.

### **23. THE BALL - MODE OF DELIVERY**

Law 24.1 Will apply except that the bowler may not deliver the ball underarm.

### **24. LAW 30 - BOWLED**

The Laws of Cricket apply.

### **25. LAW 42.6 - THE BOWLING OF HIGH FULL PITCHED BALLS**

The bowling of High Full Pitched balls is unfair.

A **Fast, High full Pitched Ball** shall be defined as a ball that passes, or would have passed, on the full above waist height of a Batsman standing upright at the crease. Should a Bowler bowl a fast high pitched ball, either Umpire shall call and signal No Ball. In the event such unfair bowling the Umpire at the



## TUANKU JA'AFAR CUP 2002

Bowler's end shall adopt the procedure of caution, final warning, and action against the Bowler and reporting as set out in Law 42.6.

### **Law 42.6(b) – The Bowling High Full Pitched Balls**

Law 42.6 (b) shall apply as modified:

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

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

(c) In the event of a bowler bowling a high full-pitched ball as defined in (a) and (b) above (i.e. a beamer) the umpire at the bowler's end shall adopt the procedure:

(d) In the first instance the umpire shall call and signal no ball and when the ball is dead, caution the Bowler and issue a first and final warning. The umpire shall inform the other umpire, captain of the fielding side and the Batsman of what has occurred.

(e) At the first repetition call and signal no ball and when the ball is dead direct the captain of the fielding side to take the bowler off forthwith and to complete the over with another Bowler, provided that the Bowler does not bowl two overs or part thereof consecutively.

(f) Not allow the Bowler, thus taken off, to bowl again in the same innings.

(g) At the first opportunity report the occurrence, with the other umpire, to the captain of the batting side and the match referee responsible for the match who shall take any further action which is considered to be appropriate against the Captain and the Bowler concerned (Refer also to Law 42.1 Fair and Unfair Play-Responsibility of the Captains)

### IMPORTANT

The most significant addition to the Laws of Cricket 2000 is its **PREAMBLE**.

#### **The Salient features of The Preamble**

(Introduction of an act giving its persons and purpose) are:

##### **1. The Preamble Lays Emphasis on**

Spirit of the Game  
Responsibility of captains  
Players' conduct  
Umpires and captains settings the tone for the conduct of a match

##### **2. The Preamble defines unfair play as**

Time wasting  
Damaging the pitch  
Dangerous and unfair bowling  
Tampering with the ball  
Any other action that the umpires consider to be unfair

##### **3. The preamble defines spirit of the game as a sense of respect for**

The opponents  
Own captain and team  
The role of the umpires  
Games traditional values

##### **4. The preamble forbids**

Disputing an umpire's decision by word, action or gesture cheating by way of:

Appealing knowing that the batsman is not out  
Advancing towards an umpire in an aggressive Manner while appealing trying to distract an





## TUANKU JA'AFAR CUP 2002

opponent in any such as persistent clapping or unnecessary notice under the guise of enthusiasm/motivation violence.

Provisions of the preamble have to be followed fully as violations of any of its clause is punishable under the following Laws of Cricket”

**Law 2.6:**

5 penalties run are awarded if a player returns to the field without umpire's consent and comes into contact with ball in play.

**Law 17.1:**

Bowling practice on the pitch or the area parallel and immediately adjacent to it is not allowed. Contravention will debar a bowler from bowling again in the innings until his side has bowled at least 5 overs.

**Law 18.5:**

Deliberately taking short run is unfair and batsman is warned. Repetition leads to a penalty of 5 runs awarded to fielding side.

**Law 41.2:**

Wilfully fielding the ball other than his person calls for 5 penalty runs.

**Law 42.3:**

Changing the condition of the ball is punishable with an award of 5 penalty runs.

**Law 42.4:**

Deliberate attempt to distract striker before receiving a delivery calls for final warning and repetition leads to a penalty of 5 runs.

**Law 42.5:**

Deliberate distraction or obstruction of batsman after the striker has received the delivery is punishable with 5 penalty runs.

**Law 42.9:**

Time wasting by the fielding side invokes final warning and repetition leads to an award of 5 penalty runs.

Batsman wasting time calls for a final warning with repetition leading to an award of 5 penalty runs to the fielding side.