

# JAPAN CUP PLAYING CONDITIONS (KANTO REGION) SEASON 2016

In Kanto the 2016 Japan Cup will be played in four regional sections to determine the participants at the Japan Cup National Finals. Each of the four regional associations in Kanto will be responsible for running the Japan Cup qualifying group in their region.

## Registered Teams

### North Kanto (Sano)

Tochigi

Utsunomiya

Samurai

Serendib

### East Kanto (Sanmu)

Chiba Sharks

Rising Stars

Tsukuba

Men In Blue

### West Kanto (Akishima)

Akishima

Uni XI

Beans

Wyverns

### South Kanto (YC&AC)

YC&AC

Aoyama Gakuin University

Keio University

British Embassy

Alpha Q

Tigers

Indian Engineers

## Format

Each team shall play at least 4 (or 5) matches in a round robin format. The round robin phase will usually be followed by a final or finals series.

There may also be “playoff matches” to determine 3rd, 5th and 7th place in the group

## Qualification for Japan Cup Finals

The winners of each Japan Cup group in Kanto shall qualify to play in the National Finals, October 8th-10th. If, for any reason, the winner of a group is not able to take their place in the Japan Cup Finals, the runner up in the group shall take their place. In the event of a team that qualifies through the Kanto competition and also the JCL competition, the team that loses the final of their Japan Cup qualifying

group against the team that qualifies through the JCL competition shall also qualify for the National Finals.

If, after the round robin phase of the competition two teams or more finish on an equal amount of competition points, the methods set out below will be used to decide the ranking of those teams, in the order of priority in which those methods are listed (i.e., method (1) will be used first, and if the teams remain level even after method (1) has been used, then method (2) will be used, and so on).

- (1) Net run rate
- (2) The result of the match played between the tied teams during the round robin phase (the winner takes the higher ranking; if three or more teams are tied on the same number of points, this method will be disregarded, and the order of priority will start at (3) below)
- (3) The number of wins by the tied teams in the round robin phase (the higher the number, the higher the ranking)
- (4) A method to be determined by the Japan Cup Committee

The following teams will qualify to participate in the Japan Cup national finals to be held on 8th-10th October in Sano:

- the winner of the North Kanto qualifying group final (team ranked higher if final is abandoned)
- the winner of the South Kanto qualifying group final (team ranked higher if final is abandoned)
- the winner of the West Kanto qualifying group final (team ranked higher if final is abandoned)
- the winner of the East Kanto qualifying group final (team ranked higher if final is abandoned)
- in the event of a team qualifying for the national finals via the Japan Cup Kanto competition and the JCL, the JCL shall take precedence

## Point System

The following points system applies for round matches:

- Regular Win: 4 points
- Tie or No Result: 2 points
- Loss: 0 points
- Forfeit: -2 points (Non-forfeiting team in the same match will also receive 4 points)

If there is any dispute, the Japan Cup Committee may be called on to make a ruling, and its ruling will be final.

## Penalties

A team will be subject to a deduction of one competition point on each occasion it falls under any of the following:

- (1) fails to register players by Wednesday 5pm before a match;
- (2) fails to provide a completed team sheet to the umpire before the match.
- (3) fails to enter a score card on CricHQ and submit a photo of the scorecards by Wednesday 5pm following a completed match (winning team);
- (4) fails to submit a Captain's Report by Wednesday 5pm following a match;
- (5) fails to provide an umpire for a match at which it is scheduled to provide an umpire;
- (6) an umpire provided by the team fails to wear approved umpiring attire (see Umpire's Code of Conduct);
- (7) fails to submit an Umpire's Report for a completed match at which it provides umpires by Monday 5pm following the match; or
- (8) fails to wear approved cricketing attire (see Captain's Code of Conduct for approved cricketing attire).

A team will be subject to a **deduction of two competition points** on each occasion it **fails to field a team** (the team forfeits the match). In addition, the forfeiting team must (a) pay the other team's share of the ground booking for that match and (b) pay the other team's share of the umpire costs (if any have been incurred; this includes the cost of any pre-booked car or train tickets, etc.). If a team fails to field a team multiple times, the Japan Cup Committee may impose more severe penalties.

Penalties for actions including, but not limited to, those set out above will be imposed at the discretion of the Japan Cup Committee and may be based, among other factors, upon Captain's and Umpire's reports submitted after matches.

### **Player Eligibility (Finals)**

A player can only play in one Japan Cup team regardless of the competition the team plays in. In other words, a player cannot play in one Japan Cup competition with one team and then play in a different Japan Cup competition for another team. This also applies for the National Finals. For example, if a player plays for Team A in the North Kanto competition, that player cannot play for Team B in the South Kanto competition or any other regional competition associated with the Japan Cup. The player will neither be eligible to play for another club team or regional representative team in the National Finals. **The exception is for a player who qualifies for the National Finals with two teams, via the JCL and the Japan Cup. In such an event, the player is free to choose which team to represent at the National Finals, but can only represent one team at the event.**

**To play in a Final, a player must (a) be registered for that team's club before the final round of matches and (b) must have played one game for that team before the final. Note: a player may play in a semi-final even if he has not played in any of the preceding round matches.**

With regard to (b) above, if a match is a “no-result” due to rain, forfeiture, etc., then a captain may list a player as being in the playing XI for that match by listing that player in the “Captain's Report for no-result or forfeited matches” **submitted before the Wednesday after that scheduled match.** The captain is not obliged to submit the “Captain's Report for no-result or forfeited matches,” but please note that it will be deemed that a player has not played any match during the season if, in addition to that player not appearing in any score sheet for a completed match during the season, the player has not

been listed in a “Captain's Report for no-result or forfeited matches.” by 5pm on the Wednesday following the match.

### **YC&AC Ground Rule**

The following ”Ground Rule” will apply to all matches played at the YC&AC;

“If the batsman hits a delivery over the nets around the ground, the batsman will be declared out and no runs will be scored as a result of the shot.”

This is because there are residential areas and other members playing other sport around the ground.

Local ground rules at grounds in other regions may be applied at the discretion of the organising committee for the regional Japan Cup competition. Please refer to the playing manual for that region.

## Playing Conditions

The Laws of Cricket (2000 Code 6th Edition - 2015) (the “Laws”) will apply, except with regard to changes (set out below) that are provided in relation to certain laws or provisions of the Laws. If a law or provision of the Laws is not specifically mentioned below, it applies as is (e.g., “Law 1.4 - Responsibility of Captains” is not mentioned below, and so therefore applies as is).

“(Addition)” signifies where a new law or provision has been added to the Laws.

Note: All references to “Governing Body” within the Laws are replaced by “Japan Cup Committee”.

## Table of Contents

LAW 1 THE PLAYERS	6
LAW 2 SUBSTITUTES AND RUNNERS, BATSMAN OR FIELDER LEAVING THE FIELD, BATSMAN RETIRING, BATSMAN COMMENCING INNINGS	6
LAW 3 THE UMPIRES	7
LAW 4 THE SCORERS	8
LAW 5 THE BALL	8
LAW 7 THE PITCH	9
LAW 9 THE BOWLING, POPPING AND RETURN CREASES	10
LAW 11 COVERING THE PITCH	10
LAW 12 INNINGS	10
LAW 13 THE FOLLOW-ON	12
LAW 14 DECLARATION AND FORFEITURE	12
LAW 15 INTERVALS	13
LAW 16 START OF PLAY; CESSATION OF PLAY	13
LAW 17 PRACTICE ON THE FIELD	14
LAW 19 BOUNDARIES	14
LAW 21 THE RESULT	15
LAW 24 NO BALL	18
LAW 25 WIDE BALL	18
LAW 37 OBSTRUCTING THE FIELD	19
LAW 41 THE FIELDER	19
LAW 42 FAIR AND UNFAIR PLAY	20

## **LAW 1 THE PLAYERS**

### **1.1 Number of Players**

Law 1.1 is replaced by the following:

A match is played between two teams. Each team will consist of 11 players, one of whom will be captain.

### **1.2 Nomination of Players**

Law 1.2 is replaced by the following:

Each captain will provide a list of the names of the 11 players and the nominated 12th man in writing to the umpires before the toss. No player (including the nominated 12th man) may be changed after the toss without the consent of the opposing captain.

### **1.3 Captain**

The following applies in addition to Law 1.3 (a):

The deputy must be one of the 11 nominated players.

## **LAW 2 SUBSTITUTES AND RUNNERS, BATSMAN OR FIELDER LEAVING THE FIELD, BATSMAN RETIRING, BATSMAN COMMENCING INNINGS**

### **2.1 Substitutes and Runners**

Law 2.1 (a) does not apply. A runner for a batsman when batting is not permitted.

Law 2.1 (b) is replaced by the following:

The umpires have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player at the start of the match, or at any subsequent time.

### **2.5 Fielder Absent or Leaving the Field**

Law 2.5 is replaced by the following:

- (a) If a fielder fails to take the field with his team at the start of the match or at any later time or leaves the field during a session of play, the umpire must be informed of the reason for his absence, and the player must not come on to the field thereafter during a session of play without the consent of the umpire. The umpire will give that consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes, the following will apply:

- (i) the player will not be permitted to bowl in that innings after his return until he has been on the field for at least the length of playing time for which he was absent; and
  - (ii) the player will not be permitted to bat unless or until, in the aggregate, he has returned to the field or his team's innings has been in progress for at least the length of playing time for which he has been absent or, if earlier, when his team has lost five wickets.
- (b) The restrictions set out in 2.5 (a) (i) and (ii) will not apply in the following cases: (1) the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) when participating earlier in the match and has been forced to leave the field as a result of that injury; or (2) the player has been absent for any exceptional and wholly acceptable reason (other than injury or illness).
- (c) If a fielder is already off the field at the commencement of an interruption in play as a result of ground, weather, or light conditions or for other exceptional circumstances, then that stoppage time will be deemed playing time. However, the player must personally inform the umpires when he is fit enough to take the field, and his playing time will only be counted from the time that the umpires receive this information.
- (d) Substitute fielders will only be permitted in cases of injury, illness, or any other wholly acceptable reason.

## 2.7 Runner

Law 2.7 does not apply. A runner for a batsman when batting is not permitted.

## 2.8 Transgression of the Laws by a Batsman who has a Runner

Law 2.8 does not apply. A runner for a batsman when batting is not permitted.

# **LAW 3 THE UMPIRES**

## **3.1 Appointment and Attendance**

Law 3.1 is replaced by the following:

- (a) For each match, the Japan Cup Committee will appoint neutral umpires from another Japan Cup team or umpires that the Japan Cup Committee authorizes to adjudicate Japan Cup matches.
- (b) If the Japan Cup Committee designates a Japan Cup team to provide neutral umpires for a match, then in principle that team will provide two umpires for that match, unless otherwise instructed by the Japan Cup Committee.

- (c) The two teams playing in a Japan Cup match will equally share the costs of transportation (actual fees) of the umpires standing in their match.
- (d) Neither team may object to an umpire's appointment made by the Japan Cup Committee.
- (e) The umpires will be present at the ground at least 30 minutes before the scheduled start of play.
- (f) Umpires must adhere to the Umpire's Code of Conduct and submit an Umpire's Report upon the conclusion of each completed match.

### **3.2 Change of Umpire**

Law 3.2 is replaced by the following:

An umpire will not be changed during the match unless there are exceptional circumstances, including umpire injury or illness. If the umpire is changed, a respected player of the batting team or another person with competent knowledge of the Laws and playing conditions will replace the on-field umpire.

### **3.8 Fitness for Play;**

### **3.9 Suspension of Play in Dangerous or Unreasonable Conditions**

The following applies in addition to Laws 3.8 and 3.9:

If a shadow from the fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run-up until the striker has received the ball. If the fielder moves before the striker receives the ball and the umpire considers the striker to be disadvantaged by that action, the umpire will call and signal "Dead ball".

## **LAW 4 THE SCORERS**

### **4.1 Appointment of Scorers**

The following applies in addition to Law 4.1:

The batting team will be responsible for scoring its own innings if an independent scorer is not present.

Two score books must be kept at all times. Each of the following means of scoring are acceptable:

- a) Two paper score books.
- b) One paper score book and one digital score card, which will be scored using the CricHQ app on a digital device.



## **LAW 5 THE BALL**

### **5.2 Approval and Control of Balls**

Law 5.2 is replaced by the following:

- (a) **Kookaburra Red King 156 g cricket balls will be used for all matches.** Spare used balls of the same brand will be provided by the batting team and kept by the striker's end (square leg) umpire for replacement of the match ball if required. **Only red balls are to be used.**
- (b) Throughout the duration of match, the umpires will retain possession of any match ball when there is a break in play. During play, umpires will periodically and irregularly inspect the condition of the ball and retain possession of it at the fall of a wicket, during a drinks interval, or during any other disruption in play. Each fielding team will have one new ball for its innings.

### **5.4 New Ball in Match of More than One Day's Duration**

Law 5.4 does not apply.

### **5.5 Ball Lost or Becoming Unfit for Play**

Law 5.5 is replaced by the following:

- (a) If a ball is lost during play or, in the opinion of the umpires, is unfit for play as a result of normal use, the umpires may replace that ball with another ball that, in their opinion, has had a similar amount of wear.
- (b) If a ball becomes wet and soggy as a result of play continuing during inclement weather or as a result of dew or a damp outfield and in the opinion of the umpires that ball is unfit for play, the umpires may replace the ball with another ball that has a similar amount of wear, even if the unfit ball has not gone out of shape.
- (c) If the ball is replaced, the umpire will inform the batsman. Either batsman or bowler may raise the matter with the umpires if he feels replacement of the ball might be warranted, however the umpires' decision regarding replacement of the ball will be final.

### **5.6 Specifications**

Law 5.6 does not apply.

## **LAW 7 THE PITCH**

### **7.3 Selection and Preparation**

Law 7.3 does not apply.

#### **7.4 Changing the Pitch**

Law 7.4 does not apply.

#### **7.5 Non-Turf Pitches**

The following applies in addition to Law 7.5:

Non-turf pitches (synthetic pitches) will be used in all Japan Cup games unless an alternative pitch (e.g. turf pitch) has been approved by the Japan Cup committee and the JCA.

### **LAW 9 THE BOWLING, POPPING AND RETURN CREASES**

#### **9.3 The Popping Crease**

Law 9.3 applies, except that the wording “a minimum of 6 ft” is replaced by “a length that is practical to mark at the start of the match and that does not exceed 13 metres on either side of the wicket.”

### **LAW 11 COVERING THE PITCH**

Law 11 does not apply

### **LAW 12 INNINGS**

Law 12 applies subject to the following (see also “15. LAW 15 – INTERVALS” and “16. LAW 16 - START OF PLAY; CESSATION OF PLAY”):

#### **12.1 Number of Innings**

Law 12.1 is replaced by the following:

- (a) All matches consist of one innings per team, and each innings is limited to a maximum of 20 overs.
- (b) Every effort will be made to complete morning matches in accordance with morning match scheduled session times and to complete afternoon matches in accordance with afternoon match scheduled session times. If necessary, the number of overs in the match will be reduced to complete the match within those scheduled session times. However, the number of overs in the match may not be reduced because of potential future interruptions (e.g., a forecast for rain later in the day). A match will be deemed abandoned only if the minimum number of overs necessary to constitute a match cannot be bowled within the scheduled session times.

- (c) If a match is abandoned, the game will be declared a “no result” and each team will be awarded two points.
- (d) In the event of any dispute that is not resolved on the day of the match, the Japan Cup Committee will be asked to make a ruling, and its ruling will be final.

## **12.2 Alternate Innings**

Law 12.2 does not apply.

## **12.3 Completed Innings**

Laws 12.3 (c), (d) and (e) (ii) do not apply.

## **12.6 Length of Innings (\*Addition)**

### **(a) Uninterrupted Matches**

- (i) Each team bats for 20 overs unless all out earlier.
- (ii) If the team fielding first fails to bowl the required number of overs before the scheduled time for cessation of the first innings, play will continue until the required number of overs has been bowled. In this case, the interval will be reduced to enable the second innings to commence at the scheduled time, subject to a minimum interval of 10 minutes. The team batting second will receive its full quota of 20 overs irrespective of the number of overs it bowled before the scheduled time of cessation of the first innings.
- (iii) If the team batting first is dismissed in less than 20 overs, the team batting second will be entitled to bat for 20 overs.
- (iv) If the team fielding second fails to bowl 20 overs before the scheduled cessation time, the hours of play will be extended until the required number of overs have been bowled or a result is achieved.

### **(b) Delayed or Interrupted Matches**

#### **(i) Delay or interruption to the innings of the team batting first**

- (1) When playing time has been lost, the revised number of overs to be bowled in the match will be based on a rate of 15 overs per hour (inclusive of drinks intervals) during the total remaining time available for play.
- (2) Where possible, any revision to the number of overs will ensure that both teams have the opportunity to bat for the same number of overs. The team batting second will not bat for a greater number of overs than the team batting first, unless the team batting first completes its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs must be

bowled to the team batting second, subject to the innings not being completed earlier.

- (3) Any fraction that results from calculations carried out to revise the number of overs will be ignored.

(ii) Delay or interruption to the innings of the team batting second

- (1) If playing time is lost and as a result it is not possible for the team batting second to receive its allocated overs or revised allocation of overs in the playing time available, the number of overs will be reduced at a rate of 15 overs per hour (inclusive of drinks intervals) with respect to the lost playing time. Any fraction that results from calculations carried out to revise the number of overs will be ignored.
- (2) To constitute a match, a minimum of 5 overs must be bowled to the team batting second, subject to that innings not being completed earlier.
- (3) The team batting second must not bat for a greater number of overs than the team batting first, unless the team batting first completes its innings in less than its allocated overs.
- (4) If the team fielding second fails to bowl the revised number of overs before the scheduled or re-scheduled close of play, the hours of play will be extended until the revised number of overs is bowled or a result is achieved.

**12.7 Extra Time (\*Addition)**

In all matches where the start of play is delayed or play is suspended, the scheduled hours of play will be extended where practical. However, scheduled hours of play will not be extended in a manner that interferes with the scheduled start of any match (cricket or another sport) following the match affected by the delay.

**12.8 Number of Overs per Bowler (\*Addition)**

- (a) No bowler will bowl more than 4 overs in an innings.
- (b) 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.
- (c) If the total overs are not divisible by 5, one additional over will be allowed to the maximum number of overs per bowler necessary to make up the balance.
- (d) If a bowler is injured and is unable to complete an over, the remaining balls will be bowled by a different bowler. The remaining balls bowled by the different bowler will count as a full over only in so far as each bowler's limit is concerned.

- (e) If possible, the scoreboard will show the total number of overs bowled, and the umpires are requested to keep a record of the number of overs bowled by each bowler.

## **LAW 13 THE FOLLOW-ON**

Law 13 does not apply.

## **LAW 14 DECLARATION AND FORFEITURE**

Law 14 does not apply.

## **LAW 15 INTERVALS**

### **15.5 Changing Agreed Times for Intervals - Interval Between Innings**

Law 15.5 is replaced by the following:

- (a) The innings of the team batting second may commence before the scheduled time for commencement of the second session if after the team batting first has completed its innings, there is time for at least a 10-minute break prior to the scheduled commencement of the second session.

### **15.9 Intervals for Drinks**

Law 15.9 is replaced by the following:

No drinks breaks are permitted other than in extreme circumstances at the discretion of the umpires.

## **LAW 16 START OF PLAY; CESSATION OF PLAY**

Law 16 applies subject to the following (see also “LAW 15 – INTERVALS” and “12.6 - Length of Innings”):

- 16.6 Last Hour of Match - Number of Overs;**
- 16.7 Last Hour of Match - Interruptions of Play;**
- 16.8 Last Hour of Match - Intervals Between Innings**

Laws 16.6, 16.7, and 16.8 do not apply.

- 16.9 Conclusion of match;**
- 16.10 Completion of last over of match;**
- 16.11 Bowler unable to complete an over during last hour of match**

Each of Laws 16.9, 16.10, and 16.11 apply to the extent that it is relevant to a one innings per side, limited overs match.

## **16.12 Start and Cessation Times (\*Addition)**

There will be two sessions of 1 hour and 20 minutes each, separated by a 10-minute interval between innings. The following starting times and finishing times for the sessions are provided as a guide for scheduling matches:

### **Morning Matches**

First Session 11:00-12:20

Interval 12:20-12:30

Second Session 12:30-13:50

### **Afternoon Matches**

First Session 14:30-15:50

Interval 15:50-16:00

Second Session 16:00-17:20

## **LAW 17 PRACTICE ON THE FIELD**

### **17.1 Practice on the Field**

The following applies in addition to Law 17.1:

The use of the ground for practice before or during the match is restricted to any practice area on the ground that will not (i) affect the preparation of the pitch and ground for play or (ii) damage the pitch or ground after the start of play.

## **LAW 19 BOUNDARIES**

### **19.1 The Boundary of the Field of Play**

The following applies in addition to Law 19.1:

- (d) No minimum length will be set for the boundaries.
- (e) The length of the boundaries must be the same for the duration of both innings and must not be altered during the match.

### **19.2 Defining the Boundary - Boundary Marking**

Law 19.2(a) is replaced by the following:

- (a) In principle, the boundary will be clearly marked with a white line or rope.

### **19.3 Scoring a Boundary**

The following applies in addition to Law 19.3:

- (d) If an unauthorized person enters the playing arena and handles the ball, the umpire at the bowler's end will be the sole judge of whether (i) the boundary allowance is scored, (ii) the ball is treated as still in play, or (iii) "dead ball" is called if a batsman might be dismissed as a direct result of the unauthorized person handling the ball. See also Law 19.1 (c).

## **LAW 21 THE RESULT**

Law 21 applies subject to the following:

### **21.1 A Win - Two Innings Match**

Law 21.1 does not apply.

### **21.2 A Win - One Innings Match**

Law 21.2 is replaced by the following:

- (a) The side which has scored, in its one innings, a total of runs in excess of that scored by the opposing side in the opposing side's one completed innings wins the match. See Law 12.3 (Completed innings). Note also Law 21.6 below.
- (b) A result can be achieved only if both teams have had the opportunity to bat for at least 5 overs, unless (i) the team batting second scores enough runs to win the match in less than 5 overs, or (ii) the match is awarded to a team as a result of the opposing team refusing to play (Law 21.3). For the purposes of this provision, if either team had the opportunity to bat for at least 5 overs but was bowled out before facing 5 overs, it will be deemed that team had the opportunity to bat for 5 overs.
- (c) All matches in which both teams have not had an opportunity to bat for a minimum of 5 overs will be declared a "no-result", unless the match is awarded to a team as a result of the opposing team refusing to play (Law 21.3)

### **21.3 Umpires Awarding a Match**

Law 21.3 is replaced by the following:

If a team concedes defeat or refuses to play any part or all of a match, the umpires may decide to award the match to the other team.

## **21.4 Matches in which there is an agreement under Law 12.1(b)**

Law 21.4 does not apply.

## **21.5 All other matches - A Tie or a Draw**

Law 21.5 is replaced by the following:

If the scores are equal after the completion of both innings, the result will be a tie and no account will be taken of the number of wickets that have fallen.

## **21.6 Winning hit or extras**

Law 21.6 (a) will be replaced by the following:

- (a) As soon as a result is reached as defined in 21.2, 21.3, or 21.5 above, the match is at an end. Nothing that happens thereafter, except for the application of Law 42.17(b) (Penalty runs), will be regarded as part of the match. Note also 21.8 below.

## **21.7 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score**

### **21.7.1 Interrupted Matches - Calculation of the Target Score**

Where play has been interrupted, If it is not possible to extend play, the number of overs of either team and the target score will be revised. This is to be done using the Duckworth/Lewis/Stern method. A simple Duckworth/Lewis calculator app can be downloaded on any smart phone. Par scores and target scores will be determined solely by the umpires.

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/Stern method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations).

### **21.7.2 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 DLS 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern method (Refer Duckworth/Lewis/Stern 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.



Note: For the purpose of simplicity par scores and target scores as calculated by the umpires using the Duckworth/Lewis calculator app on a digital device will be regarded as the true and correct Duckworth/Lewis/Stern method par or target score.

## **21.8 Correctness of Result**

The following applies in addition to Law 21.8:

Any query on the result of the match as defined in Laws 21.2, 21.3, or 21.5 will be resolved as soon as possible and a final decision made by the umpires at close of play.

## **LAW 22 THE OVER**

### **22.5 Umpiring Miscounting**

The following applies in addition to Law 22.5:

- (b) Whenever possible the scorers will inform the on-field umpires if the over has been miscounted, unless the first ball of the following over has been bowled.

## **LAW 24 NO BALL**

Law 24 applies apply subject to the following:

### **24.1 Mode of Delivery**

Law 24.1 (b) is replaced by the following:

- (b) The bowler shall not deliver the ball underarm. If a bowler bowls a ball underarm, the umpire will call and signal No ball, and the ball is to be re-bowled overarm.

### **24.2 Free Hit**

In addition to the above, the delivery following a no ball called (all modes of no ball) 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:

- a) There is a change of striker (the provisions of clause 41.2 shall apply),

or

b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

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.

#### **24.16 Ball pitching on the Edge of the Pitch**

If a ball delivered by the bowler, which without previously having touched the bat or person of the striker, bounces on the edge of the synthetic pitch on the first or second bounce, the umpire will call and signal "No ball" and immediately call "Dead ball." A penalty of one run will be awarded instantly on the call of No ball. Because the ball is considered dead upon the immediate call of Dead ball following the call of No ball, the batsman cannot be dismissed and cannot run extras. A No ball in this case will not be counted as one ball of the over.

#### **24.17 Ball Bouncing to the Side of the Pitch**

If a ball delivered by the bowler, which without previously having touched bat or person of the striker, bounces to the side of the cut strip of the pitch (or the synthetic surface of the pitch in the case of a synthetic pitch), the umpire will call and signal "No ball". The ball will not become dead in this instance.

### **LAW 25 WIDE BALL**

#### **25.1 Judging a Wide**

Law 25.1 is replaced by the following:

- (a) The umpire will call and signal Wide if the bowler bowls a ball that is not a No ball and
  - (i) passes outside the guide line (or over the edge of the pitch if no guide line is provided) on the off side of the batsman, (ii) passes outside the leg stump of the batsman and down the batsman's leg side, or (iii) passes above the batsman's head in his normal upright position.
- (b) A penalty of one run will be scored for a Wide. This penalty stands in addition to any other runs that are scored or awarded. All runs that are run or result from a Wide will be scored as Wides.

#### **25.2 Delivery Not a Wide**

Law 25.2 does not apply.

### **LAW 37 OBSTRUCTING THE FIELD**

Law 37 applies subject to the following:

For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It will not be relevant whether a run out would have occurred or not. If the change of direction involves the batsman crossing the pitch, Law 42.14 will also apply.

## **LAW 41 THE FIELDER**

Law 41 applies subject to the following:

### **41.1 Protective Equipment**

The following applies in addition to Law 41.1:

The exchanging of protective equipment between members of the fielding side on the field is permitted provided that the umpires do not consider that it constitutes a waste of playing time.

### **41.9 Restrictions on the Placement of Fieldsmen (\*Addition)**

- (a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- (b) In addition to the restriction contained in provision (a) above, further fielding restrictions will apply to certain overs in each innings. The nature of those fielding restrictions and the overs during which they will apply (the "Powerplay Overs") are set out below.
- (c) Whenever possible, two semi-circles will be drawn on the field of play. The semi-circles will have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles will be 30 yards (27.43 metres). The semi-circles will be linked by two parallel straight lines drawn on the field. The fielding restriction areas are marked by continuous painted white lines or dots at 5-yard (4.57-metre) intervals, and each dot is to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. During the block of Powerplay Overs (as set out below), only two fieldsmen are permitted outside this fielding restriction area at the instant of delivery.
- (d) During the non Powerplay Overs, no more than 5 fieldsmen are permitted outside the fielding restriction area referred to in (c) above.
- (e) Subject to the provision of (f) below, the Powerplay Overs apply for 6 overs per innings to be taken as follows:

The block of Powerplay Overs (block of 6 overs for an uninterrupted match) are at the commencement of the innings.

- (f) When the number of overs of the batting team is reduced, the number of Powerplay Overs will be reduced and calculated by multiplying the total number of overs in the

innings by 0.3. Any fraction of an over that remains after this calculation is made will be rounded down.

- (g) If play is interrupted during the Powerplay Overs and, on resumption, the overs required to be bowled in the Powerplay have already been exceeded, then the Powerplay will be deemed to be completed in full.

## **LAW 42 FAIR AND UNFAIR PLAY**

### **42.3 The Match Ball - Changing its Condition**

Law 42.3 applies subject to the following:

Law 42.3 (e) (ii) is replaced with the following:

- (ii) Inform the captain of the fielding side of the reason for the action taken.

The following is added to Law 42.3

- (f) In the event that a ball has been interfered with and requires replacement, the batsman at the wicket will choose the replacement ball from a selection of three other balls of various degrees of usage.

### **42.6 Dangerous and Unfair Bowling**

Law 42.6 applies subject to the following:

“Law 42.6 (a) – Bowling of fast short-pitched balls” is replaced by the following:

- (i) A bowler is limited to one fast short-pitched delivery per over.
- (ii) 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.
- (iii) The umpire at the bowler's end will advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.
- (iv) In addition, for the purpose of this regulation and subject to provision 42.6(a)(vi) below, a ball that passes above head height of the batsman and that prevents him from being able to hit it with his bat by means of a normal cricket stroke will be called a Wide.
- (v) For the avoidance of doubt, any fast short-pitched delivery that is called a Wide under this playing condition will also count as the allowable short-pitched delivery in that over.
- (vi) If a bowler bowls more than one fast short-pitched delivery in an over as defined in provision 42.6(a)(ii) above, the umpire at the bowler's end will call and signal

No ball on each occasion. The following specific signal will be used to signify a fast short-pitched delivery: the umpire will call and signal No ball and then tap the head with the other hand.

- (vii) If a bowler delivers a second fast short-pitched ball in an over, the umpire will, after the call of No ball and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side, and the batsmen at the wicket of what has occurred. This caution will apply throughout the innings.
- (viii) 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 will advise the bowler that this is his final warning for the innings.
- (ix) If there is any further instance by the same bowler in that innings, the umpire will call and signal No ball, and when the ball is dead, direct the captain to immediately take the bowler off. If necessary, the over will be completed by another bowler who has not bowled the previous over or part thereof and who will not be allowed to bowl the next over or part thereof.
- (x) The bowler taken off will not be allowed to bowl again in that innings.
- (xi) 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.
- (xii) After the match, the umpires will report the matter to the Japan Cup Committee, which will take action 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 (b) - Bowling of High Full Pitched Balls” applies subject to the following:

Law 42.6 (b) is replaced by the following:

- (i) The umpire at the bowler's end will call and signal No ball for each delivery, whether slow- or fast-paced, which passes or would have passed on the full above the waist of the striker standing upright at the crease.
- (ii) In the event of a bowler bowling a high full-pitched ball, the umpire at the bowler's end decides that the high full-pitched ball was, due to its direction and speed, likely to inflict physical injury on the batsman, then, in the first instance, the umpire will call and signal No ball, and when the ball is dead, caution the bowler and issue a first and final warning. The umpire will inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- (iii) If there is any further instance by the same bowler in that innings of a high full-pitched ball that is likely to inflict physical injury on the batsman, then the umpire will call and signal No ball, and when the ball is dead, direct the captain to immediately take the bowler off. If necessary, the over will be completed by

another bowler who has not bowled the previous over or part thereof and will not be allowed to bowl the next over or part thereof.

- (iv) The bowler taken off will not be allowed to bowl again in that innings.
- (v) 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.
- (vi) After the match, the umpires will report the matter to the Japan Cup Committee, which will take action 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 Dangerous and Unfair Bowling - Action by the Umpire**

Law 42.7 is replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Law 42.6 (a) or (b), the provisions set out below apply at all times during the match.

- (a) The bowling of fast short-pitched balls is unfair if the umpire at the bowler's end believes 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 will also be taken into consideration.
- (b) In the event of such unfair bowling, the umpire at the bowler's end will adopt the procedures set out below:
  - (i) In the first instance the umpire will 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.
  - (ii) If the caution set out in (i) is ineffective, the umpire will repeat that procedure and indicate to the bowler that this is a final warning.
  - (iii) Both the above caution and final warning will continue to apply even though the bowler may later change ends.
  - (iv) If there is any further instance by the same bowler in that innings, the umpire will call and signal No ball, and when the ball is dead, direct the captain to immediately take the bowler off. If necessary, the over will be completed by another bowler who will not have bowled the previous over or part thereof and who will not be allowed to bowl the next over or part thereof. See Law 22.8 (Bowler Incapacitated or Suspended during an Over).
  - (v) The bowler taken off will not be able to bowl again in that innings.

- (vi) 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.
- (vii) After the match, the umpires will report the matter to the Japan Cup Committee, which will take action considered appropriate against the captain and the bowler concerned (refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains).

#### **42.8 Deliberate Bowling of High Full-Pitched Balls**

Law 42.8 applies subject to the following:

Law 42.8(c) is replaced by the following:

- (c) After the match, the umpires will report the matter to the Japan Cup Committee, which will take action considered appropriate against the captain and the bowler concerned (refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains).

#### **42.9 Time Wasting by the Fielding Side**

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

- (b) If there is any further wasting of time in that innings by any member of the fielding side the umpire will:
  - (i) call and signal Dead ball if necessary;
  - (ii) award 5 penalty runs to the batting side (see Law 42.17);
  - (iii) inform the other umpire, the batsmen at the wicket, and as soon as possible, the captain of the batting side of what has occurred; and
  - (iv) after the match, report the occurrence to the Japan Cup Committee, which will take action considered appropriate against the captain and the team concerned.

#### **42.10 Batsman Wasting Time**

The following applies in addition to Law 42.10:

In addition, after the match the umpires will report the incident to the Japan Cup Committee, which will take action considered appropriate against the captain and the team concerned

#### **42.15 Bowler Attempting to Run Out Non-striker Before Delivery**

Law 42.15 is replaced by the following:

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Regardless of whether the attempt is successful, the ball will not count as one ball of the over. If the bowler fails in an attempt to run out the non-striker, the umpire will call and signal Dead ball as soon possible.

#### **42.19 Use of Electronic Communications Equipment (*Addition*)**

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play is not permitted. Use of any electronic equipment, including mobile phones, by any player while on the field of play is not permitted. Any instance of use of such equipment by a player while on the field of play must be included in the Captain's and Umpire's match report.

#### **42.20 Action by the Umpires for Dangerous and Unfair Bowling (*Addition*)**

If the umpires initiate the caution and warning procedures set out above they must include this in their match report.