

Twenty-20 Cup 2004-2005

1. Playing Conditions

The Playing Conditions and Rules for National Tournaments 2004-2005 and One day Tournaments will apply, with the following exceptions:

2. Duration

The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. There will be no reserve day for any match.

3. Hours of Play and Intervals

3.1 Start and Cessation Times for Group Stage Matches at Gaddafi Stadium Lahore are as follows:

First Matches

First Session	1330 – 1450 hours
Interval	1450 – 1505 hours
Second Session	1505 – 1625 hours

Second Match

First Session	1700 – 1820 hours
Interval	1820 – 1835 hours
Second Session	1835 – 1955 hours

Third Match

First Session	2030 – 2150 hours
Interval	2150 – 2205 hours
Second Session	2205 – 2325 hours

Matches at LCCA Ground Lahore

First Session	1000 – 1120 hours
Interval	1120 – 1135 hours
Second Session	1135 – 1255 hours

Triangular Stage Matches at Gaddafi Stadium Lahore

First Matches

First Session	1000 – 1120 hours
Interval	1120 – 1135 hours
Second Session	1135 – 1255 hours

Second Match

First Session	1500 – 1620 hours
Interval	1620 – 1635 hours
Second Session	1635 – 1755 hours

Third Match

First Session	2000 – 2120 hours
Interval	2120 – 2135 hours

Second Session	2135 – 2255 hours
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Timings for Final Match

First Session	1900 – 2020 hours
Interval	2020 – 2035 hours
Second Session	2035 – 2155 hours

Note Start times may be altered with the approval of PCB.

3.1.1 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 overran. The minimum time for the interval will be 10 minutes.

3.1.2 On all occasions where play is delayed or interrupted the Umpires will reduce the length of the Interval to 10 minutes.

3.1.3 Intervals for Drinks

No drinks intervals are permitted.

4. Length of Innings

4.1 In uninterrupted matches (ie. matches which are neither delayed nor interrupted):

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

4.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Playing Condition 14 shall apply.

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

4.1.4 If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions

of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 14 shall apply.

4.2 Delayed or interrupted matches – Group Stage Matches

4.2.1 Delay or interruptions to the innings of the team batting first.

(a) When playing time has been lost (see above) the revised number of further overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match the duration of the interval between innings will be taken into account.

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).

(b) 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 has to be bowled to the side batting second, subject to the innings not being completed earlier.

A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.

If this calculation produces a close of play time that is earlier than the original time for cessation of play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.

If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

(c) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and Playing Condition 14 shall apply. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 14 only - they do not influence the recalculated number of overs or the scheduled close of either innings.

4.2.2 Delay or interruptions to the innings of the team batting second

(a) When playing time has been lost (see above) 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 4 minutes per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled 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.

Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

(b) A rescheduled time for the close of play will be fixed by applying a rate of 4

minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation must not cause the match to finish earlier than the original time for cessation of play. If required the original time shall be extended to allow for one extra over for the team batting second.

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.

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.

- (c) 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 subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and Playing Condition 14 shall apply. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 14 only - they do not influence the recalculated number of overs or the scheduled close of play.

5. The Ball

White Kookaburra cricket balls will be used. One new ball shall be used for each innings.

6. The Result

6.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of a tie, the following shall apply:

6.1.1 The team losing the lesser number of wickets shall be the winner.

6.1.2 If the result cannot be decided by 6.1 or 6.1.1, the winner shall be the team with

the higher score after 10 overs, or if still equal after 9 overs, or if still equal after 8 overs etc.

6.2 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 that originally allotted (minimum 5 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target being calculated by the Duckworth/Lewis method. An integral target will be set for the team batting second with one run less than this target resulting in a Tie (see 6.4 below). If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set the faulty target shall stand.

6.3 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 5 overs), the result shall be decided by the Duckworth/Lewis method.

6.4 In the event of a Tie when the Duckworth/Lewis method has been used, the match will be decided as outlined in 6.5

6.5 In the event of a tie or no result being obtained in a Group Stage match within this rule, each team will be awarded one point. In the final the Captains may, if circumstances permit, agree (in case of disagreement the Umpires shall decide) to the following form of 'bowlout' contest to achieve a result: five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries, and so on. The side which bowls down the wicket (as defined in Law 28.1) most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis. If circumstances make the contest impossible, the match shall be decided by the spin of a coin.

The following shall also apply in respect of 'bowl-outs':

6.5.1 The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.

6.5.2 If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team.

6.5.3 If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the original 11 cricketers. If there has been no play in the original match (the toss has not taken place), the five cricketers may be selected from any of a team's registered cricketers.

6.5.4 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

6.6 Points System in the Twenty Cup – Group Stage Matches

6.6.1 Each team will play every other team in its Group. Two points will be awarded for a Win, one point for a Tie or No Result and no points for a Loss.

6.6.2 After the Group matches, the top team from each Group will play in the triangular.

6.6.3 In the events of team finishing on equal points, the right to play in the triangular and final will be:

(a) Most wins in Group Matches.

(b) When teams have both equal points and equal wins, and are in the same Group, the teams will be ordered according to which team achieved the most points in the matches played between them.

(c) If still equal, the team with the higher net run rate in the Pool Matches will be placed in the higher position (see below).

(d) If still equal, the team with the higher number of wickets taken per balls bowled in the Group Matches in which results were achieved, will be placed in the higher position.

(e) In the event that teams cannot be separated by (a) to (d) above, this will be done by drawing lots.

6.6.4 Net Run Rate

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

7. Restrictions on the Placement of Fieldsmen

7.1 At the instant of delivery there shall not be more than five fieldsmen on the leg side.

7.2 For the first 6 overs only of each innings, only two fieldsmen are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle should be marked by painted white 'dots' at fiveyard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

7.3 For the remaining overs of each innings only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

7.4 Two inner circles shall be drawn on the field of play. The circles shall have as their

centres the centrepiece 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 coloured 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. For the first 6 overs only of each innings there must be a minimum of two stationary fieldsmen (excluding the wicket-keeper) within 15 yards 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 un-demarcated area) provided only that they are standing in slip, leg slip and gully positions.

7.5 Team Batting First

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 7.2 and 7.4 above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below **for that innings only**. Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately)

Total overs overs for in innings	No. of for which fielding restrictions in 7.2 and 7.4 above will apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 7.2 and 7.4 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

7.6 Team Batting Second

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 7.2 and 7.4 for the **same proportion** of the second

innings that they were maintained for the first innings (fractions to be ignored).

7.7 In the event of an infringement of any of the above fielding restrictions, the striker's end Umpire shall call and signal 'No Ball'.

8. Number of Overs Per Bowler

No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. - e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incompleated over.

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.

9. Declarations

Law 14 will not apply in this competition. The Captain of the batting side may not declare his innings closed at any time during the course of a match.

10. Laws 24.12 - No Ball - Penalty

Law 24.12 will apply except that the penalty for a No ball will be 2 runs.

11. Law 25 - Wide Ball

In addition to Law 25 the following will apply:-

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. A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

12. Short Pitch Bowling

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

13 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, and is expected to jog to the wicket.

14. Over-Rate Penalties

All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hr 20 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both

innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. If the innings is terminated before the scheduled or rescheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be

subject to retrospective negotiation). Over-rate penalties apply only to innings of 10 overs or more duration. Penalty for the number of overs bowled short other than runs shall be Rs.5000/- per over. (For the purpose of net run-rate calculations in the Group Stage Matches matches, any runs accrued through application of this clause shall be included in calculations).

Zakir Khan
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